



CENTRAL LEAGUE – SOUTH CAROLINA AMATEUR SOCCER ASSOCIATION (CL-SCASA)

RULES AND PROCEDURES

Revised: 7 August 2018

The Central League – South Carolina Amateur Soccer Association (CL-SCASA) is a non-profit 501(c)3 corporation whose mandate is to provide a venue for organized affiliated (through FIFA, US Soccer Federation, USASA, and SCASA) soccer for adults in the midlands of South Carolina. The Rules and Procedures that govern CL-SCASA are set forth in this document.

The Rules as presented in this document pertain to ALL CL-SCASA competitions unless specifically identified in this document. Rules and Procedures that pertain only to 6v6 competitions are identified in Annex 1.

SECTION I: RULES

- 1) **RULES:** The FIFA Laws of the Game shall apply to all matches unless otherwise stipulated here.
 - a) **Substitutions:** Unlimited substitutions in each game. Same player may return to the field if they have been substituted. A team may substitute a player at the following times:
 - During a goal kick or at re-start after a goal by either team;
 - At half time;
 - During a throw-in (only the team in possession of the ball May make a substitution during a throw-in);
 - In the event of an injury.In each case (except for half time) the team must obtain the referees permission prior to substitution.
 - b) **Uniforms:** As a minimum, every team must have numbered jerseys which are “similar” (preferably the same) color – numbers must be visible and be placed on the chest or center of the back of the jersey. Matching socks and shorts are encouraged, but not required. The home team (i.e. team listed 1st on the schedule) shall be responsible for changing uniform in the event of a color conflict). No tape or markers shall be used to mark the number on the jersey. Teammates will not be permitted to exchange shirts during a match. If a “similarly-colored” jersey is used in the case of a shortage, the opposing Team’s Rep can appeal to the referee if he/she sees this as a conflict of color. The referee will then make the call if in his/her judgment there is a color conflict in which case the referee may disallow use of that shirt (thus the player must change shirt).
 - **Beginning Spring 2018, 11v11 Premier, D1 & D2 teams must wear matching shorts and socks (same color and/or pattern) for all games.**

- c) **Player Safety and Equipment:** Implementation of player safety regulations and enforcement of equipment guidelines are the responsibility of the referee. As per established guidelines:
- All players **must** wear shin guards to play. Hard surfaces of shin guards are to be covered with socks.
 - No shoes with front cleats may be worn (i.e., no baseball or football shoes). Only rubber cleats are allowed.
 - No jewelry, metal devices, or hazardous equipment may be worn.
 - Casts can be allowed if they are padded & the Referee approves them before the game and that such protective devices pose no threat to other players.
- d) **Grace Period:** Grace periods are afforded in both 11v11 and 6v6 competitions as follows:
- **11v11:** A grace period of 15 minutes is given to teams that have less than 7 players at the scheduled kick-off time. A team must have 7 players in order to start or end a game. If a team does not have the minimum 7 players within this time the game shall be ruled a forfeit. Note:
 - Within the 15-minute grace period, once a team has 7 eligible/rostered players, at the field the referee should call the players on to the field so the game can start immediately.
 - The referee shall be aware of players delaying the start by taking excessive amount of time to get ready and shall warn and/or penalize them accordingly.
 - Furthermore, if a player is present at the game and purposefully does not step on the field (thus making it 7 players) to allow the game to start at any time during the 15-minute grace period, after warning from the referee, the player shall become ineligible to play and may not play at any time during that match.
 - **6v6:** There shall be a seven (7) minute grace period. Each team is to have at least four (4) players dressed, and ready to play prior to the expiration of the seven (7) minute grace period. A game must be started as soon as possible after the scheduled kick off time as long as a team has the required minimum of 4 players. A team must have a minimum of 4 players to start and end the game otherwise the game be ruled a forfeit. Note that purposeful delay by players to step on the field to allow time for other teammates to arrive shall be subject to the same sanctions as detailed above for 11v11 matches.
- e) **Late Start:** The referee may not shorten a half (or halves). The referee may shorten half-time break to accommodate for late starts. The referee will advise the team captains as to time changes prior to the start of the game.
- f) **Game Completion:** If a game is abandoned by the referee due to weather conditions the following shall apply:
- During the “regular season” if abandonment occurs after the completion of the first half, the score at the time of abandonment shall stand as the final score.

- During the “regular season” if abandonment occurs during the first half, the balance of the game shall be rescheduled and remaining time played. The rescheduled game shall commence at the time when the game was abandoned (e.g. the 16th minute) with the score as it stood at the time of abandonment (e.g. 3-1).
 - During the playoffs, the balance of the game shall be rescheduled and remaining time played independent of when abandonment occurs. The rescheduled game shall commence at the time when the game was abandoned (e.g. the 21st minute of the 1st half) with the score as it stood at the time of abandonment (e.g. 2-1).
- g) **Standings/points:** Three points are awarded for a win; 1 point for a tie; 0 points for a loss. A maximum of a 10 goal differential shall be reported for all games. In the event of a tie in points at the end of the season, standings will be determined on the basis of the following tie break criteria:
- Head-to-head result(s);
 - Goal differential within head-to-head competition;
 - Forfeiture record;
 - Overall goal differential;
 - Least number of goals conceded;
 - Most goals scored.

SECTION II: REGISTRATION

Every team and every player participating in CL-SCASA matches must be properly registered in order to be eligible to play. The registration process for 11v11 and 6v6 competition is similar, though costs, fees, freeze dates, and roster sizes differ as specified.

Effective the start of the 2016/17 seasonal year (beginning 1 September 2016), registration will be handled using Affinity Sports.

