

CENTRAL ALBERTA MEN'S SOCCER LEAGUE

RULES & REGULATIONS

1. GENERAL RESPONSIBILITIES

- 1.1.1 Managers, coaches, players, team officials and spectators may only take part in or attend games on the condition that they observe and comply with the Rules and Regulations and Bylaws of the CAMSL.
- 1.1.2 Each player, coach, manager, and/or team official will be responsible to:
- a) Be properly registered with the Association
 - b) Have knowledge of and comply with "Rules and Regulations" of the Association.
 - c) Have knowledge of and comply with "Rules of the Game."
 - d) Respect the referee's decisions during the course of play.
 - e) Present a valid CAMSL identification card to the referee prior to the start of the game.
- 1.1.3 No association, league, club or team referee, assistant referee, player or official shall bet on any CAMSL soccer match, and they are also required to prevent betting.
- 1.1.4 No club or team, referee, assistant referee, player, official, or spectator shall be permitted the use of objectionable language or signs.

1.2 Team Responsibilities

- 1.2.1 Each club or team will be responsible to the CAMSL Board of Directors for:
- a) The actions and conduct of its team officials, managers, coaches, players, and spectators
 - b) Taking all reasonable precautions necessary to prevent its team officials, managers, coaches, players, and/or spectators from threatening and/or assaulting anyone present at games.
 - c) Maintaining knowledge regarding the current eligibility status of all their team officials, managers, coaches, and players.
 - d) Ensuring that the ineligible team officials, managers, coaches, and players do not enter the playing field or player bench area and do not participate in the competition.
 - e) Ensuring each manager, coach, and player have a valid CAMSL recognized ID.
 - f) Ensuring that the team officials, managers, coaches, and players' CAMSL ID cards are presented to the game official prior to their participation in any competition.
- 1.2.2 Each team shall provide and set up one (1) goal net, as well as, supply two corner flags. Flags and nets must meet FIFA minimum standards. Bicycle flags are not acceptable. Failure to do so will result in a fine for each missing item. Fine is (\$10) per item.
- 1.2.3 The visiting team shall wear their primary color uniform as registered with the league. The home team shall change uniforms in the event of their uniforms not being distinguishable from the visiting team.
- 1.2.4 All CAMSL identification cards shall be returned to the CAMSL office by September 30th (or the last business date prior to this date) for the outdoor season, and by April 5th (or the last business date prior to this date) for the indoor season. Failure to do so will result in a fine of \$10 per unreturned card. Time extensions may be granted by the CAMSL to players participating in special events.
- 1.2.5 Each team is responsible to supply one league purchased game ball.

2. REGISTRATION OF CAMSL PARTICIPANTS

- 2.1.1 All amateur players under the jurisdiction of the Association shall be registered on the approved Association player registration forms, which shall be supplied by the Association.
- 2.1.2 A player arriving from a district other than Central Alberta or from another province shall not be registered until he/she provides, in writing, clearance from the district in which he/she resides. Such clearance must accompany the CAMSL registration form. A release must be submitted for each season (indoor or outdoor) that the player registers for. Any discipline action acquired in any other ASA or CSA jurisdiction will be upheld in the CAMSL.
- 2.1.3 The agent (official representative) of the club or team shall ensure that the player and club (or team) portions of the player registration forms are fully and properly completed before submitting to the Association Office.
- 2.1.4 Registration is only possible during RDCSA office hours. Registration requests dropped off after hours will be date and time stamped when the office reopens and will be processed at that time. All applicable time requirements (i.e. 24 Hour, 7 Day, etc.) will commence at that time.
- 2.1.5 Players, coaches, and managers must be registered twenty-four (24) hours prior to taking part in any game for that club, team, or affiliated team.
- 2.1.6 Players must be registered for the particular team with which the club intends then to play, stating the league or division or reserve team.
- 2.1.7 Any player using more than one (1) player ID card shall be suspended for one (1) year.
- 2.1.9 Any player, coach, manager or team official found participating in soccer while under CAMSL suspension shall be suspended for one (1) year.
- 2.1.10 Where registered player, coach, manger, or team official loses his ID card, the card will be replaced upon payment of ten dollars (\$10.00) to the CAMSL.
- 2.1.11 A team playing in the Outdoor season shall not have more than FIVE (5) players on the game sheet who are registered to a senior (over 35 years of age) or youth team. This includes the players listed on the game sheet as trialists.
- 2.1.12 Players must play a minimum of three league games to qualify for playoffs.

