



# **St. Albert Men's Soccer League (SAMSL)**



## **By-Laws, General Rules and Regulations**

Last Updated: June 2019 by Joseph V. Caputo

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## Vocabulary and Abbreviations

ASA	Alberta Soccer Association
Association/SASA	St. Albert Soccer Association; governing association of SAMSL
CSA	Canadian Soccer Association
PIC	Player Identification Card
League/SAMSL	St. Albert Men’s Soccer League

# 1. General Responsibilities

## 1.1 General

Managers, coaches, players, team officials, and spectators may only take part in or attend games on the condition that they observe and comply with the Rules and Regulations and Bylaws of the St. Albert Men's Soccer League (SAMSL or League).

Each player, coach, manager and/or team official is responsible:

- 1.1.1* To be properly registered with St. Albert Soccer Association (SASA or Association).
- 1.1.2* Have knowledge of and comply with "Rules and Regulations" of the Association.
- 1.1.3* Have knowledge of and comply with the FIFA "Laws of the Game".
- 1.1.4* Respect the referee's decisions during play.
- 1.1.5* No association, league, club or team referee, assistant referee, player or official shall bet on any soccer match, and they are also required to prevent betting.
- 1.1.6* Any club or team, referee, assistant referee, player, official, or spectator may be asked to leave the field area for continued usage of objectionable language or signs.

## 1.2 Team Responsibilities

Each club or team is responsible for:

- 1.2.1* The actions and conduct of its team officials, managers, coaches, players, and spectators.
- 1.2.2* Taking all reasonable precautions necessary to prevent its team officials, managers, coaches, players and/or spectators from threatening and/or assaulting anyone present at games.
- 1.2.3* Maintaining knowledge regarding the current eligibility status of all their team officials, managers, coaches, and players.
- 1.2.4* Ensuring that ineligible team officials, managers, coaches and players do not enter the playing field or player bench area and do not participate in the competition.
- 1.2.5* Ensuring each manager, coach and player have a valid SAMSL recognized identification card.
- 1.2.6* Ensuring that the team officials, managers, coaches, and players' identification cards (PIC) are presented to the game official prior to their participation in any competition.
  - 1.2.6.1 SAMSL registered managers, coaches and players may provide the referee with a digital picture of their valid league PIC (ex. photo of the card on a cellphone)
  - 1.2.6.2 Trialists must have their valid PIC from the league they are registered in when they play a game in the SAMSL. Picture of the card is unacceptable. Refer to Sections 8, 11 and 12 for more details.
  - 1.2.6.3 Providing and putting up one (1) goal net, as well as, supply three (3) corner flags. Flags and nets must meet FIFA minimum standards (refer to Section 6.5).
  - 1.2.6.4 The home team shall supply two (2) game balls, with minimum standard of ball being set by the League at the beginning of the season (refer to Section 6.5).
  - 1.2.6.5 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 not being distinguishable from the visiting team. Training "bibs" or "pinnies" are NOT allowed in any SAMSL game (refer to Section 6.5).

1.2.7 All PICs shall be returned to the SAMSL Registrar by September 30<sup>th</sup>. Failure to do so may result in a \$20 fine.

1.3 All games shall be played in St. Albert unless otherwise approved by the League Director.

## **2. Team Registration**

2.1 The team registration fee, set annually by the SAMSL, is required to be paid in the following way:

2.1.1 An initial non-refundable deposit of \$1,500 is payable no later than the main registration meeting that is normally held in early to mid-April.

2.1.2 The remaining balance is payable by the date set during the main registration meeting. Normally, this will be in mid-May after the season has started

2.1.3 Fees must be paid by e-transfer to the League Treasurer by the dates shown above. Any team failing to meet the above timetable may be subject to a \$50 at the discretion of the League Director. They may also be subject to suspension as described in Section 16.1 below.

