

# SPDSA ADULT RULES AND REGULATIONS

Building great people through the world's game.

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## 1.0 General

### 1.1 Rules and Regulations

- 1.1.1 SPDSA Outdoor Adult programs follow the FIFA Laws of the Game, unless differentiated in the specific rules and regulations below.
- 1.1.2 SPDSA Indoor Adult programs follow the Alberta Soccer Rules of Indoor Soccer, unless differentiated in the specific rules and regulations below.

## 2.0 Responsibilities

### 2.1 General

- 2.1.1 Players, team officials, match officials, and spectators may only take part in or attend games on the condition that they observe the published Rules and Regulations and Bylaws of the Sherwood Park District Soccer Association (SPDSA)
- 2.1.2 Each player and team official is responsible for:
  - 2.1.2.1 Being properly registered with the SPDSA;
  - 2.1.2.2 Complying with the SPDSA Rules and Regulations; and
  - 2.1.2.3 Respecting the match official's decisions during the course of play.
- 2.1.3 The SPDSA shall have those responsibilities as set forth in section 10.1.

### 2.2 Team Responsibilities

- 2.2.1 Each team is responsible for:
  - 2.2.1.1 The actions and conduct of its team officials, players and spectators;
  - 2.2.1.2 Taking all reasonable precautions necessary to prevent its team officials, players and/or spectators from committing or engaging in any acts of misconduct as set out in section 12.5;
  - 2.2.1.3 Ensuring any individual participating in a game (manager, coach, player) is currently eligible (properly registered, not suspended);
  - 2.2.1.4 Ensuring that no individual appears on the roster of more than one (1) ASA roster where both teams are participating in leagues that lead to Provincials; and
  - 2.2.1.5 Registering and paying league fees by the deadlines set-forth by the SPDSA.

### 2.3 Player Responsibilities

- 2.3.1 Each player is responsible for:
  - 2.3.1.1 Ensuring that the registration information, including personal contact information, is accurate;
  - 2.3.1.2 Ensuring they are not playing on more than one (1) team that is in a league which has Provincials qualifications.

## **2.4 Sanctions**

- 2.4.1 If any team is proven to the satisfaction of the SPDSA to have violated the Rules and Regulations and/or Bylaws of the SPDSA, the SPDSA may take disciplinary action against the offending team. This action may include suspension for a stated period, a fine, or such other sanction(s) or discipline as the Violations Committee deems appropriate in the circumstances.

## **3.0 Registration (Teams)**

- 3.0.1 Teams wishing to participate in the SPDSA Adult program must submit a team application to the SPDSA by the posted deadline. The acceptance of team applications after the deadline is at the discretion of the SPDSA.
- 3.0.2 11v11 Adult Outdoor teams must have a minimum of sixteen (16) registered players by the posted deadline as laid out by the SPDSA.
- 3.1.1 7v7 Adult Outdoor teams must have a minimum of twelve (12) registered players by the posted deadline as laid out by the SPDSA.
- 3.1.2 All Adult Indoor teams must have a minimum of sixteen (16) registered players by the posted deadline as laid out by the SPDSA.

## **4.0 Registration (Participants)**

### **4.1 General**

- 4.1.1 All amateur players under the jurisdiction of the SPDSA shall be registered via the approved online registration forms.
- 4.1.2 No SPDSA Adult team shall have more than twenty-five (25) players on its roster at any time and no more than a total of thirty (30) players registered during a given season.
- 4.1.3 Online registration is possible at any time, however no player shall be deemed registered for any league competition nor shall he/she compete in league competition unless his/her registration is completed not less than twenty-four (24) hours before participation.

### **4.2 Security Clearance**

- 4.2.1 All coaches and team officials are required to submit a Criminal Records Check (CRC) as outlined in the SPDSA CRC Policy.

### **4.3 Adult and Senior Players**

- 4.3.1 No player shall sign for more than one (1) Adult team in any season where such teams are in leagues that have Provincials qualifications.
- 4.3.2 Players may register for multiple SPDSA Adult teams, as no leagues are declared for Provincial qualification.
- 4.3.3 Masters and Classics players shall be thirty-five (35) years of age upon registering. The SPDSA allows Classic teams to register an under-age goalkeeper.

### **4.4 Youth Players**

- 4.4.1 Individuals must have attained the full age of sixteen (16) years to participate in the SPDSA adult program.
- 4.4.2 All adult teams may sign, as adult players, any player on a youth team, subject to section 4.1, during the current season, provided the player has registered with the youth team prior to registering with the adult team.

- 4.4.3 A youth player properly registered with a youth team may play as a trialist for an adult team in the SPDSA.
- 4.4.4 Once a youth trialist has registered with an adult team, he / she cannot return to trialist status during that season.

## 5.0 Team Equipment and Uniforms

### 5.1 Team Uniforms

- 5.1.1 Teams will indicate on their Team Application the color of jerseys/t-shirts to be used as team uniforms.
- 5.1.2 Teams are encouraged to supply their own jerseys, with numbers, as the SPDSA has limited pinnie sets available.
- 5.1.3 Teams are encouraged to have a secondary set of jerseys/t-shirts/pinnies to use in case of a similarity of jerseys between teams at a game.