2.2 Youth Players

- 2.2.1 To register and participate in the CAMSL program, a person must be a minimum age of sixteen (16) years old unless part of a fully registered U16 Team approved to join the season by the Board of Directors.
- 2.2.2 All minor players shall be entitled, under written “release to play” form from his/her minor coach or manager, to play, as a trialist, games during the regular season on an adult team without affecting his/her minor status. This form must be filled in for each player for each game played. The number of games played shall be consistent with the current Alberta Soccer Association guidelines.
- 2.2.3 A youth player properly registered with a youth team within the district may play (as a trialist) for development purposes an unlimited number of games for any one team within the adult league within that district, without affecting his/her youth status or eligibility for youth provincials.

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- 2.2.4 All adult clubs shall be privileged to sign, as adult players, any player on a youth team(s) during the current season, provided that the player has registered with the youth team prior to registering with the adult team.
- 2.2.5 Once a youth trialist has registered with an adult team, he cannot return to trialist status.

2.3 Non-Amateur Players

- 2.3.1 No professional or non-amateur player shall take part in amateur soccer as a player. Players who have been playing in these categories must apply for reinstatement as amateurs, via the Association, the Alberta Soccer Association and the Canadian Soccer Association and have such reinstatement granted before participating in any amateur game. Full regulations regarding professional and non-amateur players shall be set out in the handbook of the Canadian Soccer Association governing such matters.

3. TRANSFER OF PLAYERS & PLAYER MOVEMENT

- 3.1 A player who has signed a registration form for a club or team affiliated with this Association during a current season shall be allowed to transfer his registration to any other club or team. Such notice shall be made on the form provided by the Association for this purpose. Once this form has been completed, signed and copied, by the player, to the CAMSL and date stamped by the CAMSL, the player ceases to be part of his/her former team.
- 3.2 A player may only transfer once in a thirty calendar day period.
- 3.3 The club or team granting the transfer shall have the transfer form signed by their coach or manager and returned to the player who shall then take it to his/her new club or team for signing. The fully completed original must then be submitted to the CAMSL.
- 3.4 A player must wait (7) clear days from the date of his completed transfer forms being submitted before he can play on his new team.
- 3.5 A player may be refused a right of transfer if they are currently serving a suspension, and/or have outstanding fees or equipment owed to their original team.
- 3.6 There will be no player movement in any Cup and/or Challenge competitions.
- 3.5 A registered player can only be deemed a "Free Agent" if the Provincial Association has deliberated the case in accordance with the Constitution and Regulations of the Canadian Soccer Association.
- 3.6 There shall be no application for transfer of players within the territorial limits of the Association received after business hours on the 31st day of JULY for Outdoor and the 15th day of JANUARY for Indoor.
- 3.7 There will be no trialists allowed in any Cup and/or Challenge competitions
- 3.8 A player removed from the team roster must wait (7) clear days before he is eligible to be placed back on the roster.

4. PROMOTION AND RELEGATION

- 4.1 Relegation will occur at the discretion of the Executive Board and based on a team's past performance and player experience.

5. SUBSTITUTIONS

- 5.1 All divisions will have unlimited substitutions at the referee's discretion.
- 5.1.1 Substitutions shall only be guaranteed when the ball is out of play as a result of:
- a). goal scored
 - b). goal kick
 - c). injured player
 - d). half time
 - e). between overtime periods

A substitution requested at any other time shall be at the referee's discretion.

- 5.2 All substitutes must enter the field of play from the centerline of the field at either side.
- 5.3 No substitutions shall be permitted for a player ordered from the field of play by the referee for misconduct.

6. LEAGUE STANDINGS

- 6.1 Official League Standings are kept in the League Office and will be published whenever possible.
- 6.2 Points are awarded as follows:
- 3 points for a WIN
 - 1 point for a TIE
 - 0 points for a LOSS
- 6.3 If only two teams are tied in the standings, the team with the best record against the other team that they are tied with will be awarded the higher position. If the two tied teams share identical win-loss records against each other, the next tiebreaker will be goals difference, with the higher team being the team with the highest goal difference from the entire league play. If the two teams remain tied, the higher of the two teams will be the team that has scored the most goals in the league play. If still tied, a coin toss will determine the higher placed team.
- 6.4 If more than two teams are tied in the standings, the team with the best win-loss record amongst the teams tied will receive the higher standing. If any teams are still tied, the team with the highest positive goal differential would receive higher standing. If still tied, goals for in the entire league play will be used to determine the higher standing team. If still tied, a coin toss will determine the higher placed team.
- 6.5 In all tie breaking situations where stats include a team that has forfeited a game during the season, these stats will be removed from the tie breaking scenario.

