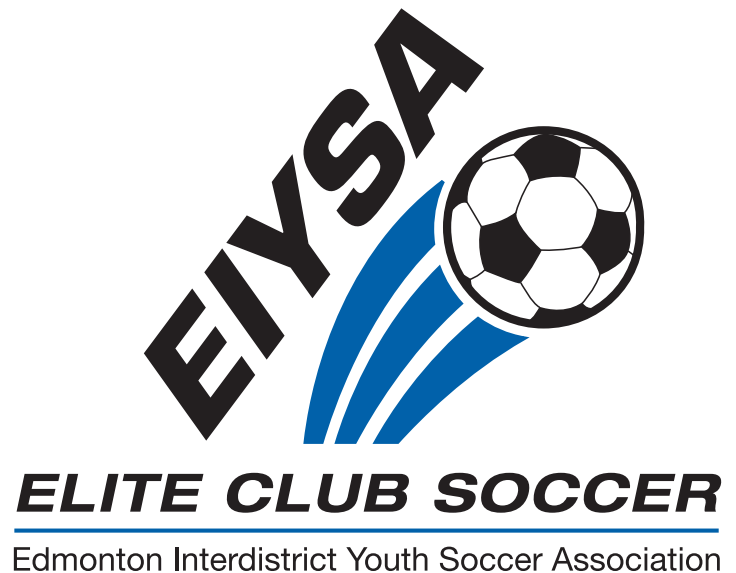


Greater Edmonton Soccer League 2019 Outdoor Season



Rules and Regulations U15 Tier I and U17 Tier 1 & 2 Leagues

March 06, 2019

www.gesl.ca

Except as stipulated below, all other Rules and Regulations of E.M.S.A., E.I.Y.S.A., and FIFA apply.

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Glossary

Discipline Committee – Where noted in rules and regulation, this is in reference to the Greater Edmonton Soccer League Discipline Committee.

G.E.S.L.

Contact Information

Office Locations:

Edmonton Minor Soccer Association

6520 Roper Road
Edmonton, AB T6B 3K8
Phone: 780.413-EMSA (3672)
Fax: 780.490.1652

Edmonton Interdistrict Youth Soccer Association

#307, 8925 – 51 Avenue
Edmonton, AB T6E 5J3
Phone: 780.462.3537
Fax: 780.444.4321

U15 Tier 1 Girls & Boys League Contact:

Angela DiCesare
angelad@emsamain.com
587.334.2949

U17 Tier 1&2 Girls & Boys League Contact:

Valerie Perry
admin@eiysa.com
780.462.3537

Correspondence Liaison – E.M.S.A. Teams

Coaches, assistant coaches, managers and the referee liaison (when applicable) are the acting correspondence liaison for their team.

Any and all communication between the main offices and individual teams will be done through the teams' correspondence liaison only. These are the only individuals who will have the authority to contact the main offices via phone and/or email. Communication to the office outside of a correspondence liaison will not be addressed.

All communication from the main offices to the correspondence liaison will be sent via email. It is the teams' responsibility to ensure that they are checking their email regularly for information. It is the correspondence liaisons responsibility to ensure that the main office has the most up-to-date email information. Please ensure that the main offices are given an alternate email address, should you be unavailable for a period of time.

Communication with Office – E.I.Y.S.A. Teams

The Team Officials first point of contact should be your Club. They will be able to answer most, if not all, of your questions. Should there be a question they don't have an answer for, then they will contact the E.I.Y.S.A. office and get back to you.

SECTION I: REGISTRATION, PLAYERS AND TEAMS

1.1 TEAM ROSTERS

a. Players Registered and Dressed

Teams are limited to a maximum number of 20 players permitted to be registered and dressed at one time during the season. A player once deleted from a team's roster may not be added back to that same team roster during the same season, until he/she has received permission by the Discipline Committee.

b. Import Regulations

An import is a player participating outside his/her geographical zone (as designated by their governing body) or A.S.A. district of residence.

Permitted Imports by Category (Maximum per season). Once a team reaches the maximum imports, for the season, an import player may not be dropped so as to add another import.

Category	# Imports
U-15 Tier 1	6
U-17 Tier 1 & 2	6

c. Team officials

Teams are permitted a total of six (6) registered team officials on their rosters. Two (2) of the team officials listed on the roster must be the same gender as the team. All team officials must be at least eighteen (18) years of age.

d. Roster Freeze/Cup Tied Date

June 28, 2019 – player rosters are frozen, no transfers on or off rosters as of June 28, annually.