2.2 All teams are required to submit a security bond to the League against which any disciplinary fines will be applied. When teams first enter the League, an initial bond of \$250 is required to be paid with the registration fee. After the first season, the bond is reduced to \$150 and stays at that level while the team remains in the League. Any remaining bond is returned if the team leaves the League. If during the course of the season, any disciplinary fines are levied, the team will be required to restore the balance of the security bond to \$150 by no later than the Registration meeting of the following season. If the balance of the security bond reaches zero, the team will be required to immediately restore the balance to \$150.

2.3 A team shall not be eligible for any participation in the program unless all outstanding debts owed to SASA, the Alberta Soccer Association (ASA) or the Canadian Soccer Association (CSA) has been paid.

2.4 Team officer(s) are required to register teams by completing the ASA registration form. All completed copies of the form shall be forwarded to the League Registrar along with a registration form for each player listed on the ASA roster form (see Section 3.3). An approved copy shall be returned to the team officer(s) prior to the first game of the season.

## **3. Player Registration**

3.1 Each team may register up to 25 players. If a team wishes to add a player or players to a full roster, then the team must remove the required number of players first by returning the player identification card(s) of those players it deems necessary to delete in order to complete the new registrations.

3.2 Each player must be registered with the team for which he will play. No player shall register or play for more than one registered team during one season unless he has been duly transferred from one team to another.

3.3 To register a player, a team shall submit an official player registration form including their name, address and date of birth. This form will be provided by the League Director. If a player is being registered for the first time, they will also have to provide a recent digital photo and a copy of a piece of photographic identification (e.g. a current driver's license or passport). This material needs to be forwarded to the League Registrar and a player identification card (PIC) issued before participation by the player can take place. PICs from other jurisdictions are not acceptable.

- 3.4 A player shall not be eligible for any participation in the program unless all outstanding debts owed to SASA, ASA, or CSA have been paid.
- 3.5 All player registrations for league games must be made and player identification card received at least 60 hours prior to participation. Similarly, all player registrations for Provincial Cup games must be made at least seven (7) days prior to participation.
- 3.6 All teams are free to recruit players from anywhere within SASA's jurisdiction area.
- 3.7 All teams are free to recruit player from outside of SASA's jurisdiction subject to all release requirements from the other jurisdiction being completed.
- 3.8 The registration deadline for the season is midnight of July 31<sup>st</sup>. No players may be registered after that date for the remainder of the season.
- 3.9 The roster limit deadline for the season is midnight of July 1<sup>st</sup>. Players can be added to any roster between July 1<sup>st</sup> and July 31<sup>st</sup> but the same number of players that are added need to be dropped (i.e. roster cap set in place on July 1<sup>st</sup>).

#### **4. Transfer of Players**

- 4.1 A player who has signed a registration form for a club or team affiliated with the SAMSL during a current season shall be allowed to transfer his registration to any other club or team. Such notice shall be made on the form provided by the SAMSL for this purpose. Once this form has been completed, signed and copied, by the player, to the League Director and date stamped by the League Director, the player ceases to be part of his/her former team, and may play immediately for his/her new team.
- 4.2 A player may only transfer once in a thirty (30)-calendar day period.
- 4.3 The club or team granting the transfer shall have the transfer form signed by their coach or manager and returned to the player who shall then take it to his/her new club or team for signing. The fully completed original must then be submitted to the SAMSL.
- 4.4 The transfer shall be complete when the original transfer form has been completed, date stamped and received by the League Director.
- 4.5 A player shall not play for more than one (1) team in any one (1) Playoff Cup competition, even though he has since been legally transferred.
- 4.6 A registered player can only be deemed a "Free Agent" if the Provincial Association has deliberated the case in accordance with the Constitution and Regulations of the Canadian Soccer Association.
- 4.7 There shall be no application for transfer of players within the territorial limits of the Association received after business hours on July 31<sup>st</sup>.
- 4.8 Transfer Deadline will be as per ASA Guidelines for the current season.