7. GAME SHEETS

- 7.1 A team official (manager, coach, trainer), or a designated player, must enter and all required information on a game sheet for each game including players' information (name and jersey number) as well as the names for coaches and managers participating at the game.
- 7.2 The game sheet must be signed. Any individual placing their signature on a game sheet is verifying its accuracy and will be held accountable for the information recorded.
- 7.3 The team official (manager, coach, trainer), or a designated player shall present the fully completed game sheet to the game official (referee) prior to the start of each game.

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- 7.4 Additions may be made to the game sheet at half time, but no additions will be allowed on the game sheet after the second half has commenced. Players not present at the field by half time shall be removed from the game sheet by the referee after conferring with the missing player's coach.
- 7.5 All trialists must be identified on the game sheet.
- 7.6 All players entering the field of play must be on the game sheet before playing.
- 7.7 Individuals who have been listed on a game sheet and checked off by the officials will be deemed to have participated in that game.
- 7.8 A team playing an ineligible player will forfeit the game in which the ineligible player was either playing or registered on the game sheet. The team will also be assessed a \$50 fine.

8. REFEREES AND ASSISTANT REFEREES

- 8.1 If a referee or assistant referee on the official list is unable to act, the team captains may agree (by signing the game sheets) on another certified and registered referee or assistant referees. If no certified or registered referee is available, each team will supply one person (player, team official or spectator), to assist the referee.
- 8.2 A game may not be cancelled in the event of a referee no show. Both teams should try to agree upon a registered and certified referee to complete the game. If not, the game will be rescheduled.
- 8.3 Any team playing in black shirts must supply an alternately colored shirt for the referee to wear.
- 8.4 Referees and assistant referees shall receive fees as laid down by the Board of Directors in respect of games handled by them.
- 8.5 All referees shall, within 48 hours, following completion of a game in which they officiate, forward a game report in accordance with ASA/CSA regulations.
- 8.6 The referee shall verify that the card is valid and that the photo and name coincide with the player, coach, manager or team official presenting the card.
- 8.7 The referee shall have the power to decide the fitness of the ground in all matches and his/her decision in this regard shall be final.
- 8.8 Complaints by or against referees shall only be considered when made in writing to the CAMSL Board of Directors. No action will be taken on verbal complaints.

9. GAMES AND COMPETITIONS

- 9.1 All soccer games played by clubs and teams affiliated with the Association shall be controlled by the Board of Directors, or member of a committee set for the purpose, and with such authority they shall decide the schedules of the dates, times, and venues for all games.
- 9.2 The Association shall distribute schedules to clubs and teams, such schedule shall be considered sufficient notice to such club or team for participation. Schedules must be made available a minimum of seventy two (72) hours before the first game.
- 9.3 The scheduling Director shall inform a member of the club or team executive, as well as game officials, etc. of any change in a scheduled game. For any change of field, or rescheduling of a game, seventy two (72) hour notice must be given unless both teams agree to play.

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- 9.4 Any league game cancelled or postponed because of ground or weather conditions, or games that may be directed by the Board of Directors to be replayed shall be played with a minimum notice of seventy two (72) hours, unless both teams consent to waiving this minimum notice requirement.
- 9.5 Competitions, leagues, or exhibition games of the Association shall take precedence over all other games or competitions, except schedules or games presented by the Alberta Soccer Association or the Canadian Soccer Association.
- 9.6 Games scheduled cannot be changed or postponed because a team involved has lost the service of a player or players due to injury, illness, holidays, etc.
- 9.7 Clubs or teams requesting clearance (not to be scheduled) on specific dates throughout the season can be considered, provided their written request for such is in the Association office before the 5th day of APRIL each year for outdoor, and the 5th of OCTOBER for indoor. Circumstances may dictate that some requests cannot be accommodated.
- 9.8 The Association (CAMSL) retains the right of granting or refusing admission, to any game of any person or persons whose presence there may prove to be detrimental to the game.
- 9.9 Games defaulted will be treated as a 3-0 loss, and teams defaulting will be required to pay \$150.00 fine.
- 9.9.1 Each game played or forfeited count as one game towards the fulfillment of a player suspension.
- 9.9.2 Any team that forfeits three (3) games during one season will be suspended for the remaining games of the season. The team fine for forfeited games, therefore, shall not exceed \$450.00.
- 9.10 To be eligible for ASA competition, members must be full or Associate Members in good standing.