REGISTRATION: Registration procedures, including dates, costs, etc. are available through this document, the CL-SCASA website (www.columbiaSCsoccer.org), or the League Administrator. Registration (at: <http://scasa.ccl.sportsaffinity.com/>) through the Affinity Sports platform includes 2 components:

- A. Team Registration. Team Registration includes the following process:
 - The Team Manager (Team Representative) must register the team, acknowledge and accept the “code of conduct” and other requirements and make the payment.
 - Once this is done, the Team Manager will receive an email from Affinity Sports confirming the team registration has been submitted.
 - The League Administrator will review the registration and if the team is accepted to the league, then the team’s registration will be made “**active**” by the League Administrator who will then notify the Team Manager.
- B. Player Registration. Once the team’s status is “active” then individual players may register and be added to the team using the following process:

- Each player must register individually through the provided link by:
 - Step 1:
 - Select season
 - Select team
 - Create an account (user name and password)
 - Step 2:
 - Enter player information
 - Add self to team
 - Step 3:
 - Select role – “player”
 - Upload picture (note: picture must be a recent, full face photo with no glasses or hats)
 - Acknowledge age (note: if under 18 please see below for additional requirements)
 - Step 4:
 - Read and accept ELA (Player Waiver Form)
 - Step 5:
 - Select payment method and make payment (note: payment **must** be made in order for the registration to be complete)

Please direct any questions on either Team or Player Registration to the League Administrator.

Recent-most Team and Player Registration Fees are detailed in Annex 2 of this document.

Players must be 16 or older to play in Central League. Any player between the ages of 16 and 18 must also have the “Parental Waiver Form” completed and signed before they can play by a parent or legal guardian, in addition to face-to-face consent between parent/guardian and the League Administrator.

As of September 1, 2017, any age-delineated league requires proof of age at registration by uploading a copy of a government-issued ID to the Affinity website.

In the event that any rostered player is dropped from a team, no refund shall be made.

A new player may register and be added to a roster up to 24 hours before the match.

If a player changes teams during the season, the player must sit out three games. To change teams, the player must notify the League Administrator for details on how to enact such a change.

Roster “Freeze Dates” are as follows:

- Roster SIZE freezes at 5:00 PM, 5 days before the 6th scheduled game.
- Rosters are completely frozen at 5:00 PM, 5 days before the 8th scheduled game.
- Between the 6th and 8th games, players can be added to the roster, but any new player added must replace a current player who must be dropped so that the roster size does not change. Player fees must be paid for the new player(s) added.

- After the 8th game NO new players may be added to the team (or transferred from another team).

2) **DUAL REGISTRATION**: Dual Registrations (i.e. a single player playing on more than one team in any given league) are not permitted in the CL-SCASA except for the following exceptions that apply to 11v11 and 6v6 competitions:

- Team Captain (or Manager or Representative) of a “Club Team” (note that each “club” may only have one individual designated in this capacity);
- Male players over the age of 40 playing any position in any league/division,
- Male and female goalkeepers over the age of 30 in any league/division,
- Female players over the age of 30 playing in a men’s league/division,
- Female goalkeepers of any age playing in a men’s league/division
- Female field players over the age of 45 in a women’s 6v6 division,
- Players belonging to a “club” in the league as per the rules defined below.

To meet the age requirement, the CL-SCASA will follow USASA guidelines, i.e. the player must have his/her birthday within the calendar year of the season in question. Thus any player who turns 40 in the calendar year shall be eligible as an “over 40 player”. For players that qualify (due to age) to play on more than 1 team, the teams must be in different divisions.

A supplemental registration fee shall apply to each player with dual registration (see Annex 2).

In the CL-SCASA the “club” concept is defined as follows: A minimum of 2 teams are entered under a single administrative authority and name (for example “Cosmos D-2; Cosmos D-3” or “Santos D-1 and Old Santos”, etc.). Different players are rostered for each team, and these players must be the team/club captain or meet the age requirements defined above. These players must be registered on all teams they plan to play for and must be on the active team roster to be eligible to play.

Each club may permanently (i.e. for the balance of the season) transfer players from one team of the “club” to another without incurring a 3-game penalty for the player. The transfer must be made by 5:00PM, 24 hours before the team’s 6th game of the current season (note that a supplemental registration fee as detailed in Annex 3 shall apply to the transferred player).

3) **PAYMENTS**: Payments to the league are to be made as follows:

- Team Registration: Payments may be made by on-line payment through Affinity Sports, check, certified check, money order, PayPal, credit card, or cash. Note that fees (credit card processing fees, e-check fees, etc.) do apply. Schedule of these fees are available from the League Administrator. Note that cash is the least preferred option. CL-SCASA may elect to change the form of payment accepted at any time. The fees are listed in Annex 2. Referee fees and payment procedures are detailed in Annex 3.

Under circumstances where checks have been previously written to the league with insufficient funds in the account to cover the check, the league reserves the right to refuse personal checks from these individuals and/or companies and require a money order or certified check instead. Note that a service fee is charged for “bounced” checks.

The cost (i.e. “team fees”) to register a team shall be set on a season-by season basis. In addition to “team fees”, other fees include:

- a) “Player Fees”: set on a season-by-season basis. These must be paid at the time a player is registered (se Annex 2).
- b) “Referee fees”: set on a season-by-season basis. These fees must be paid on the field in cash to the referees before the game is played (see Annex 3).
- c) Bonds or other fees set by the league.

4) **BONDS**: Every new team in the CL-SCASA shall be required to post a bond as follows:

- **11v11**: \$175 bond.
- **6v6**: \$50 bond.