#### **5. Referees and Assistant Referees**

- 5.1 All referees and assistant referees (Game Officials) shall be under the jurisdiction of SASA through the Referee-in-Chief and through him to SASA and the SAMSL Executive.
- 5.2 Every attempt will be made to avoid having a registered player with the SAMSL referee a game in the league, though he may appear as an assistant referee.
- 5.3 The Game Officials for each game shall be appointed by the SASA official designated for such duties. If no previous arrangements have been made, and through unforeseen circumstances a referee or linesman is unable to act, then the team captains shall agree on some other person to officiate.
- 5.4 Game Officials shall receive fees as laid down by SASA.

- 5.5 All referees shall, within 24 hours following the completion of a game in which they officiated, forward a written report to the League Director detailing any incidents which may have taken place before, during, or after the game (e.g. player sending-off, team officer warnings or ejections, match abandoned etc.). If a player is sent-off, the Game Official will make note of that player's identification card (PIC) and forward it with the written report.
- 5.6 Players who have their identification card associated with a discipline/misconduct report are ineligible to play again pending notification of action of the League Director and League Disciplinary Chairman. The League Director shall communicate with the team officials as soon as possible.
- 5.7 The referee shall decide if the ground is fit to play on.
- 5.8 If any club or team wishes to make comments regarding their game officials, they can do so by completing the Game Official Comment Form and submitting to the League Director.
- 5.9 The Referee-in Chief, or anyone appointed by the Men's League to be responsible for disciplinary matters shall reserve the right to summon any Game Official before a specified meeting to clarify his or her reports or answer for his or her misconduct within the jurisdiction of SASA.

## **6. Games and Competitions**

- 6.1 All games played by the clubs and teams affiliated with the Men's League shall be controlled by the League Director with such authority so as to determine schedules for all games.
- 6.2 The League Director shall distribute schedules to the club and team officials and such a schedule shall be considered sufficient notice for proper participation.
- 6.3 The League Director or designate shall inform the club and team officials as well as the game officials of any change in the schedule.
- 6.4 The season is divided into two stages: the Regular Season and the Playoff Cup.
  - 6.4.1 At the end of the regular season, the top team is awarded the League Pennant.
  - 6.4.2 The top team(s) (1 when provincials are in Calgary and 2 when provincials are in the Edmonton area) is/are offered the opportunity to represent SAMSL at the ASA Men's provincial tournament.
  - 6.4.3 The Playoff Cup is defined based on the final rankings of each team at the end of the Regular Season. The top team at the end of the competition is awarded the Playoff Cup.
- 6.5 For all games, all teams must provide the following equipment (refer to Section 1.2.6.3-1.2.6.5):
  - 6.5.1 A regulation goal net appropriately secured to the goals and in good state of repair.
  - 6.5.2 Three (3) regulation corner flags at the field.
  - 6.5.3 Two (2) regulation game balls of the correct shape, size and pressure and in a good state of repair (Home team). The balls must meet minimum standard of ball being set by the League at the beginning of the season.
  - 6.5.4 A change of uniform if the referee determines there is a color clash between the two first choice uniforms (Home team).
- 6.6 Any games (Regular Season or Playoff Cup) that are postponed due to ground or weather conditions shall be rescheduled by the League Director with the assistance of SASA.
- 6.7 Any club or team requesting a change of a scheduled game for whatever reason, shall do so in writing to the League Director 10 days in advance of game day. The decision of the League Director shall be final.

- 6.8 Any club or team having to forfeit a game for any reason must do so within 12 hours of the game. The League Director, opposing team manager and the SASA office needs this amount of notice in order to contact the Game Officials. If notices inside of 12 is given, the forfeiting team will have to cover the cost of the Game Officials.
- 6.9 All shirts of players in a game must be clearly numbered on the back.
- 6.10 A team playing an ineligible player will forfeit the game unless in the League Director's view there are mitigating circumstances (see more in Section 16.1).
- 6.11 The process employed to determine which team(s) will represent the SAMSL in the ASA Provincial Competitions will be determined based on top positioning (refer to Section 6.4.2).