10. DURATION OF GAMES

- 10.1 Outdoor games shall be divided into two (2) equal periods of forty-five (45) minutes each, with the half time period not exceeding five (5) minutes, unless the half time period is extended with the consent of the referee, or on the direction of the Board of Directors or Committee for promotional purposes. The ninety (90) minute game may be shortened under the following rules:
- a) If before the start of the game, the referee feels that because of the threatening bad weather or light conditions it might not be possible to play a full ninety (90) minute game, he/she shall call the captains together from both teams and ask them to agree on the shortened time to be played. The referee shall at once set the time to be played and his/her decision shall be binding and final to both teams.
- b) When a game is started under normal conditions or as under section 12.1a above and the referee later believes that early darkness or adverse weather conditions may lead to player injuries, he/she shall "call the game." The score in the game at this time will stand as the final score provided that the minimum time of sixty seven (67) minutes has been played.
- c) In the event of serious injury to a player or to the referee that results in the suspension or abandonment of a game, a minimum of sixty seven (67) minutes must be played for the game to be considered official and complete.
- 10.2 Indoor games will be played in two (2) equal periods of twenty-five (25) minutes. The periods may be shortened due to booking times being a maximum of fifty-five (55) minutes. The

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- maximum half time shall be three (3) minutes. The minimum time to be played for a game to be considered official and complete shall be forty one (41) minutes.
- 10.3 There shall be no overtime periods played in Outdoor League games. If Outdoor Cup or Trophy games are tied for score at the end of regular time and weather and lighting conditions permit, two fifteen (15) minute overtime periods shall commence without delay. Should the score still be tied at the end of this extra time, the games shall be decided by taking penalty shots.
- 10.4 When the score is tied in Cup or Trophy games and the weather and lighting conditions do not permit the thirty (30) minute overtime period, then the game will be decided by penalty shots.
- 10.5 There shall be no overtime played in indoor games. Should a tie need to be broken in an indoor Cup or Trophy competition, the game shall be decided by penalty shots.
- 10.6 In all games, the referee shall be the only official timekeeper and he/she shall be in complete charge on the field in accordance with the Laws of the Game.

11. PLAYER EQUIPMENT

- 11.1 Every team must have matching uniforms (color) for each of their players on the field.
- 11.2 Only the goalkeepers are allowed to wear long pants and gloves.
- 11.2.1 Under extreme weather conditions and at the referee's discretion, all players may be given the option of wearing full-length bottoms and gloves.
- 11.3 Chains, rings, and other jewelry must be removed. It is at the referee's discretion to decide on dangerous items. Dangerous equipment must be removed.
- 11.4 All players' jerseys must be numbered as per FIFA rules.
- 11.5 Shin guards are mandatory.
- 11.6 Visible undergarments such as thermo pants (cycling shorts) are allowable granted they are the same color as the shorts of the team wearing them and do not extend beyond the top of the knee.
- 11.7 Headgear is not allowed with the exception of FIFA approved apparel.
- 11.8 Suitable footwear must be worn that conforms with FIFA rules for outdoor and Alberta Soccer Association rules for indoor.
- 11.9 Players with hard casts are not permitted to play.
- 11.10 Player's braces are at the referee's discretion.
- 11.11 Materials such as metal and glass are unsafe to players and those around them. Approved sport specials only. Regular eyewear is not permitted.

12. NUMBER OF PLAYERS

12.1 OUTDOOR

- 12.1.1 A team with less than seven (7) players has a fifteen (15) minute grace period. After the fifteen-minute grace period, any team with less than seven players will be considered to have lost by default. In circumstances where neither team has seven players within the allotted time, the Board of Directors or a Committee of the Board will review the case.