### 5.2 Team Equipment

- 5.2.1 Teams are encouraged to supply their own equipment (Flags, balls, jerseys, nets).
- 5.2.2 The SPDSA will lend teams equipment (Flags, balls, pinnies, nets) after receiving a deposit as determined by the SPDSA from time to time which will be returned to the team when the equipment is handed in at the end of the season. The SPDSA reserves the right to deduct from the deposit the cost of loaned equipment that is not returned or damaged.

## 6.0 League Format

### 6.1 General

- 6.1.1 The format for the league will be determined prior to the commencement of each season and may vary based upon the number of teams registered.
- 6.1.2 The days of play will be determined by the SPDSA prior to registration of each season. The Outdoor Season will run from the end of April until the end of June. The Outdoor Season may run into July, for scheduling conflicts and rainouts. The Indoor Season will run from the end of October until the middle of March, or as determined by the SPDSA in its discretion.
- 6.1.3 The regular season will consist of an equal number of games between like opposition to ensure a fair and balance schedule.
- 6.1.4 Exhibition games may be scheduled before the regular season to ensure the regular season schedule is balanced.
  - 6.1.4.1 Exhibition games may be scheduled at other times if the SPDSA deems it to be beneficial for the league (for example: a game right before or after Christmas or games scheduled on secondary game nights).

### 6.2 Men's and Women's Tier 4

- 6.2.1 The SPDSA will not declare to Alberta Soccer to send a team to the ASA Tier III Provincials. All Tier 4 teams are considered recreational.
  - 6.2.1.1 This permits players to sign with both an SPDSA Adult team and an EDSA Adult team.

- 6.2.2 The SPDSA has the right to split the league into two (2) divisions should the SPDSA feel it would be best for the league. This would be determined before the beginning of the season and would take place after a seeding round.
- 6.2.3 Exact league formats will be communicated to team contacts before the season to outline how the league will be structured.

### **6.3 Classics, Masters, 7v7 and Co-Ed Recreational**

- 6.3.1 Classics, Masters, 7v7 and Co-Ed Recreational leagues are recreational with no ASA Provincials qualifying.
  - 6.3.1.1 This permits players to sign with both an SPDSA Adult team and an EDSA Adult team.
- 6.3.2 The SPDSA has the right to split the league into two (2) divisions should the SPDSA feel it would be best for the league. This would be determined before the beginning of the season and would take place after a seeding round.
- 6.3.3 Exact league formats will be communicated to team contacts before the season to outline how the league will be structured.

## **7.0 League Standings**

### **7.1 General**

- 7.1.1 Official league standings shall be kept by the SPDSA and published on the website within a reasonable time after receipt of game sheets.
- 7.1.2 Points are awarded as follows:
  - 7.1.2.1 Three points for a WIN;
  - 7.1.2.2 One point for a TIE; and
  - 7.1.2.3 Zero points for a LOSS.
- 7.1.3 If a team folds at any point during the season, all games involving that team (played or not played) will be treated as exhibition and not be considered towards the league standings. Any discipline received in games played however will be carried forward.
- 7.1.4 There will be a five (5) goal maximum in all SPDSA Adult league games.

### **7.2 Tie-Breaking Rules – Two (2) Teams**

- 7.2.1 If two (2) teams are tied on points in the standings the team with the best head-to-head record during the regular season will be awarded the higher placing in the standings.
- 7.2.2 If the two (2) teams share identical records against each other in the regular season, the team with the better goal difference in games between the tied teams will be awarded the higher placing in the standings.
- 7.2.3 If the two (2) teams remain tied, the higher of the two teams will be the team that has the best goal differential in league play.
- 7.2.4 If the two (2) teams share identical goal differential in league play, the team with the least goals against shall be placed higher.
- 7.2.5 If a tie exists after the above tie-breaking procedure, a one-game playoff will take place between the teams tied, with the winner of the game being awarded the higher placing in the standings.
  - 7.2.5.1 No trialists may participate in this playoff game.

- 7.2.5.2 If it is not feasible to hold a playoff game, the placing of the teams will be determined by a coin toss.

### **7.3 Tie-Breaking Rules – Three (3) or more Teams**

- 7.3.1 If Three (3) or more teams are tied on points in the regular season standings, the team with the highest point total, based on games among the tied teams only, will be awarded the highest placing in the standings.
- 7.3.2 If teams remain tied, the team with the highest goal difference in games between the tied teams will be awarded the highest placing in the standings.
- 7.3.3 If teams remain tied, the team with the best goal difference for the regular season will be awarded the highest placing in the standings.
- 7.3.4 If teams remain tied, the team with the least goals against for the regular season will be awarded the highest placing in the standings.
- 7.3.5 If teams remain tied, the team with the most wins during the season will be awarded the highest placing in the standings.
- 7.3.6 If a tie exists after the above tie-breaking procedure, a one-game playoff will take place between the teams tied, with the winner of the game being awarded the higher placing in the standings.
- 7.3.6.1 No trialists may participate in this playoff game.
- 7.3.6.2 If it is not feasible to hold a playoff game, the placing of the teams will be determined by a coin toss.
- 7.3.7 If at any point in the above, one or more teams are separated and other teams remained tied, the tied teams will continue down the tie-breaking procedure