## **7. League Standings and Promotion and Relegation**

- 7.1 League format and any promotion or relegation issues shall be determined by the League Director prior to the start of the season. If there was more than one division the previous season, promotion and relegation will be determined as follows:
  - 7.1.1 The team which finished first in a division shall be promoted to the next highest division for the next applicable season.
  - 7.1.2 The team which finished last in a division shall be relegated to the next lower division for the next applicable season.
- 7.2 The criteria used to break point ties in the standings for either league or cup-trophy competition is as follows:
  - 7.2.1 Goal difference (goals for minus goals against).
  - 7.2.2 Goals for (i.e. goals scored by the team).
  - 7.2.3 Results of games between tied teams.
  - 7.2.4 Goal difference in games between tied teams.
  - 7.2.5 Goals scored for in games between tied teams.
  - 7.2.6 Penalty kicks

## **8. Game Sheets and Player Identification Cards (PICs)**

- 8.1 Official game sheets must be used for all league and cup-trophy games. These game sheets are to be completed, signed by a team official and given to the Game Officials 15 minutes prior to the scheduled kick-off time together with the PICs for all players and team officials identified on the game sheet. The game sheet may contain up to 20 players. Players unable to show their PIC are ineligible to play.
- 8.2 The game sheets (white copies) from both participating teams must be returned to a place designated by the League Director within 24 hours of the completion of the game. It is the home team's, responsibility to ensure this happens. Failure to comply may result in a \$20 fine.
- 8.3 If an ineligible player's name appears on the game sheet it will be deemed that the player has actually played and will be dealt with in accordance with Section 6.10 and 16.1.

## **9. Duration of Games**

- 9.1 Games shall be divided into two equal halves of 45 minutes each, with a half-time not exceeding five minutes except by consent of the referee. Because of local conditions, the 90-minute game may be shortened under the following rules:

- 9.1.1 If, before the start of the game, the referee feels that weather or light conditions may make it impossible to play a full 90-minute game, he shall call the captains together and ask them to agree on a shortened game. Should the captains fail to agree on the shortened time to be played, the referee shall set the time to be played, and his decision shall be binding and final.
- 9.1.2 When a game is started under normal conditions, or as under Section 9.1.1 above, and the referee later believes that early darkness or adverse conditions may lead to player injuries, he shall then call the game, and the score in the game at this time shall stand provided that a minimum of 60 minutes has been played. If this minimum time (i.e. 60 minutes) has not been reached, the League Director will work with SASA to reschedule the game.
- 9.2 Games abandoned by the referee because of player or spectator demonstrations and/or violence, must be reported directly to the League Director or committee appointed for such purpose who shall decide if the score at the time of abandonment shall stand, or whether the game should be replayed.
- 9.3 There shall be no extra time played in league matches. For Playoff Cup games that require a result, if the score is tied after 90 minutes, two 15-minute halves of extra-time shall be played if weather and light conditions permit. If the game is still tied after extra-time, and weather and light conditions permit, then penalty kicks shall be used (format as in FIFA Laws of the Game) to determine a winning team.
- 9.4 Should weather or light conditions not permit the 30 minutes of extra-time then the result of the game shall be determined by penalty kicks.
- 9.5 In all games, the referee shall be the only official time-keeper, and he shall be in complete charge on the field in accordance with the FIFA Laws of the Game.

## **10. Substitutes**

- 10.1 Substitutes shall be permitted in all games (regular season and cup) as follows:
  - 10.1.1 Unlimited substituting shall be allowed whether in regular or extra-time. Substitutions are at the discretion of the referee.
  - 10.1.2 A player replaced by a substitute can himself be later allowed to return to the game as a substitute.
  - 10.1.3 All substitutes must wait for the signal from the referee before entering the field of play. Substitutions take place at the centre-line.
- 10.2 No substitution shall be permitted for a player sent-off from the field of play after play has started.
- 10.3 A substitute shall be subject to the authority of the referee whether he is called upon to play or not.
- 10.4 A team using more than the players listed on the game sheet shall forfeit the game as outlined in the Recommended Punishment section (Section 16.1).
- 10.5 A maximum of three (3) substitutes can be used per substitution.