1.2 PLAYER REGISTRATION

- a. E.M.S.A. teams remain E.M.S.A. teams and E.I.Y.S.A. teams remain E.I.Y.S.A. teams.
- b. Teams register with their respective Associations and are subject to the Rules and Regulations of the Association, except as stipulated below.

1.3 PLAYER RECRUITMENT

Refer to the ASA Youth Player and Team Movement through Recruitment Policy.

1.4 PLAYER MOVEMENT & TRANSFERS

a. Player Transfers/Registration

- The process of transferring/registering a player must begin:

E.M.S.A. Teams - with the office administrator.
E.I.Y.S.A. Teams - with your Club Registrar.
- Three (3) business days are required, from date received, to process request.
- Player may not participate with the receiving team in league games until three (3) business days have concluded and all paperwork is completed.
- All transfers must be received and processed no later than June 28 in order for the player to compete in post-season play for the receiving team.

b. Player Transfer to lower level

Registered players (age appropriate) may transfer to a lower level of play provided the transfer takes place prior to their fifth (5) league games. The player is not cup-tied provided the transfer takes place before June 28. Once transferred the player may not be transferred back to the higher level of play in the same season.

1.5 TRIALISTS – PLAYER ELIGIBILITY

1.5.1 E.I.Y.S.A. Teams

Trialist: For regular league play, any registered club player may play in a higher division tier or age category provided that:

- The movement occurs within the same club;
- Players must already be registered with their respective club, on a team roster, during the current season;
- Players must have an EIYSA ID card prior to participation
- No more than a total of four (4) trialist players may be recruited for a single (1) game;
- A player can be used as a trialist for a maximum of five (5) games per team
- Players who are currently serving a suspension from E.I.Y.S.A. or ASA are ineligible as trialists.

1.5.2. E.M.S.A. Teams

Trialist: For regular league play, any player registered in the clubs conference may play in a higher division tier or age category provided that:

- The movement occurs within the same clubs conference;
- Players must already be registered with their respective club, on a team roster, during the current season;
- No more than a total of four (4) trialist players may be recruited for a single (1) game;
- A player can be used as a trialist for a maximum of five (5) games and only for one team;
- Players who are currently serving a suspension from E.M.S.A or ASA are ineligible as trialists.

1.6 TRIALIST PROCEDURES

- a. A Trialist form must be filled out and submitted to the referee with your game sheet prior to game start for each and every game. If you are using the same trialist for multiple games you must have copies of the trialist form to submit to the referee at each game. Please ensure you review Rule 1.5 for trialist player eligibility. Using an illegal trialist will result in a game **Default**. Trialist Forms can be found on the G.E.S.L. website.
- b. All fields must be filled out entirely on the form.
- c. Trialists DO require player cards.
- d. The player(s) will be noted as 'Trialist' or "T" on the game sheet;
- e. Prior written approval of the Coach or Team Designate of the team for which the player is registered must be obtained. The written approval (trialist form) must be surrendered to the referee at the start of the game or prior to the start of the second half if the trialist arrives late.