## **8.0 Transfer of Players**

### **8.1 General**

- 8.1.1 A player who has registered for a team affiliated with the SPDSA during a current season shall be allowed to transfer his registration to any other team.
- 8.1.2 Any player wishing to transfer from one team to another must hand in the completed transfer form to the SPDSA. Signatures from both the current team and new team representative (coach or manager) must be completed.
- 8.1.3 A player being refused his right to transfer by his previous team should submit the form with the other authorized signatures to the SPDSA for resolution. The SPDSA will contact the previous team's contacts to verify the transfer.
- 8.1.4 To be processed, an application for transfer of players within the SPDSA must be processed before the close of business on the 31<sup>st</sup> day of July for Outdoor Season and the 31<sup>st</sup> day of January for Indoor Season.

## **9.0 Trialist Regulations**

### **9.1 General**

- 9.1.1 There will be no trialists permitted in any Provincial play down games, or league playoff games.



- 9.1.2 Any team caught using ineligible trialists will face disciplinary action from the SPDSA in the form of suspension, forfeit, fine or other disciplinary manner that the SPDSA deems appropriate.
- 9.1.3 The trialist regulations are set forth in this rulebook only apply to SPDSA run leagues. Any SPDSA teams playing in EDSA shall abide by their trialist regulations.

## **9.2 Women's Tier 4**

- 9.2.1 A team may utilize Adult players registered in the SPDSA Classics, SPDSA Co-Ed or other SPDSA players as trialists.
- 9.2.2 A team may utilize properly registered SPDSA Youth players not registered to an Adult team in any league as trialists.
- 9.2.3 All trialists must have a completed SPDSA trialist form handed in with the game sheet to the match official.

## **9.3 Men's Tier 4**

- 9.3.1 A team may utilize Adult players registered in the SPDSA Masters and SPDSA Co-Ed leagues as trialists.
- 9.3.2 A team may utilize Youth players not registered to an Adult team in any league as trialists.
- 9.3.3 All trialists must have a completed SPDSA trialist form handed in with the game sheet to the match official.

## **9.4 Classics**

- 9.4.1 A team may utilize Adult players registered in the SPDSA Co-Ed or other SPDSA leagues as trialists.
- 9.4.2 All trialists must have a completed SPDSA trialist form handed in with the game sheet to the match official.
- 9.4.3 In games other than playoffs, a team may utilize Adult players registered in the SPDSA Classics league as trialists. These players must be clearly marked on the game sheet.

## **9.5 Masters**

- 9.5.1 A team may utilize Adult players registered in the SPDSA Co-Ed or other SPDSA league as trialists
- 9.5.2 All trialists must have a completed SPDSA trialist form handed in with the game sheet to the match official.
- 9.5.3 In games other than the playoffs a team may utilize Adult players registered in the SPDSA Masters league as trialists. These players must be clearly marked on the game sheet.

## **9.6 7v7 and Co-Ed Leagues**

- 9.6.1 A team may utilize properly registered SPDSA Youth players that are sixteen (16) years of age or older.
- 9.6.2 A team may utilize properly registered players from any Adult league in the SPDSA.
- 9.6.3 All trialists must be clearly marked on the game sheet and may not exceed four (4) players per game.
- 9.6.4 Trialists should not be brought in as "ringers" and should be comparable in skill level to the player they are replacing for the game or comparable to the overall team.

## **9.7 Outdoor Trialist Limits**

- 9.7.1 An 11v11 team playing in the Outdoor Season shall not have more than five players on the game sheet who are listed as trialists.

9.7.2 A 7v7 team playing in the Outdoor Season shall not have more than four (4) players on the game sheet who are listed as trialists.

## **9.8 Indoor Trialist Limits**

9.8.1 A team playing in the Indoor Season shall not have more than three (3) players on the game sheet who are listed as trialists.

# **10.0 Games and Competitions**

## **10.1 General**

10.1.1 The SPDSA is responsible for setting schedules for SPDSA games including dates, times and venues and match official.

10.1.2 The SPDSA will use reasonable efforts to post schedules on their website a minimum of forty-eight (48) hours prior to the first game of that season.

10.1.3 The SPDSA shall inform the team contact as provided on the Team Application of any change of location, time or date of a scheduled game. A minimum of three (3) business days' notice must be given.

10.1.4 The SPDSA will post league standings on their website on a regular basis.

10.1.5 Any league or playoff games cancelled or postponed because of bad weather or poor field conditions, or other circumstances that are to be replayed, shall be played with a minimum of three (3) business days' notice.

10.1.6 Requests from teams not to be scheduled on specific dates throughout the season may be considered, provided a written request is in the SPDSA by the team application deadline for the upcoming season. While requests may be considered, not all requests can be accommodated.

10.1.6.1 Except under extenuating circumstances, the SPDSA will not reschedule games because a team has lost service of one (1) or more players due to injury, illness, holidays, or other personal reasons.