Bonds shall be held by the CL-SCASA for the purposes of ensuring that the team is in compliance with the game day requirements of these Rules and Procedures, does not forfeit any game, or otherwise violates any rule. In the event that the team violates any rule that has a monetary fine, the bond shall immediately be forfeited to the League and applied towards the fine. Upon the forfeit of the Bond, the team shall be suspended from further League play until the Bond is renewed by paying an additional amount (equal to the bond amount) to replace the forfeited bond. Teams that were registered for play and were in good standing with the CL-SCASA at the end of previous seasons shall be exempt from the Bond requirement provided they remain in Good Standing with the League. For this section only (“Section II #4: – Bonds”), Good Standing shall be defined as having no game forfeitures, outstanding monetary or other pending disciplinary action. Should a team, which is exempt from posting a bond under this section, violate any rule, then that team shall lose their exempt status and will be required to post the required bond in addition to the forfeit penalty pursuant to Section V; #4 of this document.

PLAYER PASSES (CARDS): Effective the start of the 2016/17 seasonal year (beginning 1 September 2016) CL-SCASA will use “digital player passes”. At the discretion of the League these may be used in conjunction with digital or printed team rosters. Please contact the League Administrator for details.

SECTION III: GAME SCHEDULING

- 1) **SCHEDULING OF GAMES**: The 11v11 and 6v6 competitions will be played predominantly on the days that they are planned for (e.g. Sunday afternoon, Tuesday night, etc.). Though the majority of games will be scheduled for planned day, games may also be scheduled on any other day to accommodate for rainouts, light conditions during the late fall, and winter months, or other events that necessitate games being held at alternate times.

Games may therefore be scheduled any night of the week, as well as Saturdays or Sundays. CL-SCASA will make every attempt to avoid scheduling on alternate dates and times.

- 2) **VERIFICATION OF GAME TIMES/VENUES:** Due to the fact that games times and/or venues may have to be changed at times to accommodate for field conditions, weather, or other factors, teams are required to check their game times on the league website 24 hours before scheduled kick off in the event of changes (www.columbiaSCsoccer.org). Under special conditions (see number 4 below) changes may also be made at the field.
- 3) **SCHEDULE CHANGES:** Schedule changes shall not be permitted, unless under extraordinary circumstances and must be approved by the league.
- 4) **SPECIAL SCHEDULING CONSIDERATIONS:** The league shall make reasonable efforts to accommodate special scheduling requests but this may not be possible.

Under certain circumstances (e.g. due to field conditions, or other events) changes to the venue and/or game start time may have to be made with relatively short notice. Thus the league reserves the right to move a match to a different venue and/or timeslot within a reasonable time period as a result of weather cancelations at any one field. This may be used in very limited situations and all efforts will be made to accommodate the teams involved.
- 5) **GAME TIME DECISION:** Player safety is of paramount importance so if the field is deemed unsafe by the referee, he/she may cancel a game prior to its start or abandon it during the game if conditions are deemed unsafe.

SECTION IV: GAME DAY PROCEDURES

- 1) **GAME DAY PROCEDURES:** The following are the game-day procedures that will apply to all games:
 - a. Show up at the field at least 15 minutes before game time (to make sure games start on time).
 - b. The check-in procedure will consist of the following steps:
 - i. The League Administrator shall notify all Team Managers on the procedure.
 - c. No player may play without being registered on the specific team.
 - d. If a player is ejected during the game the Referee will mark that in his/her game report to the League Administrator. Players ejected during a game must leave the premises.
 - e. If a coach is ejected during a game, he/she must leave the premises.
 - f. The referees may also request that disorderly spectators leave the premises. In this event the Team Reps shall be asked to cooperate with the referee to ensure that disorderly spectators leave the premises.
 - g. Players and coaches ejected may not play again until they fulfill the suspension and pay any associated fines imposed by the Discipline Committee ruling.

- h. If a team uses/plays a non-registered, non-rostered player, or a player currently under suspension, then the game will be awarded as a forfeit to the opposing team. The Team Reps. will serve a 2 game suspension and the non-registered or non-rostered player (if registered on any SCASA-affiliated team) will also serve a 2 game suspension, which would be in addition to any current suspension in effect. The referee, assistant referee, league official, or opposing team player may at any time during or after the game determine if a player played who is not registered for that team or played under suspension. A challenge of a player's status at the game must be made to the referee, who will note any such rule violation in his ref game report. The team will also forfeit its bond (note this must be re-instated as per league rules prior to the team's ensuing game).
- i. If a team attempts to use a non-registered or non-rostered player or a player under suspension, the referee will note this in his/her report. The game will be held, as long as such a player does not play. The score at the end of the game will stand and points issued accordingly. Furthermore, the team that attempted to use an illegal player will be penalized 3 points in the standings, the Team Reps will serve a 2 game suspension and the player (if registered on any SCASA-affiliated team) will also serve a 2 game suspension, which would be in addition to any current suspension in effect.
- j. In the event that a team uses or attempts to use a non-registered or non-rostered player or a player under suspension for a second time then the league's Discipline Committee will be convened to review such infractions.
- k. Supporters, fans and spectators at all CL-SCASA games must remain four feet from the sideline at all times. Referees will enforce this policy and have the ability to abandon a game if fans do not abide by and respect the four-foot buffer.

Player registrations WILL BE CHECKED at every game.

These game-day procedures may be modified during the season to streamline game-day and to prevent problems from occurring.

SECTION V: OTHER

1) RED CARDS/SUSPENSIONS/APPEALS:

A player issued a red card (either a straight red or two yellows in the same game) will serve a minimum 1 game suspension, unless it is for denying an obvious goal scoring opportunity by handball. Suspensions (based on degree/nature of the offense) will range from 1 game upwards (note that all long-term suspensions are reported to the USSF and USASA, and these may be enforced by all leagues and states).