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- 12.1.2 A team with a minimum of seven (7) players must begin promptly.
- 12.1.3. A team playing in the CAMSL Outdoor Competition (excluding Cups leading to Provincials) will be allowed to dress twenty (20) players.

12.2 INDOOR

- 12.2.1 A team with less than six (6) players on the field, 10 minutes past kick off time, will lose by default and may be required to appear before the Discipline Committee.
- 12.2.2 A team playing in the CAMSL Indoor Competition will be allowed to dress twenty (20) players.

13. TROPHIES AND AWARDS

- 13.1 All Cups and Trophies provided by or donated to the Association shall remain property of the Association at all times and shall be competed for annually in perpetual competition. Such Cup or Trophy shall be returned to the Association by the previous winners one (1) month prior before such Cup or Trophy is due for competition again. Cup and Trophy winners shall be held responsible for safety of such Cup or Trophy while it is in their care and for the correct engraving or repairs necessary.
- 13.2 Awards made to players or other members by the Association, as individuals shall remain the property of that player or other member honored.
- 13.3 All trophies rewarded to a team must be returned immediately after presentation unless, a bond of \$300.00 is given so a team may display a trophy awarded to them.

14. DISCIPLINE

14.1 YELLOW CARDS (CAUTIONS)

- 14.1.1 The following suspensions for Yellow Card accumulation during a season shall be automatic.
 - 14.1.1.1 4 cautions 1 game suspension
 - 14.1.1.2 2 additional cautions 1 game suspension
 - 14.1.1.3 1 additional caution 2 games suspension
 - 14.1.1.4 1 additional caution 4 games suspension and a discipline hearing
- 14.1.2 Two (2) caution cards (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 (red card) which will merit an automatic one (1) game suspension and a (\$15) fine. The player must surrender his card to the game official or the CAMSL office immediately.
- 14.1.3 It is the responsibility of the coach/manager to keep track of all his/her players accumulated cards/penalties during each soccer session.
- 14.1.4 Respecting caution cards (yellow cards), every player may start each soccer season with a clean record. Accumulated yellow cards will be removed from his/her record at the start of the new season. This section does not apply to players currently suspended, or those in the process of being suspended.
 - 14.1.4.2 Yellow cards do carry over into the playoffs and count toward accumulated yellow cards for suspension purposes.

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- 14.1.5 Players serving a suspension resulting from the accumulation of yellow cards are prohibited from playing with any team(s) until the suspension has been served with games of the team that the player was registered with at the time of the offense(s). Any suspended player is not permitted to play in CAMSL Sanctioned cups or tournaments.
- 14.1.6 All fines and/or bonds incurred by any player, coach, manager or team must be paid in full before the individual or team concerned may resume any soccer activity after a suspension.

14.2 RED CARDS (EJECTIONS)

- 14.2.1 Any team official, manager, coach, or player receiving an Ejection (red card) during the course of a game must leave the field of play (beyond sight and sound) before recommencement of the game. Refusal by an ejected player to leave the field area within a reasonable time as specified by the referee shall result in immediate termination of game via forfeit in favour of the other team and be recorded as a 3-0 win.
- 14.2.2 A team official, manager, coach or player ejected from a game may not reenter or return to the field of play.
- 14.2.3 The CAMSL card of a player ejected shall be retained by the game official and turned into the CAMSL office forthwith.
- 14.2.4 A player issued an ejection (red card) shall be considered suspended immediately.
- 14.2.5 The manager or coach of the player in question shall be given notification of the terms of the player's suspension within 7 days.
- 14.2.6 Any player, team official, manager, or coach given an ejection (red card) for an incident, while on the field of play, either prior to the start of the game or after the conclusion of the game, must surrender his/her CAMSL player's ID card to the game official forthwith. Subsequent to the start or conclusion of the game, the game official has jurisdiction over players from the time they enter on to the field of play until the time they leave the field of play. Failure to comply is an offense and shall be dealt with by the Discipline Director and/or a Discipline Committee.
- 14.2.7 Team officials, managers, and coaches ejected from the game shall face discipline action with in the same manner as outlined for the player.
- 14.2.8 A game may not resume after an ejection call until the offending player(s), coach, team official or spectator is no longer visible from the playing field.
- 14.2.9 Any player, coach, team official or spectator who is still visible from the playing area (5) minutes after being issued a red card shall serve an additional (5) game suspension.
- 14.2.10 An ejection (red card) offense shall be kept on record for one (1) calendar year for the purpose of calculating second and third offenses.