## **10.2 Team Responsibilities**

10.2.1 In all SPDSA divisions, each team will be responsible to provide and put up one goal net, as well as supply a minimum of two (2) corner flags. A team can supply one midfield flag if they have.

10.2.1.1 Flags and nets must meet FIFA standards. Bicycle flags are not permitted for any SPDSA games. Failure to provide this equipment, may result in a fifty (\$50.00) dollar fine.

10.2.2 The home team shall be responsible to provide game balls. Should the home team not have adequate balls the away team will be asked to provide game balls.

10.2.3 The home team shall change uniforms in the event of their uniforms not being distinguishable from the visiting team. Training "bibs" or "pinnies" are permitted for SPDSA games.

10.2.4 In the event a team forfeits a game due to lack of players, the following guidelines apply:

10.2.4.1 Written notice of the forfeiture with more than one (1) business day notice will result in a 3-0 forfeit loss.

- 10.2.4.2 Written notice of the forfeiture with less than one (1) business day notice will result in a 3-0 forfeit loss and a Fifty (\$50.00) dollar fine.
- 10.2.4.3 Forfeiture of a game with no prior notice will result in a One Hundred (\$100.00) dollar fine (of which half of the fine will be credited to the opposing team), and result in a 3-0 forfeit loss.
- 10.2.5 Any team which forfeits three (3) games in a season will be required to appear before the Violations Committee and may be subject to sanctions.

### **10.3 Game Sheets**

- 10.3.1 Both teams will fill out a game sheet and present it to the match official before the game starts.
- 10.3.2 The team official that completes the game sheet must fill it out entirely and must verify that all information is correct and sign the game sheet.
- 10.3.3 Additions may be made to game sheet at half time. No additions shall be permitted after the start of the second half.
- 10.3.4 All trialists must be identified on the game sheet.
- 10.3.5 Any player listed on the game sheet will be deemed to have participated in that game.
  - 10.3.5.1 Players crossed off the game sheet will not be deemed to have participated in that game.
- 10.3.6 A team listing an ineligible individual on the game sheet shall forfeit the game in which the ineligible individual was either playing or registered on the game sheet.
- 10.3.7 Failure to properly complete the game sheet shall first be issued a warning by the SPDSA. Any offences after a first offence may result in a fifty (\$50.00) dollar fine.

### **10.4 Number of Players**

- 10.4.1 **11v11 Outdoor**
  - 10.4.1.1 A team playing in an SPDSA Outdoor **11v11 league** will be allowed to dress a maximum of twenty (20) players and have a maximum of four (4) non-playing personnel on the game sheet and in the technical area.
  - 10.4.1.2 A team with a minimum of seven (7) players is required to start the game and must begin promptly.
- 10.4.2 **7v7 Outdoor**
  - 10.4.2.1 7v7 games will be played with each team consisting of seven (7) players, one (1) of whom shall be the goalkeeper. Teams must dress a minimum of six (6) players and a maximum of twenty (20) players per game.
  - 10.4.2.2 In the Co-Ed league there must be a minimum of two (2) females on the field at all times. If a team has six (6) players, a minimum of one (1) female. Goalkeepers **do** count towards the total number of females on the field.
- 10.4.3 A team with less than minimum number of players has a fifteen (15) minute grace period commencing from the time that the game was scheduled to start. After the grace period, a team with less than seven (7) players ready to play will be considered a forfeit. In circumstances where neither team has seven (7) players within the allotted time the game shall be considered a double-forfeit with both teams receiving zero (0) points.

- 10.4.4 **Indoor**
- 10.4.4.1 A team playing in an SPDSA indoor competition will be allowed to dress a maximum of twenty (20) players and have a maximum of four (4) non-playing personnel on the game sheet and on the bench.
  - 10.4.4.2 A team with a minimum of four (4) players is required to start the game and must begin promptly.
- 10.4.5 **Co-Ed Indoor**
- 10.4.5.1 There must be a minimum of two (2) Female players on the field at all times. Goalkeepers do count toward the total number of Females on the field.
  - 10.4.5.2 Teams require a minimum of four (4) players to start a game, of which one (1) outfield player must be female.
  - 10.4.5.3 A team with four (4) or five (5) outfield players must have two (2) Females on the field.
  - 10.4.5.4 A team with three (3) outfield players must have one (1) Female on the field
- 10.4.6 A team with less than four (4) players has a ten (10) minute grace period commencing from the time that the game was scheduled to start. After the ten (10) minute grace period, any team with less than four (4) players ready to play will be considered a forfeit. In circumstances where neither team has four (4) players within the allotted time the game shall be considered a double-forfeit with both teams receiving zero (0) points.

## **10.5 Player Equipment**

- 10.5.1 All player equipment must meet standards as per the FIFA Laws of the Game.
- 10.5.2 All uniforms are required to have clearly marked numbers. If teams are using pinnies as a second set or uses the SPDSA pinnies, numbers will not be required.
- 10.5.3 Athletic Leggings will be permitted as long as they are deemed safe by the match official.
- 10.5.4 Players with hard casts will not be permitted to play.
- 10.5.5 Players with orthotic braces will be permitted to play at the discretion of match official.