Please refer to the **CL-SCASA Disciplinary Penalties and Procedures** document for details on suspensions (See Annex 4).

Anyone ejected from a match shall immediately leave the premises (as a minimum go to the parking lot). The Administrator and/or Referee may choose to have the player leave the facility if he/she feels it is necessary to keep control of the crowd/team. The Team Rep must ensure that this happens.

If a player is ejected during the game, the Referee will note this in the match report to the League Administrator.

Suspended players will be eligible to return to play after the player has served his/her suspension and after the fine (if applicable) has been received by the league. Outstanding fines associated with ejections must be paid before the player can play again in any game. Guidelines for fines and suspensions are detailed in Annex 4.

Fines should be paid by check (made out to CL-SCASA) and mailed to the address below ASAP, or through PayPal so as not to cause delays in re-instating the player's eligibility. Fines must be **received** by the League Administrator no later than 48 hours prior to the next match (i.e. the first game day for that team after the suspension is served) so that the player can be re-instated on the roster by the League Administrator.

The CL-SCASA **Discipline Committee** (DC) will review the reports, make a ruling on the suspension, and will notify the Team Rep on the length of the suspension.

The player receiving the red card has the right to appeal (note that: for suspensions issued by the CL-SCASA Disciplinary Committee (DC), appeals must be made to the CL-SCASA). The appeal must be made in writing and sent by e-mail or certified mail to the address below within 48 hours on the incident after which time the Rules and Discipline Committee must hold a review. A \$25 fee shall be assessed for every appeal made. Should the DC rule in favor of the appeal, the \$25 shall be returned.

The League Administrator will re-instate the player to the active team roster once the fine has been paid and the suspension has been served.

Any dually register player ejected from a game (either double yellow or straight red) may not play again that day. The sentence received by the ejected player shall be served only on the team that he/she received the ejection on, except if the sentence passed by the DC specifies otherwise due to the severity of the infraction that resulted in the ejection. The fine associated with ejections must be paid before the player can play again in any game.

Any player receiving two straight red cards will be suspended for the rest of the season.

For disciplinary matters handled by the SCASA (for example referee assault or abuse), the SCASA DC will review the reports, hold a hearing if dictated by federation policy, make a ruling on the suspension, and will notify the Player and Team Rep on the length of the suspension. As always the player receiving the red card has the right to appeal (note that: for suspensions issued by the SCASA DC, appeals must be made directly to the USSF and a \$300 appeal fee must accompany the appeal).

Acceptance of the rules and procedures outlined in the **CL-SCASA Disciplinary Penalties and Procedures** document (attached as Annex 4) issued by the Discipline Committee of the CL-SCASA is a condition for participation in the CL-SCASA. All Team Reps on behalf of their team accept the rules and procedures outlined in this document as a condition of participation in the league. Team Reps are responsible for relaying this information to their players.

MISCONDUCT TOWARDS LEAGUE OFFICIALS, LEAGUE ADMINISTRATOR, AND GAME OFFICIALS: Misconduct by players, coaches, and spectators towards

League Officials, including League Board members and Officers, the League Administrator, and Game Officials (i.e. referees) shall not be tolerated.

Refer to the attached **CL-SCASA Disciplinary Penalties and Procedures** document for details on suspensions.

- 2) **INJURIES:** In the event of an injury during a game the Team Captain, Team Representative, or the injured player must ensure that the referee records such an injury. This will facilitate potential insurance claims.
- 3) **FORFEITS:** A team that forfeits 2 games during the season will be removed from the schedule for balance of the season and will not be eligible for the playoffs. The team shall also forfeit its bond as well as all team and player dues paid. In the event that this occurs, the league shall issue a revised schedule so that the remaining teams that may be affected by a forfeiture of a given team will have an amended schedule.

A forfeit prior to a match or at game-time shall be recorded as a 0-3 loss. Any game abandoned after start of play will have a minimum 3-goal differential victory to the non-forfeiting team.

Any team that forfeits a game (i.e. has 6 or less players at the field by the end of the specified grace period; or forfeits the game due to any violation of league rules) may be subject to:

- \$175 fine for 11v11 competition, which must be paid prior to their next game (or the next game will be a forfeit and an additional \$175 fine imposed, etc.).
- \$50 fine for 11v11 competition, which must be paid prior to their next game (or the next game will be a forfeit and an additional \$50 fine imposed, etc.).

If a team knows they will not be able to make a game and they advise the League Administrator at least 48 hours before the scheduled kick-off, they will not be subject to a fine.

If a team forfeits less than 48 hours before the scheduled kick-off, they are responsible for paying ALL referee fees for the game, i.e.:

- For 11v11 competition - \$140.
- For 6v6 competition - \$30.

Any team that abandons a game may also be subject:

- For 11v11 competition to a \$175 fine or forfeiture of its bond (if applicable).
- For 6v6 competition to a \$50 fine or forfeiture of its bond (if applicable).

Any game intentionally abandoned after completion of the first half and before the final whistle will incur the following:

- Abandoning team fined half the referees fees paid for the match (fine must be paid to the League or the opposing Team Manager) a minimum of 48 hours before their next scheduled game. If this fine is not paid the next scheduled match shall be deemed a forfeit.

- Three (3) additional goals shall be added to the score at the time of abandonment to the advantage of opponent.

Under these circumstances the CL-SCASA DC shall review the conditions of abandonment and decide if a fine should be imposed on the team.

A forfeit shall never benefit the forfeiting team in standings, goals, goal differential, or financially.

All forfeits will be reviewed by CL-SCASA for assessment of additional sanctions if warranted.

