



SASKATOON ADULT SOCCER

GENERAL OPERATING RULES & REGULATIONS MANUAL

OUTDOOR 2020

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I. TEAM REGISTRATION

- A. SAS has the right to refuse a team entry due to prior financial issues, unsportsmanlike behaviour or unsporting conduct. (See XXXV. FINANCIAL RESPONSIBILITY for more information on team registrations.)
- B. All new teams to the SAS League will be placed on probation. New teams include all teams who have not completed 1 full season (1 indoor or 1 outdoor).

Probation: Is hereby defined as a 1 YEAR period of time where the team/player is monitored by the SAS. If during that year period there are any problems concerning, but not limited to discipline, financial issues, default matches, forfeiture of matches, or matters of bringing the game into disrepute that individual or team could face sanctions from the league.

Note: SAS has the right to determine any team as new and require the New Team Bond.

II. DIVISION CHAMPIONSHIPS

- A. A division championship is awarded to the team with the most points at the end of the Regular season. Points are awarded as follows: 3 points for a win; 1 point for a tie; 0 points for a loss. A division champion will not be awarded in the Legends (Over 50) leagues.
- B. Exhibition games are not included in the standings or goal statistics. Exhibition games are governed by all other SAS Regulations.
- C. If at the end of the season two or more teams are tied for 1st place, the following tie breaking procedure will be used to determine the final standings: (in this order)
 - i) Previous Head to Head Match Results: The team with the most points (3 for a win, 1 for a tie) in the matches between the tied teams shall be awarded the higher position.
 - ii) Goal Difference between 2 or more tied teams: Goal difference shall be calculated by subtracting goals against from goals scored in the games vs. tied teams.)
 - If, originally, three or more teams were tied but after the ii) tie break only two teams are now tied for first, then tie break i) should be used again with only the remaining two teams before proceeding to tie break iii) if necessary.
 - iii) Total Goal Difference Overall (Goal difference shall be calculated by subtracting total goals scored in league play subtracting total goals allowed in pool play.)
 - iv) Most Goals Scored Overall in League Play
 - v) Team with Least Games Lost
 - vi) Team with Least Red cards
 - vii) Team with Least Yellow cards
 - viii) Team with Most clean sheets
 - ix) Coin Toss
- D. Teams registered with the SAS under the special Youth designation are not eligible to win a division championship; however, all games played against such teams will count in the standings.
- E. The previous year's Division Champion, if allowed to remain in the same division, is eligible to win the Division Championship.

III. PLAYOFFS

- A. Upon completion of the Regular Season the top 4 teams in each division will qualify for a playoff championship. However, in the case of divisions with 5 or less teams, only the 3 teams will qualify for a playoff championship. The second and third place teams will contend for the final against the first-place team. In the case of divisions with 4 or less teams, only the top 2 teams will qualify for a playoff championship.

There will not be playoffs for the Legends (Over 50) or Coed leagues.

- B. The winner of the playoffs is deemed Playoff Champion. Seeding for playoffs will be based on the regular season standings.
- C. The winner of the Playoffs will not be the Division Champion; they will be the Playoff Champion and will receive an award separate from regular league play.

D. Overtime Procedure

If any playoff game that requires a winner ends in a tie the following procedure will take place:

- i) After regulation time the teams will proceed to a penalty kicks as per FIFA Regulations.
- E. The playoff roster deadline is the last business day of February for the indoor season, and the last business day of July for the outdoor season. Any players that register after this deadline will not be able to partake in playoffs. See website for specific dates.

IV. AWARDS

A. Outdoor Awards:

- i) An award will be given to the team that finishes in 1st place of each division (See II. DIVISION CHAMPIONSHIPS), and to the team that wins their play-off championship. (See III. PLAYOFFS) No division champion will be awarded for the Legends (Over 50) league.
- ii) Playoff Champions will be given their trophy on the field of play after the final game.

V. REFEREES

- A. The Referees are to be treated with the utmost respect. They have been given the authority to officiate the game and are there for everyone's benefit.
- B. If a Referee is doing their job very well or is not doing their job properly, the SAS wants to hear about it. The SAS encourages players and teams to fill out Referee Evaluation Forms. These forms are looked at and taken seriously so your comments are appreciated. The evaluation form can be found and entered on our website.

- C. If there is a referee no-show the game will not be played unless a SSA registered SDSRAI sanctioned referee is readily available at the time of the match. He/she may referee the match if both teams are in favor. It will not be sanctioned if a practice or scrimmage ensues in the absence of a Referee.
- D. Teams will be refunded the official's fees for games for which an official does not appear unless the game is rescheduled. The refund will be provided at the end of the season.
- E. The teams MUST notify the office of the Referee no-show.

VI. PLAYER REGISTRATION/ADDITION

- A. All players must be registered with the SAS before being allowed to play. Players must register each and every season.

The outdoor season's individual player registration is effective until September 30.

The indoor season's individual player registration is effective until April 30.

Note: Team contacts must submit a signed Team Code of Conduct Authorization form for any players they are registering. The forms can be found on the website under FORMS – Code of Conduct.

- B. Players may register up to and including the final day of regular league play. Players may not register for playoffs. (See also section III. PLAYOFFS regarding the playoff roster deadline)
- C. A team may register a maximum number of 25 players.
- D. A team may dress a maximum number of 25 players per game.
Note: For all SSA competitions only 18 players are allowed to dress.
- E. A player may only register for one SAS team per league and may only play for that team, with the exception of permitting. (See IX. PERMIT PLAYERS)

Note: SAS has numerous leagues, and therefore players are allowed to register on multiple teams as long as they are different leagues. The following are considered different leagues: Men's/Women's, Masters Men/Women, Coed, Coed Masters and Legends (Over 50).