14.3 MISCONDUCT / VIOLATION OF OFFENSES

- 14.3.1 Any club, team, team official, or player reported for misconduct/discipline shall be dealt with by the association through the Discipline Director and/or the Discipline Committee.
- 14.3.2 All cases of misconduct involving alleged physical assault, attempted physical assault or threatening behavior towards a game official by any club, team, team official, or player, shall be dealt with by the Alberta Soccer Association.

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- 14.3.3 In addition to matters referred to in any bylaw, Rule or Regulation of the Association, it shall be misconduct if any club, team, team official, or player is proved, at a hearing, to the satisfaction of a Discipline Hearing Committee to have done, or permitted, or assisted in doing or permitting any of the following:
- 14.3.3.1 Violated the Laws of the Game and/or Bylaws, and/or Rules and Regulations of the CAMSL
 - 14.3.3.2 Bet on any game other than in registered pools or lotteries
 - 14.3.3.3 Offered or attempted to offer, directly or indirectly, any consideration whatsoever to any Association, Club, Team, Team Official, Player, or Official of any Association, or to any Game Official with a view to influencing the results of any game or accepting any such consideration.
 - 14.3.3.4 Committed any act or made any statement either verbally or in writing, or been responsible for conduct, continuing misconduct or any other matter which, in the opinion of the Association, is considered to be un-sportsmanlike, insulting or improper behavior or likely to bring the game into disrepute.
- 14.3.4 The Discipline Committee on consideration of the reports at hand shall deal with members ejected from a game for misconduct as soon as possible.
- 14.3.5 The decision of such hearings will be given as soon as possible to all involved and such decision will not be suspended pending further appeal or protest from any of the parties concerned.
- 14.3.6 Suspensions will remain in effect until the decision of the CAMSL appeal hearing is released.
- 14.3.7 If the committee requires further evidence, the hearing will be adjourned pending a follow-up investigation. The committee must reconvene at the earliest opportunity and arrive at a decision.
- 14.3.8 The result of the hearing shall be given to the accused no later than (5) working days after the hearing.
- 14.3.8.1 The Discipline Hearing Committee shall consider the report and any further evidence provided and shall either decide on the case or adjourn the hearing.

14.4 PUNISHMENTS

- 14.4.1 On misconduct or the violation of an offense being proved to its satisfaction, the Discipline Committee shall have the power to order the offender:
- 14.4.1.1 to be suspended from all specific soccer related activities permanently, indefinitely or for a stated period of time.
 - 14.4.1.2 to be suspended for a specific number of games in a designated competition(s)
 - 14.4.1.3 a \$15 fine for every game that a player or team official is suspended.
- 14.4.2 Discipline Hearing Committee shall set timelines for the payment of any costs, fines or bonds and may set further terms of punishment for non-compliance.
- 14.4.3 In all cases of alleged physical assault or attempted physical assault of or threatening behavior towards a game official, the accused shall be suspended from all soccer activities until the case has been decided by Alberta Soccer Association.
- 14.4.4 In all cases where a person has been charged in Criminal Court as a result of soccer activities, the cases must have been concluded in the Criminal Court before the Association or League in

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Membership may decide if further proceedings are warranted pursuant to their Rules and Regulations.

14.4.5 Suspensions shall be served for a continuous period or for consecutive games, except where there is a break in the competition, in which case the suspension may continue accordingly.

14.4.6 A team who does not dissuade a spectator from harassing or assaulting the referee and/or opposition players shall be subject to a team fine of \$200.

14.5 OFFENSES AND SUSPENSIONS

14.5.1. EJECTIONS (red cards) for actions against the GAME OFFICIALS (referees):

14.5.1.1 Abusive, offensive gestures or language and/or insulting remarks (may at any time be deemed an ASA matter):

First Offense 2 game suspension
Second Offense 4 game suspension
Third Offense ASA matter

14.5.1.2 Deliberate physical contact (i.e. pushing, pulling, charging, etc.), attempted physical contact or threats will be deemed an ASA matter.