SECTION II: COMPETITIVE RULES AND MODIFICATIONS

2.1 LEAGUE SCHEDULES

- a. U15 Tier 1 Girls & Boys leagues will be schedule by E.M.S.A., while U17 Tier 1 & 2 Girls & Boys leagues will be scheduled by E.I.Y.S.A..
- b. No games will be scheduled or rescheduled on long weekends.
- c. Teams are limited to two rescheduling request per season that must be submitted to the office by April 15, 2019.
 - **U15 Tier 1 Girls & Boys Teams to be sent to Angela DiCesare at angelad@emsamain.com, fax to 780.490.1652 or text to 587.334.2949.**
 - **U17 Tier 1 & 2 Girls & Boys Teams to be sent to Valerie Perry at admin@eiysa.com or fax to 780.444.4321**
- d. U17T1 teams – Match Days on Tuesday with Alternate Days on Saturday and/or Sunday
- e. U15T1 teams – Match Days on Wednesday with Alternate Days on Saturday and/or Sunday
- f. U17T2 teams – Match Days on Thursday with Alternate Days on Saturday and/or Sunday
- g. Each Association will reschedule abandoned games with less than 75% playing time (per rule 2.6) with at least forty-eight hours notice given to the team involved. The games will, as much as possible, be rescheduled on either match or alternate days.
- h. League scheduling principals:
 - 10 teams – two rounds,
 - 11 teams – one round (10 games). Teams split into two groups, top 6 / bottom 5.
 - 12 teams – one round (11 games). Teams split into two groups, top 6 / bottom 6.
 - 13 teams – one round (12 games). Teams split into two groups, top 6 / bottom 7.
 - 14 teams – one round (13 games). Teams split into two groups, top 6 / bottom 8.
 - Top six will play in group "A"; single round robin.
 - Top finishing teams in Group "A" standings at conclusion of all league games, advance to Provincials (per ASA allocations).
 - Bottom teams will play in group "B"; either a single round robin, 5 or 6 game schedule, to be determined according to the number of teams in the category.
 - "B" group is not eligible to advance to Provincials.
 - Points earned by team in initial round carry forward to second round grouping.

2.2 RAIN OUT PROCEDURES / RAINOUT LINES

- a. CITY OF EDMONTON RAIN OUT LINE: 780.496.4999 ext. 1
E.M.S.A. Complex at Ivor Dent Park: 780.490.5789
E.I.Y.S.A. Complex at Ivor Dent Park: 780.496.4999 ext. 1
E.M.S.A. West Complex Rain Out Line: 780.490.5789
Scottish United Soccer Club: 780.988.4141
Victoria Soccer Club: 780.457.3759
Strathcona County – 780-467-5800
St. Albert Fields: 780.459.1568 ext. 3
Turf Fields – Referees discretion
- b. Unless the fields are officially closed through the rain out lines, regardless of current or pending inclement weather, teams are required to report to their field or risk forfeiture. It will be the referee's discretion if the game will commence.

2.3 RAIN OUT RESCHEDULING PROCEDURE:

Home team must submit their game sheet per the Game Sheet Submission Procedures with the game details and indicating the game did not go due to field closure or referee halted the game without 75% being played due to inclement weather.

The game will be rescheduled to the next available alternate playing day.

2.4 REFEREE NO SHOW RESCHEDULING PROCEDURE:

Home team must submit their game sheet per the Game Sheet Submission Procedures with the game details and indicating the game did not go due to referee no show.

The game will be rescheduled to the next available alternate playing day.

2.5 MATCH OFFICIALS

- a. The League Referee Assigner will assign an A.S.A. registered Referee and two (2) Assistant Referees to each scheduled league game. Match Officials may not referee a game in a particular age, gender and tier if they are related to a player that is on any team in that age, gender and tier.
- b. If, in absence of the Referee, one of the A.S.A. qualified Assistant Referees in attendance agrees to referee the game, any refusal by one of the teams to play the game shall result in that team defaulting the game. Refusal by both teams to play shall result in both teams defaulting the game. Discipline action may be sought against the applicable team official(s).

2.6 DURATION OF MATCHES

- a. A match shall consist of two (2) equal halves of 45 minutes each. There will be five (5) minutes of half time.
- b. Match shall be declared valid if, in the referees estimation, seventy five percent (75%) equates to 67.5 minutes of the playing time of the game has lapsed.
- c. The assigned A.S.A. referee shall be the sole judge of whether a game shall be played or postponed.
- d. The match must start within fifteen (15) minutes of League assigned time.
- e. A match may not start or continue if either team has fewer than seven (7) players.
- f. There are no time outs permitted in the Outdoor Season.

2.7 LATE ARRIVALS AND FAILURE TO SHOW

- a. A team will not be considered as 'present' without a minimum of seven (7) registered players at the scheduled kickoff time.
- b. A 15-minute grace period is provided for a team to be present. If a team is not present within 15-minutes of scheduled kick-off, then after such time, the game will be recorded as a default win for the opposing team and they will be awarded three (3) points and five (5) goals in their favour.
- c. In order to claim the default win, the team that is present must turn in their completed game sheet to the referee for them to sign.
- d. Late players must arrive prior to kickoff of the second half. Players arriving after such time will not be permitted to play.
- e. In the event that both teams are not present, the game will be recorded as 'cancelled'. These games will not be rescheduled.
- f. An administration fee will be issued to the club of the team who fails to show up to their scheduled game, provided they did not notify the office administrator 10 days prior to the game.