Also, players may only compete on one roster in a Provincial competition as per SSA rules. (See XXXVII. PROVINCIAL SPECIFIC for additional information)

- F. Players may be added to a roster via registration until the player addition deadline. (See B. above for details regarding the deadline and See VIII. TRANSFER/RELEASE for more details regarding team transfers and releases)

G. The following penalties will be imposed on a player for registering and/or playing on two teams within one league:

- i) First Offence one-month suspension
- ii) Second Offence \$250.00 fine and one-year suspension
- iii) Third Offence Discipline hearing and possible suspension from the league.

Note: Players may only be registered on one team within one league. (See C. above as to the different leagues.) An offence is considered the number of occasions the player has been confirmed to be registered on two teams within the same league. It is not the number of games played. (See X. INELIGIBLE PLAYERS for more information)

H. If a player is registered under two (or more) names in our league the following will be enforced:

- i) The player, and team contact(s) if found aware:
 - a) First Offence one-year suspension from the league and \$100 penalty
 - b) Second Offence two-year suspension from the league and \$250 penalty
 - c) Third Offence five-year suspension from the league and \$500 penalty

(See XIV. DISCIPLINE for more information on time-based suspensions)

- ii) The team with the player's secondary name will receive the following:
 - a) First Offence Overturn all games played in the current season
 - b) Second Offence Overturn all games played in the current season and \$250 penalty
 - c) Third Offence Overturn all games played in the current season and \$500 penalty

I. Players living in the jurisdiction of another soccer district recognized by the SSA require written permission from that district to register in the SAS league. In addition, a request for a discipline record sent to SAS upon registration from another district.

J. Players from other Member Organizations / Jurisdictions are required to adhere to the following:

i) Out of Province/Country

Players from other Member Organizations or jurisdictions that are out of province or country, and recognized by the SSA, require written permission from their original district to register in / transfer to the SAS league. Please see the Saskatchewan Soccer Association website for Player Transfer forms.

Note: Out of province/country transfer forms must be sent to SSA directly as per SSA

policies and procedures.

ii) Inner-Provincial

Players currently registered in other Member Organizations in-province but outside of Saskatoon are unable to register with Saskatoon Adult Soccer at the same time. In order to register with Saskatoon Adult Soccer, they must be released from the team in which they are currently registered. Please see the Saskatchewan Soccer Association website for Player Transfer forms.

Note: Inner-Provincial transfer forms can be sent directly to SAS from the original registered association as per SSA policies and procedures. The player must take this initiative.

iii) Saskatoon Youth Soccer (SYS)

Players currently registered with Saskatoon Youth Soccer (SYS) are also unable to register with SAS at the same time. However, SYS players may permit to SAS, and may register in our league after their season ends. The player must take this initiative. (See Section IX. PERMIT PLAYERS and XXXVII. SYS YOUTH PLAYERS)

Youth Players are restricted to registering in the following SAS divisions once the Youth Soccer season is complete:

- a) The Top Division of Youth - may register in any SAS division except the lowest two divisions available in a league.
- b) All Other Divisions - may register in any SAS division available.
- c) PSL players – May register in any SAS division except the lowest two divisions available in any league.

If a player is on two teams, the level of which they can play in SAS is determined by the higher level of the youth designated teams.

(See section XXXVII. SYS YOUTH PLAYERS for more information)

iv) Other SSA Members located in Saskatoon (other than SYS)

Players currently registered with a Regular Member Organization of SSA, and are located in Saskatoon (other than SYS), are required to register with SAS at the full Individual Player Registration fee regardless if they already registered with a different Saskatchewan Soccer Association Regular Member Organization.

VII. AGE ELIGIBILITY REQUIREMENTS

- A. Players registering and/or playing with teams in SAS leagues must be 15 years of age or older.
- B. Masters age eligibility:
Men: 35 years of age or older (as of Birth date)
Women: 30 years of age or older (as of Birth date)
- C. Women's Legends (Over 45): Players must be 45 years of age or older.
- D. Men's Legends (Over 50): Players must be 50 years of age or older. There are no grandfathering exceptions.
- E. SSA tournaments require that the Men's Masters players are 35 years of age and Women's Masters players are 30 years of age as of January 1 of the current year.

VIII. TRANSFER/RELEASE

- A. Players may release themselves from a team or transfer from one team to another team within the same league. They may contact the office themselves and request to be transferred or released. The team contact from the original team must be cc'd on the email request. However, approval from the team contact is not required.

Team contacts may also release a player from their team. They must also contact the office and cc the player to be released. Approval from the player is also not required.

In the event the released player wishes to join a new team, they must register themselves via the additional team registration form. They are only eligible to do so once the office has confirmed their release. If they play or register prior to the approval they will be considered ineligible and suspensions will apply.

The original team contact does continue to have the right to blacklist the player for any outstanding fees if the player released them self. See the Financial section for details. A player is NOT allowed to transfer back to the same team or division in which he/she originally transferred from. Exceptions may be made for teams attending provincials.
- B. A player is NOT allowed to transfer back to the same team or division in which he/she originally transferred from or got released from.

Exceptions may be made for teams attending provincials.
- C. A player is limited to 2 transfers per season.
- D. The Transfer Up deadline is the last business day of July for the outdoor season, and the last business day of February for the indoor season.
- E. Players may not transfer down to a lower division after the Transfer Down deadline.

- F. Suspended players are ineligible to be transferred while suspended.
- G. Suspended players may not be released from a roster while suspended.

IX. PERMIT PLAYERS

Player permit rules are set in place so that when teams are short players they have a place to pull registered players from in order to fill up their roster for games. Below is a set of rules that must be followed.

A. GENERAL PERMIT RULES

The following are general rules that apply for ALL permitting.