- 4) **GAME CANCELLATIONS**: In the event the League cancels a game due to poor field conditions, teams and players are expected to respect this decision and not play or practice on those fields.
- 5) **TROPHIES**: Trophies shall remain property of CL-SCASA. Please refer to Annex 5 for conditions.
- 6) **24-HOUR RESTRAINT RULE**: Post-game complaints may not be lodged for at least 24 hours after completion of a match. Refer to Annex 6 for conditions.

LEAGUE ADMINISTRATOR CONTACT

League Administrator:

Sofia Hernandez

Tel: 803-240-9277

e-mail: admin@columbiasoccer.org

website: www.columbiaSCsoccer.org

ANNEX 1
CL-SCASA
RULES SPECIFIC TO 6v6 COMPETITION
(Revised: -3 August 2016)

The following rules pertain to 6v6 competition:

ARTICLE I. FIELD OF PLAY

Field of play shall have a width of no less than 35 yards and no more than 40 yards wide; and a length no less than 55 yards and no more than 60 yards long. Goal keeper area shall be 8 yards x 24 yards. The “third line” shall be 12 yards in front of the goal. Goal size shall be 18 x 6 ft.

ARTICLE II. BALL

Ball shall be size 5.

ARTICLE III. DURATION OF THE GAME

The game shall consist of two 26 minute halves with a 4 minute half-time.

ARTICLE IV. NUMBER OF PLAYERS

Maximum number of players on the field of play shall be six (6). Minimum number of players on the field of play is four (4). Each team is required to have the Minimum number of players dressed and ready to play in order to start a match.

ARTICLE V. GRACE PERIOD

There shall be a seven (7) minute grace period. Each team is to have at least four (4) players dressed, and ready to play prior to the expiration of the seven (7) minute grace period. A game must be started as soon as possible after the scheduled kick off time as long as a team has the required minimum of 4 players.

ARTICLE VI. SUBSTITUTIONS

Unlimited substitutions in each game. Same player may return to the field if they have been substituted. A team may substitute a player at the following times:

- During a goal kick or at re-start after a goal by either team;
- At half time;
- During a throw-in (only the team in possession of the ball may make a substitution during a throw-in);
- In the event of an injury.

In each case (except for half time) the team must obtain the referees permission prior to substitution.

ARTICLE VII. EXCEPTIONS TO COMPLETION OF A GAME

In the event that a team is losing by 10 or more goals (or 20 or more points for coed matches) then the losing team shall have the right to abandon the match without penalties from the league.

ARTICLE VIII. OFFSIDE

There shall be no off sides in CL-SCASA 6v6 league play.

ARTICLE IX. START OF PLAY

Opposing players must be a minimum of five (5) yards away prior to all kickoffs. Kick off does not have to be played forward to start play. All kick offs are indirect kicks (i.e. a goal may not be scored directly from a kick off).

ARTICLE X. TIE GAME

During the regular season, in the event of a tie game after the regular period the game will be recorded as a tie. Each team will be awarded 1 point.

During the playoffs, in the event of a tie game, a full five (5) minute period shall be played. In the event of a tie results after the five-minute period, each team shall play with one (1) less field player for five (5) additional golden goal minutes until a goal is scored (first team to score wins the game). After each five minutes, the teams shall switch ends. If after this period the game is still tied, then the game shall be determined by kicks from the mark. Each team shall take five (5) kicks from the mark. If the game is still tied, the teams shall alternate one (1) penalty kick each until one team wins. See Article XV for special CoEd Rule in the event of a tie during playoffs.

ARTICLE XI. THREE LINE VIOLATION

During the match, if the ball crosses the “Three Lines” in the air without touching the ground or a player, it is considered an infraction. This violation is subject to an indirect free kick from the point where the ball passed the first line.

ARTICLE XII. FREE KICKS AND CORNER KICKS

Opposing players must remain at least five (5) yards from the ball. Once the ball is stationary, the kicker will have five (5) seconds to play the ball. Infraction will result in an indirect free kick for the opposing team.

ARTICLE XIII. KICKS FROM THE MARK

A kick from the mark shall be taken from the designated mark located 10 yards from the goal line. All players except the kicker and the opposing goalkeeper must be outside the penalty area at least five (5) yards from the ball.

ARTICLE XIV. REFEREE

One referee will be assigned to a 6v6 match.

ARTICLE XV. SPECIAL COED RULES

All the rules in this Annex shall apply to CoEd divisions. Additionally, the following special rules shall apply for CoEd divisions:

- The number of male players on the pitch on any given team may never exceed three (4), and there must always be a minimum of two (2) female players on the pitch. The minimum number of players required to start a co-ed game is two (2) male players and two (2) female players.
- A goal scored by a female player shall count for two (2) points. As clarification:
 - A goal will be awarded to the player who initiated the shot on goal. If the shot on goal was initiated by a male and deflected by a female then it counts as one point, and if the shot on goal was initiated by a female and deflected by a male then it counts as two points. If the shot was not on goal and deflected with the intent to re-direct the shot, then it is up to the discretion of the referee to award the goal to player who initiated the shot or to the player who deflected/re-directed the shot.