2.8 GAME SCORES & STANDINGS

- a. **No later than 1pm the next day after the match** the HOME TEAM must Login into the RAMP admin system, enter the score and upload a copy of the game sheet, along with any trialist permission forms.
- b. Points Awarded:
 - a. Win 3 points
 - Tie 1 point
 - Loss 0 points
- c. The mercy rule of a maximum five (5) goals does NOT apply.

2.9 TIE-BREAKING PROCEDURE

Per ASA's Provincial rules, the following criteria will be used to determine the final standings if two (2) or more teams have an equal number of points at the end of league play.
(Progression in descending order)

- a. Most points in all group matches;
- b. Greater number of points in matches between the teams concerned;
- c. Greater goal difference in matches between the teams concerned
- d. Greater goal difference in all group matches;
- e. Greatest number of goals scored in all group matches;
- f. Penalty Shots.

2.10 GAME SHEETS

- a. Official G.E.S.L. game sheets shall be used for all scheduled league games.
- b. Home Team must present game sheet to referee upon request, failing to do so will result in the game being recorded as a default, with three (3) points and five (5) goals being awarded to the opposing team.
- c. Each team is responsible for completing their game sheet in its entirety. Failure to do so will result in an administration fee being issued.
- d. No players may be added or alterations made to the game sheet after the commencement of the second (2nd) half of play.
- e. If a player's or Team official's name is on the game sheet and is not crossed off, he/she is presumed to have participated in the game unless proven otherwise to the Discipline Committee.
- f. Teams are limited to four team officials in the technical area and recorded on the game sheet – one must be of the same gender as the team and noted on the game sheet as the "Attendant".
- g. The Head Coach shall ensure that each player dressed is recorded on the game sheet with his/her corresponding I.D. number and jersey number. All coaching staff I.D. numbers must be recorded on the game sheet. Trialists shall be noted in accordance with Rules 1.6
- h. On completion of the game, the referee and assistant referees must print their names on the game sheet, Referee must also sign the game sheet and record the final score and the infractions. Failure to do so will result in non-payment of officiating referees.
- i. Coaches shall check the game sheet (home and away) at the end of the game, so they are aware of the score recorded, infractions and all required information on the game sheet, and sign their own game sheet. Referees shall ensure that coaches are given a reasonable opportunity to review and sign the game sheet. There shall be no appeals of the infractions shown on the game sheet.
- j. Referee Liaison name is recorded on game sheet per Referee Liaison Policy.

2.11 SUBMITTING THE GAME SHEETS

The Home Team is responsible for submitting the score No later than 1pm the next day after game completion.

For submitting game sheets please follow the 'Game Sheet Submission Procedures'.

2.12 I.D. CARDS (PLAYERS & TEAM OFFICIALS)

All players, Team officials and Trialists are required to have an I.D. Card.

- a. I.D. cards must be presented to the referee prior to game kickoff.
- b. Players must present their individual card to the referee so they can compare the picture to the player and cross-reference the number on the game sheet.
- c. I.D. cards are to be made available to the office administrators, if requested.
- d. Should a player be without their player card at kickoff, they may play the game provided that their player card is presented to the match official prior to start of the 2nd half. Failure to present the player's I.D. card to the match official, will result in a default loss for the team. The player and team will also be subject to further disciplinary action.
- e. All Team officials must show their I.D. cards prior to the start of the game. If they do not produce their cards prior to the start then they are not permitted to be in the technical area for the entire game.
- f. Players and Team Officials who are without their original Identification Cards at game time can instead provide a true colour photocopy of the missing card or cards to the referee. The referee will note on the game sheet that a photocopy was provided in place of a card. Teams that play a league game with one or more coloured photocopy ID cards will result in the team being fined \$250.00 per game for each occurrence.

2.13 SUBSTITUTIONS

- a. An unlimited number of substitutions are allowed for league games.

2.14 PLAYERS EQUIPMENT

All CSA and ASA guidelines involving players' equipment apply.

- a. Cleated outdoor soccer shoes, or runners, are the only permissible footwear to be worn by players.
- b. It is at the discretion of the match official what will constitute dangerous equipment that must be removed in order for play to be allowed.
- c. Under no circumstance will splints and/or casts be permitted to be worn on the field during game play.
- d. Players who wear braces (knee, ankle, wrist etc...) will be permitted to wear these during game play provided that the brace does not have the potential to injure others. The decision to allow specific braces is left to the match official.
- e. Players refusing to remove any type of jewelry at the request of the referee, including all external body piercings, will not be permitted to play. Taping is not permitted.