- i) Permit players will need to be manually written on the game sheet and must have their ID number beside their name. **A “PP” is to be placed to the right of the player’s information. (A “YP” for Youth Permit and “GP” for Goalkeeper Permit. See below for additional information.)**
- ii) The lowest two divisions in all of our leagues may permit from each other.
- iii) Please refer to B. iv) Division Hierarchy to see where players are allowed to permit.
- iv) Every player is allowed a number of permits per season. Any player who plays over the allowed number of permits will be subject to discipline. (See XIV. DISCIPLINE)
- v) Permits are tied to the player. (Example, if you used up all of your permits and then transfer to that team, you are not allowed any additional permits.)
- vi) If a player permits in any games after using up all of their permits, the player is deemed as an ineligible player for that game. (See X. INELIGIBLE PLAYERS)
- vii) It is the team’s responsibility to ensure that all permit players are eligible to play prior to playing with their team. Players who have been red-carded or are serving suspension are ineligible for permit play until either they have been found innocent or any suspension levied has been fulfilled. (See XIV. DISCIPLINE) Permit play is tallied for ALL games excluding exhibition. Permitting is not allowed during SAS Playoff competition/Cup play.

B. ADULT PERMITS

- i) Men's/Women's/Masters Men/Women – Players are allowed 6 permits per season but no more than 5 permits can be used for one team.
Coed – Players are allowed 10 permits per season but no more than 5 permits can be used for one team.
- ii) Goalkeepers – 4 *additional* permits per season. A player who is permitting as a goalkeeper has more permits than out-field players. **Goalkeeper permit players must be clearly marked on the game sheet as the goalkeeper (i.e.: “GP”)** or they will be considered a regular permit player and disciplinary action may apply. Also, the goalkeeper must only play as a goalkeeper and cannot play as an outfield player or they will be considered a regular permit player and disciplinary action may apply.
- iii) A team can use an unlimited amount of Adult permit players per game. See below for details regarding Youth Permit Players.
- iv) Teams cannot permit players registered in different leagues. Example: Masters cannot permit players registered in Men's or Coed if they are not registered in Masters. Note: Players may be registered and play within the Masters Men or Women if age eligible, Men's or Women's and also the Coed league in the same season.
- v) In the event the league is required to separate divisions into 2A and 2B, as an example, these divisions are considered two different divisions as opposed to just one.
- vi) Division Hierarchy – This scale defines where players may permit. You may only permit to a division higher than yours. *See xi) below for special permitting rules.*

OUTDOOR PERMITS	
Teams in:	Can Permit from Men's or Women's divisions:
M1	M2, M3, M4, M5, M6, M7, W1, W2, W3, W4, W5, W6
M2	M3, M4, M5, M6, M7, W1, W2, W3, W4, W5, W6
M3	M4, M5, M6, M7, W1, W2, W3, W4, W5, W6
M4	M5, M6, M7, W2, W3, W4, W5, W6
M5	M6, M7, W3, W4, W5
M6	M6, W3, W4, W5
W1	W2, W3, W4, W5
W2	W3, W4, W5
W3	W4, W5
W4	W4, W5
W5	W4, W5

OUTDOOR PERMITS	
Teams in:	Can Permit from Masters Men/Women divisions:
MM1	MM2, MM3, WM1
MM2	MM2, MM3, WM1
MM3	MM2, MM3, WM1
WM1	WM1
Teams in:	Can Permit from divisions:
Legends (Over 50) Men/Women	Legends (Over 50) Men/Women
Teams in:	Can Permit from Coed divisions:
Coed 1	2, 3, 4
Coed 2	3, 4
Coed 3	3, 4
Coed 4	3, 4

- vii) There are special circumstances that allow players to permit elsewhere:
- a) Crossover games: both teams will be allowed to permit from the lowest division of the crossover. (Example: In crossover games between M1 and M2 both teams will follow the M1 permitting rules and are allowed to permit from M2 and lower. Therefore, in a different league example, when a W2B team is playing a W2A team they can both use permit players from W2B.)
 - b) Women may permit into Men's within the same league (Women's to Men's, or Women's Masters to Men's Masters) by way of the following:
 - W1 – M1, M2, M3, M4
 - W2 – M1, M2, M3, M4, M5
 - W3 and lower may permit to any Men's divisions.
 - Women's Masters may permit to any Men's Master's divisions.
 - c) Women's Masters are allowed to permit from within their division.

C. YOUTH PERMITS

- i) Only SYSI registered players are eligible to play with SAS team(s) as a youth permit.
- ii) SYS registered players must be a minimum of 15 years of age to be eligible to permit.
- iii) An SAS team is only allowed to permit 3 SYS registered players per game.
- iv) Permitting Hierarchy
 - a) Youth Division 1 may permit to Divisions 1, 2 or 3 of Men's or Women's
 - b) Youth Division 2 or 3 or lower may permit to any Adult Division.
- v) Outdoor – SYS registered players are allowed 6 permits per season.
- vi) **Youth Permits must be written and marked “YP” on the game sheet and have their ID number beside their name.**
- vii) Youth permit players MUST have a Saskatoon Soccer player I.D. card or Canadian Government issued Photo I.D. present at the game to be eligible to play.
- viii) If a youth designated team is registered in and playing in the SAS League, the individual players are restricted to and must follow the guidelines for adult player permits. (See IX. PERMIT PLAYERS B. ADULT)
- ix) Senior players cannot play for a youth team or permit to a youth team.
- x) Youth players may not permit to the coed leagues.
- xi) Any players currently participating in the Saskatchewan Premiere League (PSL) youth divisions will only be allowed to permit into the highest SAS division offered. (See XXXVIII. PROVINCIAL SPECIFIC)
- xii) See XXXVII. SYS PLAYER SPECIFIC for details as to SYS registered players joining SAS upon completion of their SYS season.