## **10.6 Duration of Games**

- 10.6.1 In all games, the Match official(s) shall be the official timekeeper and he/she shall be in complete charge on the field in accordance with the Laws of the Game.
- 10.6.2 Outdoor 11v11 games shall be played with two (2) equal halves of forty-five (45) minutes, with a half time of five (5) minutes.
  - 10.6.2.1 Outdoor 7v7 games shall be played with two (2) equal halves of thirty (30) minutes, with a half time of five (5) minutes.
- 10.6.3 Conditions may dictate that the Match official may need to shorten the game under the following rules:
  - 10.6.3.1 If, before the start of the game, the Match official feels that it might not be possible to play a full ninety (90) minute game because of daylight, he/she shall inform both teams of the shortened time to be played. The Match official shall set the time to be played and his decision shall be final.

- 10.6.3.2 When a game is started under normal conditions and adverse weather conditions cause a delay in the game the Match official may restart the game after it is safe to do so with a shortened game time if necessary.
- 10.6.3.3 When a game is started under normal conditions and adverse weather conditions cause the game to be called off by the match official, he/she shall note the amount of time played on the game sheet. The SPDSA will consider the game played providing the minimum time of sixty (60) minutes has been played.
- 10.6.4 If a serious injury to a player or to the match official results in the suspension or abandonment of a game, a minimum of sixty (60) minutes must be played for the game to be considered official and complete.
- 10.6.5 If a 11v11 game is called with less than sixty (60) minutes having been played, the game shall be considered incomplete and shall be rescheduled by the SPDSA.
  - 10.6.5.1 If a 7v7 game is called with less than forty (40) minutes having been played, the game shall be considered incomplete and shall be rescheduled by the SPDSA.
- 10.6.6 All regular season games ending in a tie shall be considered complete. Any playoff game at the end of regular time that is tied shall follow the below:
  - 10.6.6.1 If weather or daylight conditions permit two (2) fifteen (15) minute extra time periods shall commence without delay. Should the score still be tied at the end of this extra time, the game shall be decided by penalty kicks.
  - 10.6.6.2 If the Match official thinks that weather or daylight conditions may not allow for two (2) fifteen (15) minute extra time periods, then he/she shall have the right to shorten the extra time periods.
- 10.6.7 Indoor games will be played in two (2) equal halves of twenty-five (25) minutes. The periods may be shortened at the discretion of the Match official due to booking times being a maximum of fifty-five (55) minutes. The maximum half time shall be three (3) minutes. The minimum time to be played shall be thirty-four (34) minutes in order for the game to be considered complete.
  - 10.6.7.1 If a game is called with less than thirty-four (34) minutes played, the game shall be considered incomplete and shall be rescheduled by the SPDSA.
- 10.6.8 If the final score of an indoor playoff game is tied at the end of regular time, the game shall be decided by penalty kicks.
- 10.6.9 Games suspended by the Match official because of player, bench personnel or spectator demonstrations must be reported to the SPDSA. The SPDSA Violations Committee shall decide what the appropriate action of the game shall be based on the circumstances provided by the Match official.
- 10.6.10 All discipline issued in a game that is forfeited, suspended or abandoned will be binding.

## **10.7 7v7 Game Modifications**

### **10.7.1 Field of Play**

10.7.1.1 SPDSA 7v7 games will be played on U12 specific sized fields.

### **10.7.2 Offside**

10.7.2.1 The offside rule is in effect at the attacking 3<sup>rd</sup> of the field. This line may be marked as a dotted line, solid line, or single cones or flags on the touchline.

### **10.7.3 Goalkeepers**

10.7.3.1 The goalkeeper may throw/roll the ball or place the ball at their feet.  
Goalkeepers are not permitted to drop-kick/punt the ball.

### **10.7.4 Slide Tackles**

10.7.4.1 Slide tackles are NOT permitted in 7v7 soccer.

10.7.4.2 A player committing a slide tackle will have play stopped and a free kick awarded against his/her team.

10.7.4.3 The match official will issue a caution to a player who commits a second slide tackle against an opponent.

### **10.7.5 Free Kicks**

10.7.5.1 All dead-ball kicks (free kicks, kick-offs, goal kicks, corner kicks) are indirect.

10.7.5.2 Opponents must be five (5) yards from the ball on free kicks.

### **10.7.6 Goal Kicks**

10.7.6.1 Goal kicks may be taken from anywhere within the penalty area.

## **10.8 Co-Ed Modifications**

### **10.8.1 Slide Tackles**

10.8.1.1 Slide tackles are NOT permitted in Co-ed indoor soccer

10.8.1.2 A player committing a slide tackle will have play stopped and a free kick awarded against his/her team.

10.8.1.3 The match official will issue a caution to a player who commits a second slide tackle against an opponent.

### **10.8.2 Over Aggressive Play**

10.8.2.1 Any overly aggressive play as determined by the match official will be whistled with a free kick awarded to the other team.