## **11. Minor Players with Men's Teams (Minimum age of 16 years)**

- 11.1 A minor player shall be entitled to play an unlimited amount of regular season games for a registered team provided that prior written permission has been granted by a team officer of the team with whom the player is currently registered. Playing for a registered team shall not offend the player's minor status.

- 11.2 The Executive of the Association reserves the right, in cases of conflict in schedules, to rule that minor player shall play minor soccer first and men's soccer second.
- 11.3 No more than five (5) such minor players may play for any one team in one game.
- 11.4 It shall be recorded on the game sheet that the player is a trialist. Additionally, a trialist form must be completed by the player and the manager of the team in which they are registered. No more than five (5) trialists (Minor or Senior) may appear on a Team's game-sheet.
- 11.5 The PIC of the minor player(s) shall be in the possession of the team officer of the men's team for which the minor player is playing. PIC's from other jurisdictions will be allowable. A photo of the PIC card is not acceptable.
- 11.6 A minor player cannot play for a men's team in any Playoff Cup game or any qualifying tournament for any ASA or CSA competition. The punishment for improper use of a minor player is as if he were an unregistered player.

## **12. Senior Players with Men's Teams (Over 35)**

- 12.1 A senior player, currently registered with a Masters Team (across Alberta), shall be entitled to play an unlimited number of regular season games for a registered team
- 12.2 No more than five (5) such senior players may play for any one team in one game.
- 12.3 It shall be recorded on the game sheet that the player is a trialist. Additionally, a trialist form must be completed by the player and the manager of the team in which they are registered. No more than five (5) trialists (Senior or Minor) may appear on a Team's game-sheet.
- 12.4 The PIC of the senior player(s) shall be in the possession of the team officer of the men's team for which the senior player is playing. PIC's from other jurisdictions will be allowable. A photo of the PIC is not acceptable.
- 12.5 A senior player cannot play for a men's team in any play-off game or any qualifying tournament for any ASA or CSA competition. The punishment for improper use of a senior player is as if he were an unregistered player.

## **13. Appeals, Disputes and Protests**

- 13.1 Game protests with respect to game regulation violations must be made in writing to the League Director within 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.
- 13.2 Any appeal of a decision made by the League Director with regard to games must be made in writing to the Disciplinary Chairman within 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 e-transfer to the League). The Disciplinary Committee shall then deal with the matter and their decision shall stand.
- 13.3 Any appeal, dispute or protest of a decision made by the Disciplinary Chairman may be made in writing to the Executive of the Association within 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.

- 13.4 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 72 hours of the decision, and must be accompanied by an appeal, dispute, or protest fee (determine 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 CSA will only be accepted if they relate to constitutional matters.