X. INELIGIBLE PLAYERS

- A. Any player who participates in a game and is not on the official game sheet nor registered with SAS will be deemed an ineligible player and both the team and player may be subject to discipline. (See XIV. DISCIPLINE)

Note: Any player who is found guilty of being an ineligible player is subject to suspension from the league.

- B. Any player in violation of SAS rules and regulations is deemed an ineligible player.
- C. Any player serving a suspension is considered ineligible.
- D. Any player participating in a non-sanctioned game or league may be placed under suspension and may be ineligible to compete in the SAS league, cup, play-off games and SSA sanctioned events.
- E. Any player who is not in possession of a Saskatoon Soccer I.D. card or a Canadian Government issued photo I.D. card is ineligible to play. I.D. cards must be presented at each and every game. A picture of said ID card is not considered valid or in possession for the game. (See XXII. PLAYER I.D. CARDS for additional information)
- F. Any player who has played over their allowed permits is deemed an ineligible player.
- G. The following penalties **will be** imposed for teams playing ineligible players as classified above:
- | | | |
|------|---------------------|---|
| i) | First Notification | Game will be overturned in favor of the opposing team |
| ii) | Second Notification | \$25.00 fine and game will be overturned |
| iii) | Third Notification | \$50.00 fine and game will be overturned |
| iv) | Fourth Notification | Discipline hearing and possible suspension from the league. |
- H. The following penalties will be imposed on ineligible players, as classified above, partaking in a match:
- | | | |
|------|---------------------|---|
| i) | First Notification | 2 Game Suspension |
| ii) | Second Notification | 2 Game Suspension and \$50.00 fine |
| iii) | Third Notification | Discipline hearing and possible suspension from the league. |

- I. The following penalties will be imposed on a player for registering and/or playing on two teams within one league:
- i) First Offence one month suspension
 - ii) Second Offence \$250.00 fine and one-year suspension
 - iii) Third Offence Discipline hearing and possible suspension from the league.

Note: Players may only be registered on one team within one league. An offence is considered the number of occasions the player has been confirmed to be registered on two teams within the same league. It is not the number of games played. (See VI. PLAYER REGISTRATION/ADDITION for more information on leagues)

- J. If your team believes that your opponents are playing an ineligible player the following course of action is recommended:

- i) Before each game starts, check the game sheet to make sure all players are entered.
- ii) Confirm with I.D. cards that the names correspond to the faces.
Note: The referee is required to check all I.D. cards at the **start** of each game. If a player shows up late to a game it will be at the referee's discretion to decide when that player's card will be checked.
- iii) Notify your opponents that you are questioning a player's eligibility and indicate which player. The opponents then have the opportunity to withdraw the player before the game begins or is restarted.**
- iv) Indicate on the game sheet that you will be protesting and play the game.
- v) Submit the protest as per protest procedures. (See XI. PROTEST PROCEDURES)

It is important to remember that player eligibility protests should be raised before the start of the game or at half-time if the player arrives late. Teams have until 5 business days following a game to protest a player's eligibility.

- K. The SAS reserves the right to overturn games at any time for playing ineligible players.
- L. In instances where both Teams involved in a match are found to have used ineligible players the match will be considered cancelled and will not be rescheduled.
- M. It is the team contacts responsibility to manage their roster of 25 players. In the event that a player gets added to a roster that is full, said player will be deemed ineligible and both the team and player may be subject to discipline.

XI. GAME PROTEST PROCEDURE

- A. Protests consist of teams violating the FIFA Laws of the Game or SAS Rules & Regulations, and therefore the protestor is requesting to have the game reviewed and potentially overturned. I.e.: ineligible player partaking in match.
- B. Protests must be submitted in writing within 5 business days of the game along with the protest fee of \$25.00. If the committee finds in favor of your team, the protest fee will be returned. If the committee finds against your team, the protest fee will be kept.
- C. The referee's decision is always final. Therefore, protests based on the referee's interpretation of the Laws of the Game are not valid and will not be considered.
- D. All discipline decisions fall under the Discipline Guidelines and cannot be protested under this rule. See Discipline Guidelines for Appeals and Hearings.

XII. SUSPENSIONS STEP 1: REVIEW REQUEST PROCEDURE

- A. Any party may request a hearing to discuss any decision of the SAS made against that party.
- B. The requester shall:
 - i) Make application in writing to the SAS office within 5 business days after receipt of the said decision setting out the following:
 - a) The decision sought to be appealed;
 - b) The submission must state the criteria from Schedule 'A' of the Disciplinary Guideline, the Rule or Regulation that has been contravened and set out clearly in what respect the decision is alleged to be wrong.
 - c) Any supporting evidence (statements from both team's players, spectators etc.) will aid the decision.
- C. The review request should be submitted to the office via email or written letter.
- D. After the outcome of the Review a hearing may be requested via Suspensions Step 2.

A hearing may be requested via Suspension Step 2 if the review did not alter the original decision.
- E. Review requests are only available for suspensions of 3 or more games.
- F. If the review itself is denied, the party may still request a hearing.
- G. The SAS office may circumvent the review step, and it may proceed directly to the secondary step of a Hearing Request.