2.15 GAME EQUIPMENT

- a. The Home team shall supply the game ball: U15/U17 - Size 5
- b. Each team is responsible to supply one (1) net and three (3) flag posts for each home and away game.
Flags: Must meet FIFA requirements are to be of a solid structure, distinctive in colour, and a minimum of five (5) feet high, with a minimum diameter of 1" and a maximum diameter of 2". These flags are to be firmly planted in the ground at each corner of the field at the goal line and at the centre line.
- c. The HOME team will wear darker colour uniforms and the away team will wear lighter colour uniforms. Where a difference is not distinguishable, the home team changes. Pinnies are NOT permitted.
- d. In the event that a team does not have uniform jerseys at the start of the game, the game will be defaulted, with three (3) points and five (5) goals being awarded to the opposing team.

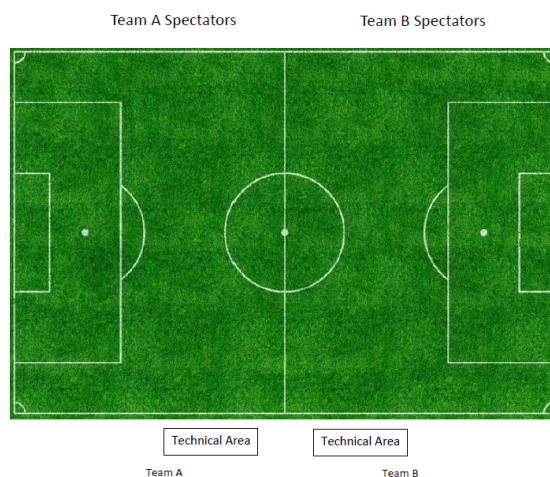
2.16 TECHNICAL AREA

- a. All persons in the technical area must be a registered team official on either an E.I.Y.S.A. or E.M.S.A. ASA roster. No non-registered team officials permitted. You are permitted to use another team's registered team official, who is registered with your Association for the current season, as your teams official if your registered team officials are not available.
- b. Only those players, substitutes and team officials recorded on the game sheet are permitted in the technical area.
- c. Maximum of four (4) registered team officials for each team, who are also on the game sheet, are permitted in the technical area.
- d. ALL teams must have at least one (1) adult (eighteen (18) years of age or older) of the same gender as the players as one of their REGISTERED team officers in attendance in the technical area at each league game and be identified on the game sheet.

2.17 LOCATION OF TEAMS/SPECTATORS ON FIELD SIDELINES

- a. Both teams and their officials will be on the same side of the field (touchline). All supporters and spectators will be on the opposite side of the field (touchline).
- b. The home team will have the choice as to which side they prefer. Technical areas for team officials will be enforced.

We do realize that several fields in the City or surrounding areas may not allow for this specific field set up. The referee will have the final discretion on where teams and spectators will be placed in these cases.



