



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

## RULES AND PROCEDURES

Revised 18 June 2010

(Version: 2010.v4)

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.

### 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**. Matching socks and shorts are encouraged, but not required. The visiting team (i.e. team listed 2<sup>nd</sup> 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). The referee may also disallow use of that shirt without appeal from the opposing Team’s Rep.
  - c) **Grace Period**: A team must have 7 players in order to start or end a game. A grace period of 15 minutes is given to teams that have less than 7 players at the scheduled kick-off time. If a team does not have the minimum 7 players within this time the game shall be ruled a forfeit. Once a team has 7 players present (as long as it is within the 15 minute grace period) the game **must** start.

- d) **Late Start:** The referee may either shorten a half (or halves) and/or the 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. Independent of the formula used no half may be less than 40 minutes.
- e) **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 26<sup>th</sup> 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 31<sup>st</sup> minute of the 1<sup>st</sup> half) with the score as it stood at the time of abandonment (e.g. 2-1).
- f) **Standings/points:** Three points are awarded for a win; 1 point for a tie; 0 points for a loss. 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);
  - Overall goal differential;
  - Least number of goals conceded;
  - Most goals scored.

## **SECTION II: REGISTRATION**

- 1) **REGISTRATION:** Registration procedures, including dates, costs, etc. are available through the CL-SCASA website ([www.columbiaSCsoccer.org](http://www.columbiaSCsoccer.org)) or through the League Administrator. Please make sure that you update your roster as you add (or delete) players.

***A digital roster must be submitted by the Team Rep. Only the most recent roster form that is available through the CL-SCASA website will be accepted.***

If the Team Rep is unable to generate/send the document digitally, there will be a \$25 fee paid to SCASA to cover the cost to generate a digital copy from a handwritten form (or a form submitted only as a paper copy). In the event that digital rosters submitted are significantly incomplete or not in the correct format, then the SCASA may impose a \$25 fee so that these can be corrected/completed.

Every player must sign the SCASA Liability Waiver - “Assumption and Acknowledgement of Risk and Release of Liability Agreement” before they can play. By signing the USASA SCASA issued Player Pass each player is indicating that they have read, understood and acknowledged that which is written in the ‘Release of Liability and Assumption of Risks Agreement’ waiver form.

Any player under the age of 18 must also have the “Parental Waiver Form” completed and signed before they can play.

Along with the SCASA Team Registration Form (please make sure the recent-most form posted on the website is used), the individual Liability Waivers, payment, and any other documents that are necessary to register a team, the Team Rep must also read, and sign the “Team Rep Acknowledgment form”.

Each team can carry up to 25 active players.

Once a player is added to the roster, payment must be received by SCASA before the Player Pass is issued and/or an existing Player Pass is validated. In the event that any rostered player is dropped from a team, no refund shall be made, and any new player added must pay the full player fees and submit a picture and waiver form via mail 5 business days prior to the match

If a player changes teams during the season, the player must sit out three games. To change teams the player must be deleted from one Team Roster and added to the new Roster. A new Player Pass sticker must be issued that shows the new team name.

A team wishing to add a player to their roster must follow the following process:

1. Submit the SCASA Team Registration Form updated with the new player information via email.
2. Mail the full payment (of \$30 for “new” or \$10 for “returning” and/or “dual” players) accompanied by a signed waiver with a clear and recent picture attached (alternatively, and preferable a recent picture by e-mail can be emailed (jpeg format).
3. The above must be received by the League Administrator no less than five ( 5) days prior to the next match in order for the player to be eligible to play in that match. NO EXCEPTIONS to this rule.
4. The player’s pass will be mailed to the Team Representative listed first on the Team Registration Form.

Every time there is a change (addition/transfer/etc.) in a team’s roster a SCASA Team Registration Form must be submitted.

New players that join existing teams MUST HAVE valid Player Passes before they can play.