XIII. SUSPENSION STEP 2: HEARING REQUEST PROCEDURE

- A. Any party may request a hearing to discuss any *reviewed* decision of the SAS made against that party.
- B. The requester shall:
 - i) Make application in writing to the SAS office within **3** business days after receipt of the said review decision setting out the following:
 - a) The decision sought to be appealed;
 - b) The submission must state the criteria from Schedule ‘A’ of the Disciplinary Guideline, the Rule or Regulation that has been contravened and set out clearly in what respect the decision is alleged to be wrong;
 - c) Any supporting evidence (statements from both team’s players, spectators etc will aid the decision.
- C. The hearing request should be submitted to the office via email or written letter.
- D. The outcome of a Hearing can be appealed, and a second committee will be summoned. (See XIII. HEARING APPEAL PROCEDURE for additional information)
- E. Hearing requests are only available for suspensions of 3 or more games.
- F. Please see the Discipline Guidelines for further details to our Hearing Procedures. (Section G. Discipline by Hearing)

XIII. SUSPENSIONS STEP 3: HEARING APPEAL PROCEDURE

- a. Following the hearing decision, any party may appeal the committee's decision of the SAS made against that party, provided that the said appeal involves only an interpretation of the By-Laws, Rules of this Association or Schedule 'A' of the Disciplinary Guidelines.
 - i. The appellant shall:
 - ii. Make application in writing to the SAS Head Office within 5 business days after receipt of the said decision setting out the following:
 1. The decision sought to be appealed;
 2. The submission must state the criteria from Schedule 'A' of the Disciplinary Guideline, the Rule or Regulation that has been contravened and set out clearly in what respect the decision is alleged to be wrong;
 3. Any supporting evidence (statements from both team's players, spectators etc.) is welcomed.
- b. The appeal should be sent to the office (150 Nelson Road Saskatoon, SK S7S 1P5) accompanied by an appeal fee of **\$100.00**. The fee will not be returned regardless if the appeal will be heard.
- c. Please see the Discipline Guidelines for further details to our Appeal Procedures. (See Section I. Appeals)
- d. An appeal from a decision of this Association may be made to the Saskatchewan Soccer Association in accordance with the rules of that body. A copy of such an appeal must be sent to the SAS Head Office. Please see Saskatchewan Soccer Association Policies & Procedures for details.

XIV. BYLAWS APPEAL PROCEDURE

- a. Any party may appeal any decision of the SAS made against that party, provided that the said appeal involves only an interpretation of the By-Laws or Rules of this Association.
- b. The appellant shall:
 - i. Make application in writing to the SAS Head Office within 5 business days after receipt of the said decision setting out the following:
 - 1. The decision sought to be appealed;
 - 2. The submission must state the By-Law, Rule or Regulation that has been contravened and setting out clearly in what respect the decision is alleged to be wrong.
- c. The appeal should be sent to the office (150 Nelson Road Saskatoon, SK S7S 1P5) accompanied by an appeal fee of \$100.00. The fee will not be returned regardless if the appeal will be heard.
- d. An appeal from a decision of this Association may be made to the Saskatchewan Soccer Association in accordance with the rules of that body. A copy of such an appeal must be sent to the SAS Head Office.

XV. LETTERS OF CONCERN/COMPLAINTS

- a. The SAS always welcomes comments, both positive and negative. It is asked that any comments, concerns or complaints be received in writing.
- b. If the SAS Board receives concerns regarding another party, the concerns will be passed on anonymously (unless otherwise stated).
- c. Letters can be written regarding field conditions, referees, opposing teams, rules and regulations, policy and procedure, etc.

The SAS encourages feedback from its members.

XVI. DISCIPLINE

Yellow and Red Card Violations (See XV. CARD VIOLATIONS)

Refer to Discipline Guidelines for more information on discipline procedures.

Note: It is the player's responsibility to sit out their next game after receiving a red card even if the next game is in a different league (i.e. coed), and regardless of whether notice was received from the office. If they partake in *any* SAS game after receiving a red card, then that game may be overturned as per section X. INELIGIBLE PLAYERS rules G. and H.

- a. Suspensions: SAS adheres to Saskatchewan Soccer Association's (SSA) Policies and Procedures Manual in regards to time-based suspensions and game-based suspensions:

- i. Time-based suspension

All SAS time-based suspensions, including blacklisted players, comprise of **all soccer activities** within SSA membership soccer. "All soccer activity" is defined in Saskatchewan Soccer Association's Policies & Procedures Manual, Section 1.10.6 of Section Five Discipline:

"All soccer activity means at a minimum playing, coaching, managing, organizing, training and refereeing.";

This includes provincials, sanctioned tournaments, and sanctioned leagues.

- i) Game-based suspension

All SAS game-based suspensions comprise of the following SAS soccer activities:

At a minimum, playing, and coaching or managing the team in which the suspension was received; and including playoffs.

- ii) The necessary members will be notified to enforce as required.

XVII. CARD VIOLATIONS

All Yellow and Red Cards given out in matches follow FIFA Guidelines and are at the discretion of the official involved in the match. The SAS follows the guidelines of both FIFA and the CSA with respect to offences related to these situations.

XVIII. SUBSTITUTION

- a. Substitution is unlimited for all divisions.
- b. When substituting the goalkeeper, you must wait for a stoppage in play and inform the referee that you are replacing the goalkeeper.
- c. Substitution can only be made with the permission of the referee.

XIX. RESCHEDULING GAMES

- a. Teams are not allowed to postpone or cancel any game at any time without the permission of SAS staff.
- b. The Reschedule Request form and fees must be submitted prior to the scheduled game. Games will NOT be considered if less than the required notice is given.
- c. Submitting a request does not guarantee that your game will be rescheduled.
- d. Teams are allowed ONE reschedule request per season. Games will NOT be considered unless the fee and reschedule request form have both been received by the SAS office. SSCI admission staff does not qualify as SAS staff.
- e. Reschedule Requests may be submitted to SAS at the following rates:
 - 10 or more business days prior to the game for \$25.00;
 - 7 to 9 business days prior to the game for \$50.00.
- f. If the rescheduled game does not work for the team who did not reschedule, they may also submit a reschedule request. If the rescheduled game was sent in less than 10 business days, they may reschedule with the \$25.00 fee as well. However, the request and fee must be submitted 5 business days prior to the game.