14.5.2 EJECTIONS (red card) for actions against OTHER PLAYERS and/or TEAM OFFICIALS:

14.5.2.1 Abusive, offensive gestures or language and/or insulting remarks:

First Offense 2 game suspension
Second Offense 4 game suspension
Third Offense Discipline Hearing

14.5.2.2 Serious Foul Play:

	First Offense	Second Offense
Dangerous Tackle	2 games	4 games
Charging	2 games	4 games
Push	2 games	4 games
Boarding	3 games	6 games
Indiscriminately Kick Opponent	3 games	6 games
FIFA Cynical Foul	1 game	2 games
FIFA Hand Ball Preventing a Goal	1 game	2 games
Attempt to Strike	5 games	15 games
Strike / Push / Fight	5 games	15 games
Throw an Object	5 games	15 games
Bite/Scratch/Gouge	5 games	15 games
Drawing Blood	additional 5 games	Hearing
Fighting instigator	additional 3 games	additional 6 games
Head Butt	5 games	15 games
Other Extenuating Circumstances	Hearing	Hearing

14.5.2.3 Other Offenses

Illegal entry onto the field	2 games	4 games
Illegal entry to participate in foul play	additional 5 games	Hearing
Return after an ejection	additional 5 games	Hearing
Spit at/on	15 games	Hearing

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- 14.5.3 In addition to the suspensions as outlined above, “fine” and/or “bonds” may be issued to the individual or team or both.
- 14.5.4 At any time, the CAMSL President or Discipline Director may call a hearing to decide a discipline matter. The Discipline committee has the ability to increase or decrease any suspension after taking into consideration the severity and frequency of the offense.

14.6 BONDS & FINES

- 14.6.1 Bonds must be posted by the date indicated as a condition of the bond.
- 14.6.2 Bonds will be held in trust, by the Association for the term of the bond.
- 14.6.3 Bonds are posted by a club or team or individual to ensure that the same will comply with the rules and regulations of the Association or any terms as outlined by the bond.
- 14.6.4 In the event that the said club or team or individual contravenes any of CAMSL’s rules and regulations or any term of the bond, the bond may be forfeited.
- 14.6.5 The bond will be returned to the club or team or individual once the term is successfully completed.
- 14.6.6 No interest will be paid on any bonds, returned or not, by the Association.
- 14.6.7 Each team must pay \$100 prior to the start of a season as a bond.
- 14.7.1 All fines must be paid within the time allowances made by the Discipline Committee or Board appointed Committee.
- 14.7.2 Clubs or teams or individuals with outstanding fines are considered suspended until the fine is paid in full.
- 14.7.3 Any team that accumulates 2 violent conduct red cards in one season is fined \$100. Any team that accumulates a subsequent 2 violent conduct penalties in one season is fined an additional \$200. If a team receives 5 violent conduct penalties in one season, the fine will be \$500 and a team bond will be imposed.
- 14.7.4 Any team that has a player that receives an ASA suspension for violent conduct against a referee will have their team bond increased to at least \$500 for two calendar years in addition to other fines that may accrue.
- 14.7.5 If a team subject to an increased bond purports to disband the bond will apply to any new team that registers any 6 players who were on the ASA roster of said team when the bond was imposed.
- 14.7.6 Any player who receives 2 violent conduct penalties on a one calendar year for indoor and/or outdoor will be subject to a personal bond of at least \$200 for two calendar years.
- 14.7.7 The Discipline Committee has the sole discretion to impose and levy fines and bonds.
- 14.7.8 If a player receives an ASA suspension then his CAMSL fine is determined not by the number of games he misses but by taking the number of months of his ASA suspension and multiplying by \$40.00.

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- 14.7.9 All team fines and bonds must be paid in full before a team can play another game. If a team bond is used up by a fine or an increased bond then the bond must be paid in full before a team can play another game.
- 14.7.10 If a team disbands and has outstanding team fines or bonds or teams fees owing then all players, managers, and coaches on the ASA roster of that team during their last season are individually responsible for a portion of the penalty or bond, regardless of whether or not the player was a manager or a coach. Taking the penalty or fee and dividing it by the number of players, coaches, and managers on the roster determine the share of the individual's payment. If a manager or coach is a player too then he is only counted once for the determination. No player will be granted an inter-district or outer district transfer until this fee is paid and they will not be able to participate in any games in the CAMSL until their share is paid in full.
- 14.7.11 A team who fails to pay the team registration dues by the date outlined by the Board of Directors is subject to a \$100 late fee.
- 14.7.12 A team who fails to send a representative to a Board of Directors meeting and intends to play in the immediate forthcoming season shall be assessed a fine of \$25 per meeting missed.
- 14.7.13 A team shall pay an additional \$50 team bond for each additional red card over five (5) accumulated by the team during the same season.