ARTICLE XVI. SPECIAL O-45 AND WOMEN'S RULE

All the rules in this Annex shall apply to O45 and Women's divisions. Additionally, the following special rule shall apply for O45 and Women's divisions:

- A goal scored by players age 60 and over shall count for two (2) points. As clarification:
 - A goal will be awarded to the player who initiated the shot on goal. If the shot on goal was initiated by an under-60 player and deflected by an over-60 player then it counts as one point, and if the shot on goal was initiated by an over-60 player and deflected by an under-60 player then it counts as two points. If the shot was not on goal and deflected with the intent to re-direct the shot, then it is up to the discretion of the referee to award the goal to player who initiated the shot or to the player who deflected/re-directed the shot.
- Players over the age of 60 must identify themselves to the referee and the other team prior to the match so that the referee can record the score correctly.
- Players over the age of 60 must wear identifying gold/yellow shorts during the game so that they can be identified by the referee and other players, and if they score, the goal shall count as 2 points.
- Players over the age of 60 must provide their own gold/yellow shorts; the League will **not** provide gold shorts.
- Players over the age of 60 (or their team representative/manager) should notify the League Administrator upon turning 60. The League will not be responsible for keeping up with birthdates; players must make the League aware of the fact that they have turned 60.

ARTICLE XVII. PLAYOFFS

During playoffs the following rules shall apply to determine winners:

- In the event that the game ends in a tie, a full five (5) minute period shall be played.

- In the event of a tie result after the five-minute period, each team shall play with four (4) field players for five (5) additional golden goal minutes until a goal is scored (first team to score wins the game).
- After each five minutes, the teams shall switch ends.
- If after the second 5-minute period the game is still tied, then the game shall be determined by kicks from the mark. Each team shall take five (5) kicks from the mark. If the game is still tied, the teams shall alternate one (1) penalty kick each until one team wins. Note that for kicks from the mark to determine a winner after the two (2) five minute periods described above the following shall apply:
 - All goals scored by female players shall count as only a single (1) goal.
 - In the event that additional kicks from the mark are required (after the initial 5), all players on the field must take a kick. After that the order must alternate female/male with every player on the field taking a kick from the mark before they are permitted to take another kick.

ANNEX 2

CL-SCASA FEES AND FEE STRUCTURE (Revised: 1 September 2016)

11v11 Competition:

The fees for the Seasonal Year 2016/2017 (including Fall 2016 and Spring 2017) will be:

- \$560 in Team Fees (see below for breakdown); plus
- \$175 bond; plus,
- Player Fees.
- Referee fees are paid by each team directly to the referees prior to each game as per the procedure detailed in Annex 3.

FEE BREAKDOWN (Per team unless otherwise specified)

Referees:	Paid on the field by each team
Promotion/Advertising/Admin/Ref Assigning:	\$215
Field Use:	\$255
T-shirts, trophies:	\$70
Miscellaneous / Supplies:	\$20
TOTAL 11v11 Team Fee:	\$560

*SCASA Affiliation:	see below
*USASA Affiliation:	see below
*USASA Injury Insurance:	see below
**League fee:	see below
***Bond	\$175
****Referee Fees	\$140/game (\$70/team)

*These three items are per player (paid once per year). The amount is \$25 (SCASA fees) and constitutes part of the Player Fees. These are paid to SCASA.

**This is per player and paid once per season. The amount is \$10 (CL- SCASA fees) and constitutes part of the Player Fees. These are paid to CL-SCASA.

***Bond: Each team must submit a \$175 bond. The bond may be used by the league to pay referees in case a team forfeits a game (or fails to pay referees), or to cover other outstanding team expenses.

****Referee Fees: Referee fees are \$140/game. Each team is responsible for half (1/2) of the amount due, i.e. \$70. These fees are paid directly to the referees prior to the game. Referee fees for this seasonal year are: \$60 for Center Referee and \$40 for each AR.

Summary of Total Due for 11 v 11 Competition:

\$560 (Team Fee) + **\$175**(bond) + **\$10**/player (Player Fees CL-SCASA) + **\$25**/ “new player fee” (SCASA Annual Player Fee paid once per seasonal year, any time after the start of the 1 September Seasonal Year)

plus if applicable:

- **\$10** (dual registration for CL-SCASA)

6v6 Competition:

The fees for the Seasonal Year 2016/2017 (including Fall 2016, Winter 2016/2017, Spring 2017, and Summer 2017) will be:

- \$275 in Team Fees (see below for breakdown); plus
- \$50 bond; plus,
- Player Fees.
- Referee fees are paid by each team directly to the referees prior to each game as per the procedure detailed in Annex 3.

FEE BREAKDOWN (Per team unless otherwise specified)

Referees:	Paid on the field by each team
Promotion/Advertising/Admin/Ref Assigning:	\$100
Field Use:	\$120
T-shirts, trophies:	\$35
Miscellaneous / Supplies:	\$20
TOTAL 6v6 Team Fee:	\$275

*SCASA Affiliation:	see below
*USASA Affiliation:	see below
*USASA Injury Insurance:	see below
**League fee:	see below
***Bond	\$175
****Referee Fees	\$20/game (\$10/team)

*These three items are per player (paid once per year). The amount is \$25 (SCASA fees) and constitutes part of the Player Fees. These are paid to SCASA..

**This is per player and paid once per season. The amount is \$5 (CL- SCASA fees) and constitutes part of the Player Fees. These are paid to CL-SCASA.

***Bond: Each team must submit a \$50 bond. The bond may be used by the league to pay referees in case a team forfeits a game (or fails to pay referees), or to cover other outstanding team expenses.

****Referee Fees: Referee fees are \$20/game. Each team is responsible for half (1/2) of the amount due, i.e. \$10. These fees are paid directly to the referees prior to the game.

Summary of Total Due for 6v6 Competition:

\$275 (Team Fee) + **\$50**(bond) + **\$5**/player (Player Fees CL-SCASA) + **\$25**/ “new player fee” (SCASA Annual Player Fee paid once per seasonal year, any time after the start of the 1 September Seasonal Year)

plus if applicable:

- **\$5** (dual registration for CL-SCASA)

Additional fees

CL-SCASA may elect to add additional fees for individuals/teams electing to use PayPal or a credit card to make payments. Consult with the CL-SACSA website for current charges.