Note: If a second reschedule request is submitted, the original game time will not be considered, and this does not count towards the secondary team's reschedule request count.

- g. The reschedule fee will not be reimbursed if a rescheduled request has already been processed. A refund is still not applicable even when all games on the original game day end up being rescheduled due to unforeseen circumstances.

Note: Due to the increasing demands of field time and scheduling time constraints SAS reserves the right to deny ANY rescheduled requests.

- h. The SAS office will notify teams of rescheduled games a minimum of 7 calendar days in advance of the rescheduled date. Teams have the right to waive the 7 calendar day minimum.
- i. SAS will not reschedule exhibition games. If the game was not a result of a forfeit, then both teams will be reimbursed their half of the referee's fees at the end of the season for cancelled games.
- j. If a game has been cancelled due to unforeseen circumstances (i.e.: rain, air quality, fire evacuees, etc.), and the game cannot be rescheduled, both teams will receive back their half of that given game's referee fees at the end of the season.

XX. **FORFEITED GAMES**

- a. Teams may forfeit 1 game without financial penalty providing that notice has been given to the SAS office more than 48 hours in advance. The opposition will be awarded three points for the forfeit win with a 3-0 score line.
- b. Teams who forfeit games (i.e. do not have enough players to play, fail to produce I.D. cards, or cancel games with less than 48 hours will be fined as follows:
 - i) 1st game - \$100
Note: The fine for the first forfeited game will be waived if the team notifies the office **48 hours prior** to the start of the game that they will be forfeiting.
 - ii) 2nd game - \$100
 - iii) 3rd game and every game thereafter - \$200
- c. After a team has forfeited three games SAS will review the team's situation and has the right to remove the team from the league. If a team is removed from the league, then all of their remaining games will be counted as losses with the opposition awarded 3 points for a forfeit win.
- d. If a game has been cancelled due to a team forfeit with 7 days or less until the game then the following procedure will be followed in numerical order:
 - i. An opposition will be found to play a sanctioned exhibition game against the team who did not forfeit. If an opposition is found, then neither team will be reimbursed anything at the end of the season.
 - ii. If an opposition is not found then the non-forfeit team may use the field for practice. However, the practice is a non-sanctioned event and any liability is assumed by the player's themselves. Also, the team will not be reimbursed for any portion of their team fees.
 - iii. If the non-forfeit team does not want take advantage of the slotted time, they will be reimbursed \$50 at the end of the season.
- e. Games in which both teams forfeit, either with or without notice, shall be deemed as cancelled and not rescheduled by the association.
- f. Forfeited games are considered by the SAS as being a Sanctioned Game. Therefore, they can be used as games served by suspended players.
- g. SAS has the right to forfeit games if a team has not paid their fees until payment has been made. These games do not count towards the fine outline as in section B above. (See XXXV. FINANCIAL RESPONSIBILITY for further information).
- h. When the field isn't in playing condition and the game cannot start, any team that does not have the minimum number of required players will still lose by forfeit.

XXI. GAME ABANDONMENTS

- a. The team is held responsible for the conduct of its players, coaches, managers and spectators.
- b. If a game is abandoned due to misconduct *both* teams must leave the field immediately. PRACTICE IS NOT ALLOWED.
- c. All other information regarding game abandonments can be found in the SAS Discipline Guidelines on the SAS website under section E. TEAM MISCONDUCT.
- d. The score line of an abandoned game will be decided on a case by case basis.
- e. A team may appeal, protest or request a hearing for Abandoned Games.

XXII. PLAYER I.D. CARDS

- a. It is mandatory for all players participating in the SAS league to have photo identification (ID). The preferred ID is a personalized Saskatoon Soccer player ID card. However, we will accept a Canadian Government issued photo ID but it is the responsibility of the player if their ID is lost or stolen. Saskatoon Adult Soccer, Saskatoon Soccer Centre and the game officials do not take responsibility.
- b. Player ID cards are \$20 during regular office hours. On special occasions or designated events they are at a discounted price of \$10. I.e.: Opening Week's Extended Hours, ID Card Blitz etc.
- c. Saskatoon Soccer player I.D. cards are made at the SAS office during regular office hours or at I.D. Card Clinics. (See the ID CARDS section of the SAS website for more for dates and times of I.D. card clinics.)
- d. Caution: A referee has the right to NOT accept any photo IDs that do not resemble the player submitting their player ID card or a Canadian government issued ID.

Saskatoon Adult Soccer player I.D. card expiration dates are no longer relevant.
Player I.D. cards do not expire.

- e. The photo I.D. card must correspond with the player's registered name.
- f. Photo I.D. checks take place at the start of every game including exhibition games. If a player shows up late to a game, it will be at the referee's discretion to decide when the player's card will be checked. It is also the player's responsibility to submit their photo I.D. card to the referee.

Players partaking in a game without a photo I.D. card are considered ineligible. Example: If a player shows up late to a game and intends to submit their I.D. at half, where upon they realize they do not have their ID, they are considered ineligible and the game will be overturned. (See X. INELIGIBLE PLAYERS)

- g. Any players that are not participating in the SAS league that require a Player ID card will pay \$20 for a player ID card as they are not members of our organization.
- h. Photo I.D. check procedure:
 - i. Photo I.D.s will be checked prior to each game by the game official.
 - ii. Providing an updated game sheet has been provided to the referee, players will be asked by the referee to individually present their photo I.D. to the referee.
 - iii. Referees will be empowered to abandon games if players without photo I.D.s refuse to leave the field of play. The game will then be considered “abandonment” as per SAS regulations with action as set out.
 - iv. Any team/referee not following the procedure needs to be reported to the office in writing no later than 48 hours following the completion of that game. Teams/referees will be fined accordingly.
 - v. It is always the team’s responsibility to ensure that all players are on the game sheet prior to entering the game. Players arriving late will need to add their names to the sheet prior to playing in any match.