Roster “Freeze Dates” shall be set for every season. After this date 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) are not permitted in the CL-SCASA except for the following exceptions:

- Male players over the age of 40 or 30 for goalkeepers;
- Female players over the age of 30, or any age for goalkeepers;
- 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. For example

any player who turns 40 in 2009 (i.e. born in 1969 or before) shall be eligible as an “over 40 male player”. For players that qualify (due to age) to play on more than 1 team, the teams must be in different divisions.

A \$10 supplemental registration cost shall apply to each player with dual registration.

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. In any given weekend a player from the lower division team (independent of age) may be “club transferred” to the upper division team to play without having to wait (i.e. the 3 game waiting period is waived). For this to happen the club administrator must advise the League Administrator a minimum of 24 hours before game time. Furthermore the player must be dually registered and possess a Player Pass indicating the second team name.

Teams that are in a club must designate up to 8 players from the lower division team that are potential “club-transfer players” and new Player Passes must be issued for them designating the upper division team (note a \$10 supplemental registration cost shall apply to each player with “club transfer status”). The player may not play for both teams the same day (unless they meet the age requirements). Players may not be transferred from the upper division to a lower division team, unless such a transfer is “permanent” (i.e. for the balance of the season). If a player is transferred back to the upper division team during the season then the said player must sit for 2 games.

- 3) **PAYMENTS**: Payments to the league may be made by check, certified check, money order, or cash. Note that cash is the least preferred option.

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.

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.
  - 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.
  - c) Bonds or other fees set by the league.
- 4) **BONDS**: Every new team in the CL-SCASA shall be required to post a \$100 bond. This bond 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 \$100 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 \$100 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 \$100 bond in addition to the forfeit penalty pursuant to Section V; #4 of this document.

- 5) **PLAYER PASSES (CARDS)**: Every player must have a valid Player Pass, which is completely filled in, laminated, and sealed by the League Administrator. The Player Pass must include a picture, player’s signature, team name, and other information. The player must also sign the CL-SCASA Liability Waiver before the Player Pass can be issued.

For a player who participated in the CL-SCASA since the Fall 2004 season (when the current version of Player Passes/Player ID Number was instituted) and has a Player Pass issued after that date, then the same Player Pass will be used of the current season, as long as the Player Pass is in good condition and the individual is still identifiable from the picture of the Player Pass. All Player Passes must have a validation sticker for the current season.

Player Passes must be presented to the referee at every game. CL-SCASA has adopted a “no pass – no play policy”. Under extenuating circumstances only the League Administrator may make an exception to the “no pass - no play policy” and will in these instances notify the referee.

### SECTION III: GAME SCHEDULING

- 1) **Scheduling of Games**: The 11v11 league is predominantly a “Sunday afternoon league”. Though the majority of games will be scheduled for Sundays starting at 11:00AM, 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 potentially on Saturdays.
- 2) **Verification of Game Times/Venues**: Due to the fact that games times and/or venues may have to 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](http://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). As a minimum the Team Rep. or the person with the Player Passes must be at the field 15 minutes before scheduled kick-off.
  - b. Each player must present their own Player Pass to the Referee/ Assistant Referee (AR) before the start of the game.
  - c. Player Passes for players not present before kick-off must not be given to the Referee/AR.
  - d. Any player arriving after kick off must check in with the near-side (bench) AR to identify him/herself and present their Player Pass to the AR.
  - e. No player may play without a valid Player Pass.
  - f. The Referee will keep all Player Passes during the game and will return them to the Team Rep after the game. After the game the Team Rep must make a point to get with the Referee to collect their team's Player Passes. Note in the event of "lost" player passes a \$5 replacement fee for each player pass will be assessed before a new player pass is issued.
  - g. If a player is ejected during the game the Referee will keep the ejected player's Player Pass and send a game report with the Player Pass to the League Administrator. Players ejected during a game must leave the premises.
  - h. If a coach is ejected during a game, he/she must leave the premises.
  - i. 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.
  - j. 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, linesman, league official, or opposing team player may at any time during or after the game determine if a player played without a valid Player Pass 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 \$100 bond (note this must be re-instated as per league rules prior to the team's ensuing game).