## **14. Disciplinary Procedures**

- 14.1 Field violations are to be recorded on a misconduct report by the Game Officials and sent to the League Director together with a note of the player identification cards (PICs).
- 14.2 The League Director and/or the Disciplinary Chairman may apply any or all of the prescribed disciplinary measures contained in this document as may be changed from time to time. At their discretion they may amend the penalties if in their opinion the offence committed warrants such an amendment.
- 14.3 The League Director and/or the Disciplinary Chairman shall inform the affected team officials of any suspensions to their players or other team officials. This shall be done as soon as possible after receiving the misconduct report from the Game Official.
- 14.4 Where reference is made to the Disciplinary Chairman or to the ASA then the League Director must refer the violation to the specified person or Association in writing.
- 14.5 Players sent-off the field of play for misconducts shall not play again in the same game or be substituted for in that game and shall miss the next one game (one game being the minimum punishment for a sending-off). In addition, the player shall serve such greater suspension as may be applicable for the offence committed and as contained in the recommended punishments of this document.
- 14.6 There shall be no disciplinary hearing unless so stated in the recommended punishments, or unless an official appeal is submitted.
- 14.7 Where punishments refer to the first offence, then this shall mean the first occasion that the player was sent-off for that offence.
- 14.8 Where punishments refer to the second offence then this shall mean the second occasion that a player has been sent-off for that offence. If a player is sent-off in another game for a different type of offence then the League Director, in consultation with the Disciplinary Chairman, will decide the suspension based on the specifics of the offences.
- 14.9 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.
- 14.10 All suspensions must be served for games scheduled by the SAMSL and played by the team. Suspended players shall not play games for any other team, or in any other game during suspension.

## **15. Misconduct Hearings**

- 15.1 Any players sent-off for misconducts, or any team officials reported for misconducts and required to be dealt with by a Disciplinary hearing 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.
- 15.2 When a Disciplinary hearing is called, the players or other team members or team officials required in attendance shall be informed of the time, date, and place of such hearing by a notice

from the League Director to the club or team representative concerned, or other officer of the club or team, and it shall be their duty to inform the member(s) of the hearing and have him (them) present thereat. The representative shall speak on behalf of the players(s) or member(s) if he so desires at the hearing. Others also required to be present shall be given notice by the League Director.

- 15.3 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.
- 15.4 Players sent-off for misconducts shall not play again in the same game or be substituted for a minimum of one game until a decision is given on the misconduct for which they were sent-off, either by the League Director, or because of a Disciplinary hearing.
- 15.5 Any team member or player shall be automatically suspended until he presents himself before such a body.
- 15.6 An appeal with regard to the decision of the Executive or Disciplinary Chairman may be made in a like manner to that outlined under “Appeals, Protests, and Disputes.”

## 16. Team Offences and Suspensions

- 16.1 *Registration Violations* - Use of underage players, players without a PIC, minor players without written permission, more than five (5) minor and/or senior players, or non-registered, suspended or illegally registered players.

### Punishment

First Occurrence	All games played shall count as a loss and three (3) goals against and three (3) points shall be awarded against the offending team. The team officials shall be reprimanded
Second Occurrence	In addition to the above, the team officials shall be suspended pending a Disciplinary hearing. A \$50 fine will be levied.
Subsequent Occurrences	In addition to all the above the team and team officials shall be suspended pending Disciplinary hearing. A \$100 fine will be levied.

- 16.2 *Teams failing to arrive on time* - No show or late show by either team where a late show is defined as a team not being on the field of play ready to kick-off within 15 minutes of the assigned kick-off time with a minimum of seven (7) players together with the required equipment (see Section 6.5). If, after starting the game a team falls below the minimum seven players, then the game will end.

### Punishment

First Occurrence	The non-offending team may claim the game or consider it postponed. If the game is claimed it will be recorded as a 3-goal loss against the offending team. The team officials shall be reprimanded and the offending team will pay of the Game Officials (see Section 6.8)
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Second Occurrence	In addition to the above, the team officials shall be suspended pending a hearing and disciplinary action by the Disciplinary Chairman.
Subsequent Occurrences	In addition to all the above, the team and team officials shall be suspended pending a hearing and disciplinary action by the Disciplinary Chairman.
Note:	In the case of a late arrival of a team, the waiting coach may elect to play the game, subject to the discretion of the referee. The waiting coach and/or referee are not required to wait beyond the 15-minute grace period.