XXIII. GAME PROCEDURE

- a. Please inform the office if a team has delayed the start of a game. (i.e.: If a team is not ready for player I.D. card check, not on the field on time, etc.) The offending team may be fined:

i.	First Notification	\$25.00 fine
ii.	Second Notification	\$50.00 fine
iii.	Third Notification	\$100.00 fine
iv.	Fourth Notification	Discipline hearing and possible suspension from the league.
- b. If the game is delayed, the referee has the right to shorten the halves by a maximum of 2 minutes and shorten the half time break. Please inform the office of any such incidents where the referee is breaking this rule. The game clock will start running five minutes after the referee has arrived on the field, but no earlier

XXIV. DURATION OF GAME

- a. All Men's/Women's/Masters Men & Women games will consist of two 45-minute halves with a maximum 5-minute half time break.
- b. Coed games will consist of two 25-minute halves. (See XXXIV. COED SPECIFIC for additional information)
- c. Legends (Legends (Over 50)) Men's & Women's games will consist of two 35-minutes halves with a maximum 5-minutes half time break.

XXV. NUMBER OF PLAYERS

- a. The number of players (including the goalkeeper) for the different leagues are as follows:

- i. All games in all leagues with the exception of coed will be played 11v11 as per FIFA Laws.

- ii. Coed is played 9v9. Also, there must always be at minimum 1 female outfield player. There is always a maximum of 4 male outfield players.

than five minutes after the game's scheduled start time. This five-minute warm-up time will be waived if the field is running late. The warm up time may also be waived if both teams are ready to play before then.

- b. Note: It is the referee's discretion to shorten games due to weather, deteriorating field conditions or lack of daylight.
- c. Teams have 10 minutes from the scheduled game start time to have a minimum number of eligible players on the field. (See XXIII. MINIMUM NUMBER OF PLAYERS)
- d. If a team fails to show or does not have enough players after the allowed 10 minutes, the team shall forfeit the game and a fine will be levied. (See XVIII. FORFEITED GAMES)
- e. If the referee is a no-show, please see (V. REFEREES).
- f. Games starting late for any other reason may be rescheduled or forfeited, depending on the circumstances, and at the discretion of the Coordinator.
- g. SAS games will be considered complete once 2/3rds of the scheduled time, as determined by the referee, has been played. Incomplete league games may be rescheduled at the discretion of the SAS.
Note: This does not include "Game Abandonments".
- h. If during a game, a team drops below the minimum number of players, the referee will abandon the game. The game is forfeited to the team that had enough players to continue. The awarded score line will be at the discretion of the SAS. The losing team is subject to a fine (see FORFEITED GAMES).

- i. The *minimum* number of players (including the goalkeeper) for the different leagues are as follows:

- i. Men's, Women's, Masters Men & Women, Legends (Over 50) Men & Women – 7
- ii. Coed – 6 (See XXXIV. COED SPECIFIC for additional information)

XXVI. GAME BALL

- a. SAS authorizes the use of size 5 outdoor FIFA regulated ball for all league, tournament and playoff games. Neither low bounce balls nor indoor felt balls will be permitted.
- b. It is the Home Team's responsibility to provide the referee with a game ball.
(See HOME TEAM RESPONSIBILITIES for more information)

XXVII. GAME SHEETS

- A. Game sheets are the responsibility of BOTH TEAMS. For every game, each team will be responsible for their team's game sheet. Game sheets can be found online on each team's webpage and within the schedule. The game sheets can be printed off either the day of each game, or printed in bulk at the beginning of the season. If game sheets are not up to date, the team contact is responsible for manually adding in and removing players that are either new to the roster or who have since been removed. Permit players will also need to be manually written into the game sheet and must have their ID number beside their name.
(See IX. PERMITS for more information)
- B. Game sheets must be filled out completely and legibly and presented to the referee before the game begins.
 - i) If the game sheet is illegible the team will be fined the following:
 - a) First Offense No fine; warning
 - b) Second Offense \$20
 - c) Successive Offenses \$20
 - ii) If the game sheet is not properly filled out (i.e. missing YP, GP or PP) the team will be fined the following:
 - a) First Offense No fine; warning
 - b) Second Offense \$20
 - c) Successive Offenses \$20
- C. Game sheets will be prepopulated with players who are currently listed on your online roster. However, it is still your responsibility to make sure all first names, last names and accurate jersey numbers are legible. No initials allowed.
- D. Please strike out the names of players who appear on the game sheet but will not be playing in that game.
- E. The team contacts from each team must verify and sign the game sheet at the conclusion of the game. Note: This is meant as a verification of the game sheet and not dispute of the game. Cards can be applied, if necessary.

XXVIII. UNIFORMS

All of the below regulations are in compliance with FIFA, CSA, SSA and SAS regulations.

- a. Teams must wear matching uniforms of the same color (except for the goalkeeper) with a number on the back. Alternate jerseys are expected to be numbered.

Note: Referees are empowered to abandon a game if teams fail to comply with uniform regulations. (See E. TEAM MIDCONDUCT in Discipline Guidelines)

- b. The home team must change shirts if both teams are wearing the same colors (goalkeepers will be required to have an alternate jersey in the case of color conflict). The game sheets and online schedule will identify which team is Home.
- c. Shin guards are MANDATORY! The referee will not allow you on the field without your shin guards. Shin guards must be completely covered by your socks.
- d. Sleeveless uniforms are NOT allowed.

XXIX. CASTS, KNEE BRACES, JEWELRY

As per FIFA Laws of the Game 'A player must not use equipment or wear anything which is dangerous to him/herself or another player (including any kind of jewelry).