10.8.2.2 Aggressive play can be any defensive challenges that are deemed too aggressive for the recreational style of the Co-Ed league.

10.8.2.3 Aggressive play can also be any play the match official deems overly aggressive and/or unsporting. This can include a player needlessly “blasting” the ball, whether controlled or not.

10.8.2.4 Continued overly aggressive play from a player will result in a yellow card (caution).

## 11.0 Match official

### 11.1 General

- 11.1.1 Match official shall be registered and certified to match official the level of games that they are assigned to.
- 11.1.2 The Match official for each game shall be appointed by the SPDSA match official coordinator or a member of the SPDSA and such appointments shall be made from the official list of SPDSA match official.
- 11.1.3 If through unforeseen circumstances a Match official assigned to a game is absent, the team captains/managers/coaches may agree (by signing the game sheets before the game) on another certified and registered Match official. The two teams may also agree on a volunteer to officiate the game.
  - 11.1.3.1 If the two teams cannot agree on an alternate certified match official or volunteer, the teams must notify the SPDSA and the game will be rescheduled.
- 11.1.4 Match official shall receive fees as determined by the Board of Directors and only for games in which the game sheets have been signed by the Match official and received by the SPDSA.

### 11.2 Team Responsibilities

- 11.2.1 Each team is responsible to provide an assistant match official for any SPDSA game if the Match official requests.

### 11.3 Match official Responsibilities

- 11.3.1 The official uniform for SPDSA Match official shall be as per current FIFA Laws.
- 11.3.2 The Match official has the authority to determine the fitness of the ground in all games and his decision shall be final.
  - 11.3.2.1 The Match official may cancel a game if he feels the field markings or condition of the field deem the game unplayable. The match official will be responsible for contacting the SPDSA if such a scenario occurs. The SPDSA will reschedule the game.
- 11.3.3 Match official Shall:
  - 11.3.3.1 Within forty-eight (48) hours following the completion of a game in which they have officiated, forward any misconduct reports to the SPDSA, either via drop-off, fax or electronic form.
- 11.3.4 Complaints against a Match official will only be considered if made in writing to the SPDSA. Verbal complaints will result in no further action.

# 12.0 Discipline

## 12.1 General

12.1.1 All coaches, players, team officials, and spectators may only take part in: SPDSA games, events, practices, tournaments or other SPDSA sanctioned activities on the condition that they comply with the Bylaws, rules and regulations or decisions of the SPDSA. Violations may as per the SPDSA constitution result in: Suspension, Fine, Bond and revocation of membership, forfeit of registration fees or any combination thereof. Section 13 lists discipline that may be applied under this section.

## 12.2 Registration Violations

12.2.1 For the use of over-age players, non-registered players or players from a higher division, the penalties set to be enforced by the SPDSA are as follows:

- 12.2.1.1 1<sup>st</sup> Occurrence: Team will receive a warning;
- 12.2.1.2 2<sup>nd</sup> Occurrence: Team will be fined One Hundred (\$100.00) dollars; and
- 12.2.1.3 3<sup>rd</sup> Occurrence: Team will be fined Two Hundred Fifty (\$250.00) dollars and will be required to attend a discipline meeting or Violations Committee hearing.

## 12.3 Violations of Game Regulations

12.3.1 If a team refuses to complete a game, they will forfeit three (3) points and have all goals deducted. The remaining team will be awarded a 3-0 win and three (3) points. The team refusing to complete the game may be required to attend a discipline hearing or Violations Committee hearing.

12.3.2 Where members of one or both team’s cause the abandonment of a game, the violations committee will suspend the team or team’s pending a disciplinary hearing.

12.3.3 Where teams do not provide the necessary equipment for a game (section 10.2) the team will be issued a warning by the SPDSA on the first occurrence and will forfeit the game in subsequent occurrences.

## 12.4 Acts of Misconduct by Players

12.4.1 Actions of misconduct as per the laws of the game by a player will be handled by the Match official.

12.4.2 **Yellow Card, Cautionary Offenses**

12.4.2.1 The following suspensions for yellow card accumulation during a season shall be automatic:

3 Cautions	1 Game Suspension
2 Additional Cautions	1 Game Suspension
1 Additional Caution	1 Game Suspension
1 Additional Caution	Discipline Hearing with Violations Committee



- 12.4.2.2 The player incurring the yellow cards must sit out the game immediately following the game in which he received the last caution.
- 12.4.2.3 Two cautions (yellow cards) received by a player in a single game will not be calculated in the above, but will be dealt with as an ejection which will merit an automatic one game suspension.
- 12.4.2.4 It is the responsibility of the Team Officials to keep track of all players' accumulated cards and penalties during each soccer season.
- 12.4.2.5 Every player may start each soccer season with a clean record. Accumulated yellow cards will be removed from his record at the start of the new season. Players currently suspended will have their suspension carried over to the new season.
- 12.4.2.6 Players serving a suspension resulting from the accumulation of yellow cards are prohibited from playing with any team(s) until the suspension has been served with games of the team that the player was registered to at the time of the last yellow card.