16.3 *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 3-0 loss to the offending team. The team officials shall be suspended pending a Disciplinary hearing.
Second Occurrence	In addition to all of the above, the team and team officials shall be immediately suspended pending a Disciplinary hearing

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

**Punishment**

First and Subsequent Occurrences	Immediate suspension of the teams and team officials pending a Disciplinary hearing.
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16.5 *Misconduct by Teams* – Team officials refusing to assist Game Officials prior, during, or after the game, failing to maintain sideline control and discipline or controlling identifiable team supporters when requested by the Game Officials, warned for entering the field of play without permission, dissent by word or actions to the Game Officials, or ungentlemanly conduct.

**Punishment**

First Occurrence	One (1) game suspension
Second Occurrence	Two (2) game suspension
Third and Subsequent Occurrences	Disciplinary hearing

- 16.6 *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	Disciplinary hearing

**17. Player Offences and Suspensions**

- 17.1 *Player Cautions* - Cautions are yellow cards and are issued in accordance with the Laws of the Game as determined by FIFA. They are distinct from red cards. If a player is sent-off for a second cautionable offence, then the cautions are nullified and the player is suspended as shown below. 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. The following suspensions are for yellow card accumulations during the season.

**Punishment**

After three (3) cautions recorded	One (1) game suspension
After five (5) cautions recorded (i.e. 2 additional cautions)	One (1) game suspension
For every recorded caution above five (5) (i.e. for every additional caution)	Two (2) game suspension

- 17.2 *Player Cautions, Two Offences* - Player sent-off for two cautionable offences in a single game. Note that the player receiving an ejection during the course of the game must leave the field of play immediately.

**Punishment**

First Offence	One (1) game suspension
Second Offence	Two (2) game suspension
Subsequent Offences	Disciplinary hearing

- 17.3 *Language and Gestures* - Player or team officials sent-off for foul, abusive, insulting and/or offensive language, dissent or gestures directed at players, team officials, spectators and/or are loud enough, in the opinion of the Game officials, to be audible to others on the field. This also includes failure to conduct in a responsible manner towards anyone in the field of play.

**Punishment**

First Offence	One (1) game suspension
Second Offence	Two (2) game suspension
Subsequent Offences	Four (4) game suspension and disciplinary hearing

- 17.4 *Serious Foul Play* - Player sent-off for serious foul play (including but not limited to dangerous tackle, charging, push from behind, indiscriminately kicking opponent, elbowing or other extenuating circumstances).

**Punishment**

First Offence	Three (3) game suspension
Second and Subsequent Offences	Disciplinary hearing

- 17.5 *Violent Conduct* - Player or team officials sent-off for violent conduct, striking a player, team officials or spectator (including but not limited to kicking, punching, elbowing, scratching or gouging, head butting and spitting) or threatening an opponent or spectator.

**Punishment**

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

- 17.6 *Language and Gestures against Game Officials* - Player or team officials sent-off for foul, abusive, insulting and/or offensive language, dissent or gestures directed at the Game Officials.

**Punishment**

First Offence	Two (2) game suspension
Subsequent Offences	Disciplinary hearing

- 17.7 *Offences against Game Officials* - Player sent-off for:

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

**Punishment**

First Offence	Ten (10) game suspension
Subsequent Offences	Disciplinary hearing

- 17.8 Player cautions reset to zero after completion of the Regular Season and do not carry over to the Playoff Cup competition (associated with Section 17.1).
- 17.9 All red cards, suspensions and offences associated with Sections 17.4 through 17.7 carry forward into the Playoff Cup competition and do not get nullified at the completion of the Regular Season.
- 17.10 Punishments imposed during the Playoff Cup because of offences described in Sections 17.1 through 17.3 will be considered as fully served at the end of the outdoor season (i.e. any remaining suspension will not carry over to the following season). Any remaining suspensions from punishments imposed because of offences described in Sections 17.4 through 17.7 will be carried forward to the following season. Note that if players or team officials have suspensions associated with Section 17.4 through 17.7 and do not return to the SAMSL league the following year, the league or association that they go to play with will be informed of their suspension so that the punishment is still applied. At the same time, the suspension will be noted if the player returns to the SAMSL after a one (1) or more year break.