ANNEX 3

CL-SCASA REFEREE PAYMENT PROCEDURE (Revised: 15 August 2014)

Effective the Fall 2008 season the CL-SCASA payments to the referees will be handled at the field.

Procedure:

1. Referees must be paid in advance of the game.
2. Referees must be paid in cash.
3. Each team bring its portion (half of the total) of the referee fees in cash for the officials. Partial payments will not be accepted.

Notes:

1. If a team fails to pay (or does not have all of the money), then the game will be considered a forfeit and the score will be recorded as a 0-3 loss.
2. If only one team has the referee payment and they make their payment to the referees for their portion of the fees; and if the game results in a forfeit due to non-payment by the other team, then the league shall reimburse the team for the referee fees paid.

Other Details:

1. Each team will post a bond during registration. This will be deposited by the CL-SCASA and used in the event a team fails to pay the referee or forfeits.
2. In the event of a forfeit or failure to pay the referee then the “bond” will be used by the league to pay the referees.
3. In the event that any of a given team’s bond is used for referee payment or is used to pay the forfeit fee, then the team must replenish the bond and pay an additional \$25 fine before it can play again. In this event the team must mail a check postmarked within 48 hours of the forfeited match. If the team has a game in less than 96 hours (4 days) then the Team Rep must call the League Administrator and make arrangements for payment of the bond.
4. Any scheduled game that is missed due to the fact that a team has failed to replenish the bond, the game(s) will be forfeited and the team will be subject to additional penalties and fees.
5. At the end of the season the bond money shall be returned to the team. Alternatively, the team may elect to have the bond money stay as a credit with a league in which case the team will not have to pay the bond money in the following season.

Additional Referee Payment Details:

1. If one or more of the referees are not present, the team shall pay **ONLY** the referee(s) that are present. For example, if only a center referee and one AR are there, pay only those two.
2. In the event that a referee shows up late then payment shall be as follows:
 - a. Less than 15 minutes (from the scheduled start of the game) late – gets paid the full amount.
 - b. More than 15 (from the scheduled start of the game) minutes late but before the start of the second half – gets half the amount.
 - c. During the second half – does not get paid.

Note there are situations that during tournaments or other large events, that referees may be late to a game since their previous game may run late. On game days when this is anticipated, the League shall advise the Team Reps of this possibility ahead of time.

3. In the event that a club linesman (i.e. non-certified referee) is used because a referee did not show up, the club linesman should **NOT BE PAID**.
4. Team Reps – please report **ALL** cases that one or more referees are late to the League Administrator.

ANNEX 4

CL-SCASA Disciplinary Penalties and Procedures *Last Updated: 3 August 2016*

The CL-SCASA President, as by the league's Bylaws, appoints at least three individuals to the Discipline Committee (DC). For other than a minimum red card penalty, the DC will assess an incident and notify the Team Rep and player of the penalty.

Guidelines for league penalties

The following are the general guidelines for suspension and penalties for players from game incidents:

1 yellow card for foul language	\$25 fine, no suspension
2 yellow cards for foul language	minimum 1 game suspension, + \$50 fine
2 yellow cards where at least one involves foul language	minimum 1-game suspension, + \$50 fine
2 yellow cards in one game:	minimum 1 game suspension, + \$25 fine
1 straight red card for misconduct:	minimum 1 game suspension + \$40 fine
1 straight red card for denying goal scoring opportunity by handball	minimum 1 game suspension, no fine
1 straight red card for denying goal scoring opportunity by foul or misconduct	minimum 1 game suspension+\$25 fine
yellow card due to incidental foul language	no suspension + \$25 fine
foul or abusive language directed at a person	may be subject to a \$40 fine with a suspension
2 straight red cards in one season:	suspension for remainder of season
fighting:	minimum 3-game suspension
referee verbal abuse*:	minimum 3-game suspension
referee physical assault*:	minimum 3-month suspension

Long-term suspensions that are reported to the USSF and USASA, must be enforced by all state soccer associations at the direction of the federation.

- * Referee abuse and referee assault are defined in Policy 531-9 of USSF, which mandates these minimum suspensions. Such cases are handled by the State Association (SCASA), and all suspensions must be recognized by all SC leagues. Other member associations, such as the state youth association, may also recognize such suspensions.

Misconduct Toward League Officials, League Administrator, and Game Officials

Misconduct by players and spectators towards League Officials, including League Board Members and Officers, the League Administrator, and Game Officials (i.e. referees) shall not be tolerated. Misconduct is defined here as:

Persistent statements or physical acts toward the League Officials during or after a game, that do not constitute referee assault or referee abuse as provided under US Soccer Federation Policy 531-9, but mistreat the League Officials or are inappropriate or unacceptable statements or acts, and may include the following:

- a) excessive incidences of foul or abusive language at the League Officials;
- b) statements that diminish the authority of the League Officials;
- c) statements or acts that serve to intimidate without threatening physical harm to the League Officials.

Examples of misconduct that arise under the description above include the following:

- a) confronting the League Officials in an abusive manner without physical threats;
- b) spitting on the ground or in the air but not at the League Officials;
- c) throwing or kicking an item as a sign of dissent but without the chance of hitting the League Officials;
- d) refusing to leave the playing area and premises as requested by the League Officials;
- e) re-entering the field to confront the League Officials.

These are only some of the examples of possible misconduct and are not all-inclusive.