- k. 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.
- l. Game day rosters shall be required during the first 2 weeks of the season for new teams that do have player passes issued. Copies of these forms are on the 2<sup>nd</sup> page of the same spreadsheet as the Team Registration form.

Player Passes WILL BE CHECKED at every game.

These game-day procedures may be modified during the season to streamline game-day and to prevent problems for 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. 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 2).

Anyone ejected from a match shall immediately leave the premises (behind the wood fence at CCP/behind the metal fence at SOP). 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 keep the ejected player's Player Pass and send it with a game report to the League Administrator.

Player Passes of suspended players will be returned to the Team Rep 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. The fines that will be assessed are as follows:

- \$40 for a "straight red card" in a game
- \$25 for a "double yellow" in a game.

Fines should be paid by check (made out to CL-SCASA) is mailed to the address below ASAP so as not to cause delays in re-instating the player's eligibility. Fines should be sent to the League Administrator ASAP. Fines must be **received** by the League Administrator no

later than 5 business days prior to the next match (i.e. the first game day for that team after the suspension is served) so that the Player Pass can be mailed back to the Team Rep in time.

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 RDC, 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 *mail* the Player Pass back to the Team Rep once the fine has been paid and the suspension has been served. If previously arranged, and once suspension has been served and fine has been paid, the player pass may be picked up directly from the League Administrator (see address at the end of this document). Also, if previously arranged, the League Administrator may meet the Team Rep at the field prior to game time once suspension has been served and fine has been paid to return the Player Pass.

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 RDC 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 2) 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.

- 2) **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.

- 3) **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.
- 4) **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 shall be recorded as a 0-3 loss.

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 a \$150 fine, which must be paid prior to their next game (or the next game will be a forfeit and an additional \$150 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 the \$150 fine.

Any team that abandons a game may also be subject to a \$150 fine or forfeiture of its bond (if applicable). Under these circumstances the CL-SCASA RDC shall review the conditions of abandonment and decide if a fine should be imposed on the team.

- 5) **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.

### **LEAGUE ADMINISTRATOR CONTACT**

League Administrator:

Danielle St. Marie  
84 Saratoga Rd.  
Irmo, SC, 29063

Tel: 803-622-1880

e-mail: [columbiaSCsoccer@aol.com](mailto:columbiaSCsoccer@aol.com)

website: [www.columbiaSCsoccer.org](http://www.columbiaSCsoccer.org)

## ANNEX 1

### CL-SCASA REFEREE PAYMENT PROCEDURE (Revised: 1 September 2008)

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

#### **Notably:**

1. Referees must be paid in advance of the game.
2. Referees must be paid in cash.
3. Each referee is paid individually.

#### **The procedure is the following:**

1. Come to the field with 3 envelopes, each with the correct amount (i.e. do not expect referees to have change).
2. Envelopes should have cash and be labeled:
  - Center Ref: with \$23 in it
  - AR-1: with \$15 in it
  - AR-2: with \$15 in it
3. Pay each of the referees (Center and two AR's) individually the full amount due to each. Partial payments will not be accepted.
4. 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.
5. If only one team has the referee payments then they make their payment to the referees for their portion of the fees. In the event that a team wins by forfeit and has paid the referees, the league shall reimburse the team for the referee fees paid.

#### **Other Details:**

1. Each team will post a \$100 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, he 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 2

### CL-SCASA Disciplinary Penalties and Procedures

*Last Updated: January 1 2010*

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:

2 yellow cards in one game:	minimum 1 game suspension, + \$25 fine
1 straight red card:	minimum 1 game suspension + \$40 fine
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 players may play again.

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 RDC 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 RDC 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 RDC are the responsibility of Team Reps and all players. Non-compliance with RDC 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 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 mail the player card back to the Team Rep. It is the responsibility of the Team Rep to ensure that the Player Pass is returned to them in time for the next match.

## **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 RDC 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 RDC 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 RDC 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 RDC is not able to tell whether the ref made a mistake with a call. For this reason the RDC 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.