#### 12.4.3 **Red Card, Ejection Offences**

- 12.4.3.1 Any player receiving an ejection during the course of a game must leave the field of play immediately and may not re-enter or return to the field of play.
- 12.4.3.2 A player issued an ejection shall be considered suspended immediately.
- 12.4.3.3 The Manager or Coach of the player shall be sent notification by the SPDSA the terms of the suspension.
- 12.4.3.4 The player may choose to accept the terms of the suspension as outlined, or, the player may have his manager or coach request a Discipline Hearing as outlined in section 12.8.
- 12.4.3.5 Team officials ejected from a game shall be dealt with in the same manner as a player.

## **12.5 Acts of Misconduct by Team Officials, Players and Spectators**

- 12.5.1 Any team official, player or spectator involved in the following acts of misconduct will be immediately suspended and the matter referred to the violations committee and if warranted to the ASA for further discipline. In addition, the full force of the law of the land may be requested and applied.
- 12.5.1.1 Intentional physical contact with a match official before, during or after a game.  
Threatening or harassing a match official at any time.
- 12.5.1.2 Refusing the services of an assigned match official.
- 12.5.1.3 Intentional altercations or harassing behaviour toward any player, team official, match official, assistant match official, spectator, SPDSA board members or staff of the SPDSA.
- 12.5.1.4 The use of abusive or foul language, threats, obscene gestures, demeaning comments, insults, racial or sexual comments toward any player, team official, match official, assistant match official, spectator, SPDSA board member or staff of the SPDSA.
- 12.5.2 Any act of misconduct occurring during any SPDSA sanctioned activity is subject to discipline, including games, indoor and outdoor facilities, practices, clinics, tournaments and any other venue associated with the game. In addition any misconduct before or after sanctioned activities where in the opinion of the violations committee the misconduct was intended upon bring harm to the association or its members will be subject to discipline as noted in this section.
- 12.5.3 Any violation of the stated rules, regulations, by-laws or decisions of the board or its officers may result in suspension or other discipline as prescribed by the violations committee.

## **12.6 Suspensions**

- 12.6.1 The suspension must be served in games scheduled by the SPDSA and played by the team in which the player was registered with when he received the ejection. Suspended players or team officials may not participate in any Adult SPDSA game with any Adult team during the term of their suspension. Suspensions not fully served in one season will be carried over to the next season.
- 12.6.2 Players suspended in the SPDSA Adult program, will be permitted to coach in SPDSA youth Community and Phoenix programs, unless determined by the SPDSA or ASA.
- 12.6.3 Suspensions will not be carried to tournaments or ASA provincials unless the violations committee deems the offence appropriate.

## **12.7 Discipline Procedures**

- 12.7.1 Violations are recorded by the match official on the game sheet, which is submitted to the SPDSA.
- 12.7.2 All yellow cards noted on the game sheet will be recorded into a database for the like-season. Once a yellow card is received indicating a suspension for the player, the team will be informed about the suspension.
- 12.7.3 All red cards noted on the game sheet will be accompanied by a misconduct report submitted by the match official detailing the events that led to the ejection of the player.
- 12.7.4 The SPDSA staff shall apply all discipline based on this report and utilizing section 13 as guidance in determining the appropriate discipline.
- 12.7.5 All penalties assessed are to be communicated to the team official in writing.
- 12.7.6 The team official or player may request a discipline appeal hearing if they do not agree with the discipline given. Please see section 12.8 for discipline hearing details.
- 12.7.7 Where the penalties are to be referred to the ASA, the SPDSA staff will notify these bodies in writing.

## **12.8 Discipline Appeal Hearings**

- 12.8.1 A request for a discipline hearing must be made in writing within seventy-two (72) hours of notification of the discipline.
- 12.8.2 A discipline appeal hearing committee shall have no less than three (3) members, none of which may have a conflict of interest in the case at hand.
- 12.8.3 One (1) of the committee members shall act as the recording secretary or a non-voting secretary shall be appointed to be present for the hearing.
- 12.8.4 Failure to appear at a discipline appeal hearing when due process has been given will result in the original suspension, which shall be final and binding.

## **12.9 Game Protests**

- 12.9.1 Any protest in regards to games must be made in writing to the SPDSA within twenty-four (24) hours of the game in protest.
- 12.9.2 All parties involved in a protest hearing shall be notified of the protest and have the option to attend the proceeding.
- 12.9.3 The Violations committee shall review the circumstances as required, make a ruling, and notify SPDSA of the decision, who will then communicate to the involved parties.

## **12.10 Procedures**

- 12.10.1 With all required persons present, the hearing shall proceed as follows:
- 12.10.1.1 The Violations Committee shall read the report and state the offence.
  - 12.10.1.2 The person(s) writing the report(s), if present will be given the opportunity to expand or qualify the report(s).
  - 12.10.1.3 The accused shall be allowed to ask relevant questions of the author of the report if he is present or make submissions on the report and testify on his own.
  - 12.10.1.4 The accused will have the opportunity to call witnesses (limited in number) or present witness reports to the committee. These witnesses may be questioned by the Violations Committee.
  - 12.10.1.5 After questioning from the Violations Committee, the accused shall be allowed to make any final statements before withdrawing.
  - 12.10.1.6 The Violations Committee shall consider the report and presented evidence and shall either decide on the case or adjourn the hearing.
  - 12.10.1.7 The Violations Committee shall make reasonable efforts to notify the accused in writing of the result of the hearing within forty-eight (48) hours of the hearing. All decisions made by the Violations Committee are final.