SECTION III: DISCIPLINE

3.1 GENERAL

- 3.1.1 All players, coaches, managers and team supporters are subject to all G.E.S.L. Rules and Regulations. Anyone who breaches G.E.S.L.'s Rules and Regulations or the spirit of G.E.S.L.'s Rules and Regulations shall be guilty of conduct unbecoming to G.E.S.L..
- 3.1.2 All discipline and hearings will be made by a G.E.S.L. Discipline Committee consisting of an E.M.S.A. and E.I.Y.S.A. Representative and chaired by a third party. Decisions of the Discipline Committee are final.
- 3.1.3 All appeals of decisions by Match Officials and complaints regarding acts of misconduct shall be filed in writing and served upon the respective Association and received at the administration office within forty-eight (48) hours, excluding weekends and holidays, from the time the notice was issued by the administration and shall include:
- a) a copy of the original decision being appealed from or a sworn statement providing a description of the circumstances complained of;
 - b) the rules applicable to the appeal or complaint;
 - c) the formal grounds of appeal or complaint;
 - d) the reasons for the appeal or complaint;
 - e) the identity, address, and contact information of the appellant or complainant; and
 - f) the consent of the appellant or complainant's Club representative.
- 3.1.4 Upon receipt of a valid appeal or complaint, the Discipline Committee shall hold an oral hearing unless the parties have agreed to proceed based on written submissions.
- 3.1.5 G.E.S.L. reserves the right to refer the conduct of any player, coach, manager or team supporter to the Alberta Soccer Association or Canadian Soccer Association for a further hearing or discipline.
- 3.1.6 Any person ejected by a referee from a G.E.S.L. game, shall immediately leave the field or building of play. This person shall not return to the field, building or locker room of the game until at least forty-five (45) minutes after the end of the said game. Leaving the field means being no closer than two hundred and fifty (250) meters from the nearest point of the field or building
- 3.1.7 Any youth player serving a suspension will be required to sit separate from his/her team and may only be in the spectator area. The player may not dress in a team kit and are not allowed in the technical area or dressing rooms within 45 minutes before and after the scheduled game(s). All suspended team officials shall not attend any G.E.S.L. game in the age category in which the suspension was issued, within forty-five (45) minutes before and after the scheduled games.
- 3.1.7.1 During the season: Team official's suspensions are to be served from the category they received the suspension in. Player's are suspended from all league play until suspension has been served in their registration category.

- 3.1.8 Each club in G.E.S.L. is responsible to ensure its team officials assist all Match Officials if a supporter or spectator involved with the said G.E.S.L. club is disrupting the game. The G.E.S.L. teams' coaches are responsible for the conduct of all team supporters. A team supporter for an G.E.S.L. club, who is ejected from a game, shall appear before the Discipline Committee accompanied by the coach and a G.E.S.L. club member for a hearing.
- 3.1.9 G.E.S.L. clubs, club officials, coaches, players and team officials are responsible to know all G.E.S.L. Rules and Regulations. They must comply with all suspensions whether automatic or after a hearing, and whether they have been formally notified, or not, by the Discipline Committee, E.M.S.A. or E.I.Y.S.A. office. Ignorance of G.E.S.L.'s Code of Conduct, Rules and Regulations and suspensions ensuing, is not an excuse.
- 3.1.10 All players, coaches and managers shall bring their ID card to all hearings called by the Discipline Committee. Failure to do so may result in the hearing being adjourned and a suspension continuing until the next hearing date.
- 3.1.11 Every person or club submitting an appeal or a complaint is entitled to present information or evidence at a hearing.
- 3.1.12 Every person or club charged with a violation of G.E.S.L.'s Rules and Regulations is entitled to receive all information provided to G.E.S.L. or the Discipline Committee before the hearing.
- 3.1.13 Every person or club charged with a violation of G.E.S.L.'s Rules and Regulations may present information or evidence of third parties at a hearing. The third parties are entitled to attend hearings as witnesses or alternatively, present signed, written statements.
- 3.1.14 Decisions of the Discipline Committee shall be in writing unless there are extenuating or exigent circumstances. All club presidents of the teams involved shall be given a copy of the decision by the Discipline Committee.
- 3.1.15 G.E.S.L. clubs, club officials or coaches may lodge a complaint to the Discipline Committee based on infractions of G.E.S.L.'s Rules and Regulations. Complaints must be filed in writing and served upon G.E.S.L. at the E.I.Y.S.A. or E.M.S.A. office within forty eight (48) hours, excluding holidays and weekends, of the start time of the scheduled game in question.
- 3.1.16 All appeals under Rule 3.1 shall be accompanied by a cheque for one hundred dollars (\$100) made payable to the respective association. The appeal fee will be returned if the appeal is not granted or if the appeal is heard and the decision overturned in its entirety.

3.2 REGISTRATION VIOLATIONS

The respective teams Association will deal with violations of registration.

3.3 GAME VIOLATIONS

- 3.3.1 A team failing to show and for a scheduled G.E.S.L. game, shall result in the awarding of a win of 5-0 goal difference and three (3) points to the team in good standing, **and:**
 - First Offence: fined \$300.00
 - Second Offence: Immediate Suspension; Discipline Hearing + fined up to \$1000.00
 - Third Offence: Discipline Hearing + team removed from league standings.

All previous games null and void.