15. DISCIPLINE APPEALS

- 15.1 Appeals of the Discipline Committee decisions shall be heard by a Discipline Appeals Committee consisting of 3 Board of Directors not directly associated with the appeal.
- 15.2 Appeals must be made in writing to the league office at Eurosport and be done so within 48 hours of the communication of the Discipline Decision. Such a written appeal shall be accompanied with \$150 cash or cheque made out to CAMSL.
- 15.3 The Discipline Appeals Committee has seven (7) days to schedule a physical hearing. The hearing shall invite all concerned parties to make a written or verbal submission. The Discipline Appeals Committee may also consider the referees report and other relevant information, including the player or teams discipline record and previous decisions in similar incidents.
- 15.4 The Discipline Appeals Committee has the discretion to increase, decrease or leave a penalty the same. If the penalty is decreased the entire appeal fee is refunded. If the penalty is not decreased then the entire appeal fee is forfeited into the CAMSL general account.
- 15.5 Appeals of the Discipline Appeals Committee are made to the Red Deer City Soccer Association.
- 15.5.1 If an appeal is successful at a higher body (Red Deer City Soccer League, Alberta Soccer Association), the entire CAMSL appeal fee will be refunded.

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DEFINITIONS

Within this document, the following definitions apply:

- Adult** any player sixteen years or older that is properly registered in the men's division
- AGM** Annual General Meeting
- Amateur** a player who does not receive money or other compensation for playing soccer
- ASA** Alberta Soccer Association
- Association and/or CAMSL** (CAMSL Office is located at Eurosport downtown location)
- Board** the Board of Directors of the Association
- Bylaws** the Bylaws of this Association as amended
- CAMSL** Central Alberta Men's Soccer League
- CSA** Canadian Soccer Association
- Director** any person elected or appointed to the Board
- ID Card** player identification card issued by and the property of CAMSL
- FIFA** Federation Internationale de Football Association – the international federation governing soccer
- Masters** the 35 years of age-and-over Men's division of the ICMSL
- Member** a member of the Association
- Officer** Board of Director(s) having signing authority on behalf of the Association
- Registered Office** the registered office for the Association (RDCSA in Edgar Industrial Park)
- Senior** any player 30 years of age or older who is properly registered in the Masters divisions.
- Soccer Related Activities** all activities relating to the sport of soccer, including, but not limited to, playing, coaching, managing, refereeing, and serving on an organization's Board of Directors
- Team Official** any member of a team who is properly registered and recorded in the CAMSL office as a representative of that team.
- Trialist** any eligible youth player that is properly registered in a youth program but not registered in the CAMSL, or any eligible senior player (35 years and older) that is properly registered in the senior program (Classics or Masters)
- Voting Member** a member entitled to vote at the meetings of the Association
- Youth** any player eligible to play in a youth league as defined by the Alberta Soccer Association.

INTERPRETATION: the following rules of should be applied in interpreting these Rules and Regulations.

Singular and Plural words indicating the singular number also include the plural, and vice versa

Masculine and feminine words indicating the masculine gender also include the feminine gender and vice versa

Headings are in bold type and are included only for convenience. They do not affect the interpretation of these Rules and Regulations.

Discipline Definitions:

Foul language included but not limited to:

- *profanities
- *swearing
- *obscenities
- *obscene gestures

Abusive language included but not limited to:

- *threats
- *demeaning barrage of insults
- *persistent criticism
- *dissent

Fighting – a deliberate altercation with intent to harm and/or injure:

- *players
- *team officials

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- *managers
- *coaches
- *trainers
- *game officials
- *referees
- *assistant referees
- *spectators

*field of play

- *indoor – includes field, players' benches, aisles, change rooms, etc.
- *outdoor – includes field and surrounding areas

USC- unsporting conduct

PIL- persistent infringement of laws

Dissent- refusal to accept referee's decision (arguing with the ref)

Serious foul play- conduct/infraction during course of play

Violent conduct- conduct/infraction towards another individual

Instigator- individual responsible for initiating altercation