Penalties for misconduct will range based on the severity of the misconduct and prior history (if applicable) of the individual or team but shall NOT less than a three (3) game suspension. This suspension is in addition to any other suspension and/or fine that may be imposed on the individual by the CL-SCASA or SCASA. Penalties may be imposed on the individual, and/or the Team Rep, and/or the entire team and may range from the minimum mandated 3 game suspension, to long-term suspension, to indefinite suspension, to disbanding of the team.

Furthermore, if it is deemed that the Team Rep did not intervene to get the guilty player and or spectator under control, or stood passively while such misconduct took place, then additional sanctions may be imposed upon the Team Rep. A formal hearing will not be held unless it is requested by the accused party.

Serving of penalties and suspensions

Any fine imposed must be paid before the player may play again in ANY SCASA sanctioned League game.

All suspensions issued, unless otherwise specifically stated in writing by the DC of the CL-SCASA, shall be served through the next specified number of scheduled game(s) for the player's team. For a suspension to be considered as "served" the game must take place. In the event of cancellations (due to weather or other factors) or a forfeit (i.e. the next scheduled match is not played because one or both teams do not have enough players) the suspension shall not be

considered as “served” and the suspended player will continue his/her suspension until the next scheduled game(s) is (are) played.

For players with Dual Registration (i.e. playing on more than one team), serving of a suspension shall be assessed as follows:

- A suspension resulting from a red card that did not involve fighting, striking an opponent, referee verbal abuse, or referee physical abuse, and that is 1 or 2 games in length shall be served by the player on the next game of the team that the player was playing on at the time of the incident.
- A multi-game suspension (defined here as 2 or more) that did involve fighting, striking an opponent, referee verbal abuse, or referee physical abuse shall be served by the player on games of the team that the player was playing on at the time of the incident. Furthermore, during the term of the suspension, the player MAY NOT play in matches for another team. In these cases, the DC shall specify if the suspended player will be allowed to play in other affiliated leagues during the period of the suspension.
- For all “time suspensions” (i.e. 1 month, balance of season, lifetime, etc.) the suspension shall apply to ALL teams and ALL (affiliated) leagues that the player plays on.

Procedures

A player ejected from a match must leave the field and area. The Referee will keep the ejected player’s card and send it with a game report to the League Administrator (LA), who will notify the player and the team rep of the penalty.

The Referee or any League Official (LA, Board Member, Officer, or Field Marshal) may also ask abusive fans to leave the fields. If the fan does not comply and the team affiliation of the fan can be determined, the Team Rep must assist in removing the fan from the field area. Each Team Rep and all players are responsible for the conduct of their supporters.

Referees have the authority to forfeit a team in the case of unsportsmanlike behavior on the part of anyone associated with a given team. The DC has the authority to disqualify teams and award forfeits for inappropriate behavior by supporters even after the game has been completed if circumstances warrant such action.

Enforcement of suspensions of players, coaches, volunteers, fans, spectators, etc. issued by the DC are the responsibility of Team Reps and all players. Non-compliance with DC rulings may result in forfeit of game(s) and additional sanctions.

Fines should be paid by check (made out to CL-SCASA) and mailed to the LA at the address below, or through PayPal ASAP so as not to cause delays in re-instating the player’s eligibility.

Once the suspension has been served and any fine has been paid to the league, the LA will re-instate the payer on the active roster. It is the responsibility of the Team Rep to ensure that the player pays the associated fines in time for the next scheduled match they are eligible to play in.

Appeals

All appeals to the CL-SCASA DC must be made through the Team Rep, who may on behalf of a player appeal a disciplinary penalty in writing by email or certified mail to the LA within 48

hours of the incident. If by email, the sender may not assume the email was received until getting a return confirmation.

A \$25 fee shall be assessed for every appeal made. Should the DC rule in favor of the appeal, the \$25 shall be returned.

The DC will consider the appeal, including, if it deems necessary, receiving further clarification of the incident's circumstances from the player, the referee, or other witnesses. The DC will normally send its decision in writing by email or mail before the affected team's next game. Note that only members of the league (defined as registered players, registered coaches, registered volunteers, registered referees, or board members) have the right to appeal.

For disciplinary matters handled by the SCASA (for example referee assault or abuse), appeals must be made directly to the USSF United States Soccer at Federation National Appeals Committee, c/o Daniel T. Flynn, Secretary General, 1801-1811 South Prairie Avenue, Chicago, IL 60616 US Soccer and a \$300 appeal fee must accompany the appeal.

The DC normally concerns itself with judging the severity of an offense and deciding on the appropriate penalty. Without very strong, clear evidence from independent eyewitnesses, the DC is not able to tell whether the ref made a mistake with a call. For this reason, the DC does not as a general rule overturn a ref's decision made on the field. Players and Team Reps should bear this in mind before making an appeal.

ANNEX 5

CL-SCASA TROPHY AND CHAMPION AWARDS (Revised: 29 December 2015)

Team trophies are and shall remain the property of Central League.

For 11v11 competition - Trophies are awarded to SEASON winners of each division; teams are given temporary possession of the trophy for three months upon which time the trophy is to be returned to the Central League Administrator. A monetary fine will be imposed if trophy is not returned at the appropriate time.

For 6v6 competition – No trophies awarded.

End-of-season TOURNAMENT winners of each division are awarded champion t-shirts as follows:

- 11v11 winners are given up to 25 shirts of various sizes.
- 6v6 winners are given 12 shirts of various sizes.

ANNEX 6

CL-SCASA 24-HOUR COMPLAINT POLICY (Instituted: 8 August 2018)

Team managers, players, fans, and spectators must restrain from lodging complaints and criticisms with the League Administrator, Board Member, or a referee about a given match for 24 hours after completion of said match. The League Administrator, Board Members, and referees will not address any calls, e-mails, communications of any kind, or face-to-face discussions about any match until 24 hours after completion of the match.