- 3.3.2 A team defaulting a scheduled game with less than ten (10) days' notice to the teams respective administration office, will result in a win of 5-0 goal difference and three (3) points being awarded to the opposing team. A fine of three hundred dollars (\$300.00), shall apply to offending team, per occurrence.
- 3.3.3 Any team, which fails to show, or defaults three (3) scheduled games in total, shall be suspended for the balance of the season and all previous G.E.S.L. scheduled games played, shall be declared null and void.
- 3.3.4 Any team which withdraws from the league at any point shall be removed from league schedule, and all previous G.E.S.L. scheduled games played shall be declared null and void.

SECTION IV: VIOLATIONS

4.1 YELLOW/RED CARDS & SUSPENSION NOTIFICATIONS

When a player, team official, or spectator is ejected from a game, the main contact for the team will be notified of the suspension details via email within a few days. This email will contain the reason for the red card/ejection and the length of the suspension. Suspensions issued as a result of spectator misconduct are to be served by the main team official as listed on the E.I.Y.S.A./E.M.S.A. ASA roster.

Team officials are responsible for enforcing all suspensions regardless of receiving email notification.

All suspensions are issued in accordance with the Rules & Regulations and based on the report submitted by the referee. The office administrators do not have the authority to change a suspension.

Red Card suspensions are automatic and hold a minimum one (1) game suspension. Any suspension additional to this can be appealed to the G.E.S.L. Discipline Committee.

4.1.2 Unless specified in G.E.S.L.'s Rules and Regulations, the Discipline Committee of G.E.S.L. may impose a suspension, fine, bond, probation, or any other fit punishment to a club, player, coach, manager or team supporter.

4.1.3 Any G.E.S.L. club, coach or player who utters fraudulent or false documents with G.E.S.L., shall be suspended pending a hearing by the Discipline Committee.

4.1.4 G.E.S.L. teams shall not register or use more imports than allowed, use more trialists than allowed, use ineligible trialists, use over-age players, register more than twenty (20) players on a game sheet, use non-registered players, use suspended players, use suspended coaches, or use suspended team officials.

4.1.5 All infringements of Rule 4.1.4 shall count as a default, and five (5) goals and three (3) points shall be awarded to the opposing team. The main team official shall be automatically suspended for one (1) game. Any addition occurrence in the same season shall result in the indefinite suspension of the coach, pending a hearing of the Discipline Committee.

4.1.6 All suspensions for breaches of G.E.S.L.'s Rules and Regulations shall take place immediately and be worked off in consecutive, regularly scheduled, completed league games. Suspensions shall carry forward to the subsequent season, i.e. Outdoor to Indoor, Indoor to Outdoor, as applicable. Team official suspensions from outdoor carried forward to indoor will be referred to the Discipline Committee. Player suspensions from outdoor carried forward to indoor may be worked off in whatever youth program the player is registered in.

4.1.7 Two (2) yellow cards in one game is equivalent to one red card and will result in an automatic one game suspension. During the season, yellow cards for this infraction accumulate towards 4.1.8 and 4.1.9..

4.1.8 Where a player receives five (5) yellow cards during a season, the player will receive an automatic two (2) game suspension.

4.1.9 Where a player receives six (6) or more yellow cards during a season, the player is immediately under suspension and must attend a hearing before the Discipline Committee.

4.1.10 Yellow or red cards received by players in a match count as an infraction, regardless of whether the match was completed.

4.1.11 Where a player or team official is suspended under G.E.S.L., E.I.Y.S.A. or E.M.S.A. Rules, and participates in games while suspended, all games the player/team official participated in after the suspension was imposed, shall be deemed 5-0 losses to the team utilizing the suspended player/team official. The applicable individuals of the team shall be suspended immediately and must appear before the Discipline Committee for a hearing to determine the penalty to the participants, team and club.

4.2 MISCONDUCT BY PLAYERS

Penalties for sending-off offences (red card to a player, substitute, or substituted player) are as follows. First (1st) offence, per season, penalty shall be automatic. Second (2nd) offence, suspended automatically until a scheduled discipline hearing. The penalty is served beginning with the game immediately following the game in which the ejection occurred.