## **12.11 Violations Committee**

- 12.11.1 The Violations committee will shall be formed as outlined in the SPDSA Bylaws.

## **12.12 Record Keeping**

- 12.12.1 All suspensions shall be documented in a Suspension File which is to be kept in a secure area within the SPDSA. The number of games or time frame that the player or team official has been suspended will be indicated. The suspensions files are considered confidential and are to be accessible only to SPDSA board members and SPDSA staff. Suspensions will be kept on record with the SPDSA for a period of no less than five years.

## 13.0 Discipline Offences and Suspensions

### 13.1 Violations Committee Discretion

- 13.1.1 The Violations Committee shall have the right to increase or decrease the suspension according to the circumstances and severity of the incident.

### 13.2 Yellow Card Offences

- 13.2.1 A single yellow card in a game will go toward the accumulation of yellow cards as noted in Section 12.4.2
- 13.2.2 A player receiving two (2) yellow card cautionary offenses during a game will be ejected from that game and receive a one game suspension.

### 13.3 Red Card Offences or Ejections

- 13.3.1 Team Officials and Players are all subject to the discipline laid out below.
- 13.3.2 The Suspensions laid out below are the minimum and may be increased by the SPDSA based on the report received.
- 13.3.3 Abusive, Insulting and/or offensive language and/or Gestures

Offence	1 <sup>st</sup> Offence	2 <sup>nd</sup> Offence
Against the Match official	3 Game Suspension	Hearing
Against other Players or team officials	2 Game Suspension	4 Game Suspension

#### 13.3.4 Serious Foul Play

Offence	1 <sup>st</sup> Offence	2 <sup>nd</sup> Offence
Handball Preventing a Goal	1 Game Suspension	2 Game Suspension
Denies an Obvious Goal Scoring Opportunity	1 Game Suspension	2 Game Suspension
Cynical Foul	1 Game Suspension	2 Game Suspension
Dangerous Tackle	2 Game Suspension	4 Game Suspension
Charging	2 Game Suspension	4 Game Suspension
Push from Behind	2 Game Suspension	4 Game Suspension
Boarding (Level 1)	1 Game Suspension	2 Game Suspension
Boarding (Level 2)	3 Game Suspension	6 Game Suspension
Elbow	3 Game Suspension	6 Game Suspension
Other Extenuating Circumstances	Hearing	Hearing

#### 13.3.5 Violent Conduct

Offence	1 <sup>st</sup> Offence	2 <sup>nd</sup> Offence
Push	3 Game Suspension	Hearing
Striking	4 Game Suspension	Hearing
Punching	4 Game Suspension	Hearing
Elbowing	4 Game Suspension	Hearing
Kicking/Kneeing	4 Game Suspension	Hearing
Throwing an object at an opponent	4 Game Suspension	Hearing
Head Butt	8 Game Suspension	Hearing
Bite/Scratch/Gouge	Hearing	Hearing
Fighting	Hearing	Hearing
Spitting	Hearing	Hearing
Other Extenuating Circumstances	Hearing	Hearing

### 13.3.6 Other Offences

<b>Offence</b>	<b>1<sup>st</sup> Offence</b>	<b>2<sup>nd</sup> Offence</b>
Illegal Entry:		
-Onto the Field	8 Games	Hearing
-altercation/fighting	Hearing	Hearing
-return after ejection	Hearing	Hearing
-return and commit another offence	Hearing	Hearing
Other Extenuating Circumstances	Hearing	Hearing

13.3.7 In addition to the suspensions as outlined above, “Fines” and/or “Bonds” may be issued to the individual or team or both.

### 13.4 Bonds

- 13.4.1 Bonds must be paid to the SPDSA within five (5) business days.
- 13.4.2 Bonds will be held, in trust, by the SPDSA for the term of the bond.
- 13.4.3 Bonds are posted by a club or team or individual to ensure that the same will comply with the rules and regulations of the SPDSA or any terms outlined by the bond.
- 13.4.4 In the event the said club or team or individual contravenes any of the SPDSA’s Rules and Regulations or any term of the bond, the bond may be forfeited.
- 13.4.5 The bond will be returned to the club or team or individual once the terms is successfully completed.
- 13.4.6 No interest will be paid on the bonds.
- 13.4.7 Any club or team or individual wishing to contest the issuance of a bond must make an application in writing to the SPDSA within forty-eight (48) hours of the bond being issued.

### 13.5 Fines

- 13.5.1 All fines must be paid to the SPDSA within five (5) business days
- 13.5.2 Clubs or teams or individuals with outstanding fines shall be considered suspended until the fine is paid in full.
- 13.5.3 Any club or team or individual wishing to contest the issuance of a fine must make an application in writing to the SPDSA within forty-eight (48) hours of the fine being issued.