<u>Offence</u>	<u>First Offence</u>	<u>Second Offence</u>
Denying an obvious goal scoring opportunity.....	1 game	Hearing
Illegally stopping an opponents breakaway.....	1 game	Hearing
Offensive, insulting, or abusive language and/or gestures not directed at Match Official.....	2 games	Hearing
Dangerous tackle/tackle from behind	2 games	Hearing
Charging.....	2 games	Hearing
Gesture or attempt to hit or kick anyone excluding Match Official.....	2 games	Hearing
Throwing object in direction of opponent.....	2 games	Hearing

<u>Offence</u>	<u>First Offence</u>	<u>Second Offence</u>
Dissent towards Match Official.....	2 games	Hearing
Pushing or kicking anyone excluding the Match Official. (MO report).....	2 or 4 games	Hearing
Offensive, insulting, or abusive language and/or gestures directed at a Match Official.....	4 games	Hearing
Striking, Punching, Elbowing, Kneeing anyone excluding the Match Official.....	4 games	Hearing
Throwing an object that contacts an opponent	4 games	Hearing
Fighting.....	4 games	Hearing
Head butting anyone excluding the Match Official..	4 games	Hearing
Threatening anyone other than the Match Official..	4 games + Hearing	Hearing
Spitting at an opponent	8 games	Hearing
Returning to the field of play after an ejection.....	additional 1 game added to discipline	Hearing
Team officials attending a game while under suspension.....	additional 1 game added to discipline	Hearing
Racial Remarks.....	Immediate suspension from ALL soccer related activities + Hearing	Expulsion
Abusive conduct, harassing, threatening, attempting to make contact with Match Official.....	Immediate suspension from ALL soccer related activities + Referred to ASA	
Biting, Scratching, Gorging.....	Immediate suspension from ALL soccer related activities + Referred to ASA	
Brutality causing bodily harm.....	Immediate suspension + Hearing	
Spitting at Match Official.....	Referred to ASA	
Incident after match involving team and Match Officials	Referred to ASA	

4.3 MISCONDUCT BY TEAM OFFICIALS AND/OR SPECTATORS

Penalties for ejections for failing to behave in a responsible manner by team officials or spectators (no red card is shown) are as follows: First (1st) offence, per season, penalty shall be automatic. Second (2nd) offence, suspended automatically until a scheduled discipline hearing. The penalty is served beginning with the game immediately following the game in which the ejection occurred.

<u>Offence</u>	<u>First Offence</u>	<u>Second Offence</u>
Failing to conduct themselves in a responsible manner.....	2 games	Hearing
Offensive, insulting, or abusive language and/or gestures directed at a Match Official.....	4 games	Hearing
Abusive conduct, harassing, threatening, attempting to make contact with Match Official.....	Immediate suspension from ALL soccer related activities + Referred to ASA	
Willfully abandoning a match.....	Game in Default + Hearing. Game not rescheduled	
Racial Remarks not directed at Match Official.....	Ejection + Hearing	
<u>Offence</u>	<u>First Offence</u>	<u>Second Offence</u>
Racial Remarks directed at Match official.....	Immediate suspension from ALL soccer related activities + Referred to ASA	
Ejection; did not leave immediately and continued to dispute.....	additional 1 game added to discipline	Hearing
Returning to the field of play after an ejection.....	additional 1 game added to discipline	Hearing

SECTION V: ADMINISTRATIVE FEES

5.1 ADMINISTRATION FEES FOR NON-COMPLIANCE

5.1.1	Game sheet not completed as per standing procedures. (Rule 2.10)	\$ 25.00 first violation \$ 35.00 each subsequent in a season
5.1.2	Member Club failing to provide the office with completed game details no later than 1PM the next day after the game. (Rule 2.11)	\$ 50.00 per violation
5.1.3	Member Club teams failing to show for one (1) scheduled league game. (Rule 3.3)	Default loss + \$300.00
5.1.4	Member Club teams failing to show for two (2) scheduled league game. (Rule 3.3)	Default loss + immediate suspension; Discipline Hearing + fines up to \$1,000
5.1.5	Member Club teams failing to show or defaulting for three (3) scheduled league game. (Rule 3.3)	Discipline Hearing + team removed from league. All previous games null and void.
5.1.6	Member Club team forfeiting a game with less than seven (7) players or required team officials within fifteen (15) minutes of scheduled kick-off. (Rule 2.7)	\$300.00 per occurrence
5.1.7	Member Club team defaulting a game with less than 10 days' notice. (Rule 3.3)	\$300.00 per occurrence
5.1.8	Member Club team that plays a league game with one or more coloured photocopy ID cards in replace of actual ID card. (Rule 2.12)	\$250.00 per occurrence