- A. CASTS – If a player is wearing a cast, he/she must have a soft material covering the cast. It is at the referee's discretion to deem the cast safe upon inspection of the covering.
- B. KNEE BRACES - If a player is wearing a knee brace, he/she must have a soft material covering the knee brace. It is at the referee's discretion to deem the knee brace safe upon inspection of the covering. (All hard/sharp edges must be covered to avoid any other players' possible injury.)
- C. JEWELRY – Any player wearing jewelry will not be permitted to play until it is fully removed. This is per FIFA Laws of the Game Law 4.
Note: Applying tape over jewelry is not sufficient.
- D. If a player participates in a game wearing any jewelry, neither the referee nor the SAS League will be held responsible. Please see 'C' above regarding Jewelry.
- E. If a player wears a Medic Alert bracelet they must make sure that it is covered by a soft material while playing.

XXX. HOME & AWAY TEAM RESPONSIBILITIES

For each game there are responsibilities to ensure the SAS league runs smoothly. The home team is responsible for ensuring the following gets done.

- A. Provide the referee with game ball(s). (See XXIV. GAME BALL for additional information)
- B. Make sure to have two sets of jerseys in case there is a colour conflict with the visiting team. (See XXVI. UNIFORMS for additional information)
- C. The Home Team **AND** the Visiting Team must provide a copy of the game sheet. (See XXV. GAME SHEETS for additional information)
- D. Each team is required put up and takedown 1 net and 2 corner flags. (The fenced-in fields will already have their nets up. However, the flags must still be put up and taken down.) The home team ensures that this task is completed. If the Visitor team fails to put equipment away, please notify the office.
- E. Close and lock up equipment boxes.
- F. It is mandatory that teams turn off the lights at Umea 4 and 5. (Newsham lights are on a timer.) It is the responsibility of both teams to ensure the lights are shut off. If a team does not turn out the lights at Umea 4 and 5 fields, they will be fined the following:
 - i) First Offense No fine; warning
 - ii) Second Offense \$50
 - iii) Third Offense \$150
- G. It is mandatory that all flags be put away after the last game of an evening. If a team does not put away their flags, they will be fined the following:
 - iv) First Offense No fine; warning
 - v) Second Offense \$50
 - vi) Third Offense \$150
- H. If any equipment (nets, corner flags, net anchors) is damaged or missing please notify the office to ensure that it is replaced and fixed.
- I. It is mandatory that a player from each team pick up an equipment box key. Teams that do not pick up their keys by June 1 will have their games forfeit until they acquire a key.

XXXI. MISCELLANEOUS

- A. **NO SMOKING** is permitted at any soccer fields or viewing areas in accordance with the City of Saskatoon Bylaw No. 8286. There is also No Smoking at the SaskTel Sports Centre and Kinsmen/Henk Ruys Soccer Centre.
- B. **NO ALCOHOL/DRUGS** allowed in the Saskatoon Kinsmen/Henk Ruys Soccer Centre or the SaskTel Sports Centre other than where designated by Management. Any team caught with the consumption of alcohol other than the designated areas will be subject to disciplinary action by the SAS and could be expelled from locker room use by the SSC.
- C. Only registered players and team staff are allowed on the player's bench during games.
- D. Players may be required to show their ID cards to the Admissions staff to prove that they are entering the Soccer Centre facilities in order to participate in the SAS league. All spectators are required to pay admission.
- E. **NO PRACTICES OR UNSCHEDULED EXHIBITION GAMES**
ALLOWED at any outdoor fields designated for SAS league play or Cup games.
(See XXXII. FIELD LOCATIONS)
- F. **No Metal Cleats Allowed** according to all FIFA Laws regarding the Players Equipment. The SaskTel Soccer Centre Inc. reserves the right to impose sanctions on players using metal cleats on their facility fields.

XXXII. SOCCER CENTRE SPITTING POLICY

Saskatoon Adult Soccer in conjunction with Saskatoon Youth Soccer and the Saskatoon Soccer Centre will be enforcing their No Spitting Policy at both the SaskTel Sports Centre and the Saskatoon Henk Ruys Soccer Centre. Anyone seen spitting on the indoor fields or bench areas (unless in a garbage can) will be told to leave the playing area immediately. A Red Card will be issued for this, and the team will not be punished by having to play shorthanded. (They will be allowed to replace the player on the field). Anyone ejected for spitting will receive the following:

- i) 1st Offence – ejection from the game without further suspension
- ii) 2nd Offence – 2 game suspensions
- iii) 3rd Offence – at the discretion of the Discipline Administrator

The reason for the implementation of this rule is for the health and safety of everyone using the facilities.

For information regarding the penalties for “Spitting at Another Player/Official” see Schedule A of the Discipline Guidelines.

XXXIII. FIELD LOCATIONS

Maps to fields are available on our website at www.saskatoonadultsoccer.com.

Forest Park Sr. 4 & 5	Nelson Road (Field 4 closer to St. Joe's, Field 5 closer to Lowe Road)
Indoor	150 Nelson Road at SaskTel Sports Centre
Kinsmen (STSC East Turf)	Artificial Turf Field Nelson Road (SaskTel Sports Centre East Field)
Newsham 3 (Old Newsham W)	31st Street & Avenue V (1 st field when entering Newsham)
Newsham 4 (Old Newsham E)	31st Street & Avenue V (2 nd field when entering Newsham)
West Field (STSC West Turf)	Artificial Turf Field Nelson Road (SaskTel Sports Centre West Field)
Umea 4 (Old Umea East)	Pinehouse Drive (behind Henk Ruys) furthest from Soccer Centre
Umea 5 (Old Umea West)	Pinehouse Drive (behind Soccer Centre) closest to Soccer Centre
Umea 6 (Old Umea South)	Pinehouse Drive (South East of Soccer Centre, South of Umea 4, 5)
Umea Vast 5 (Old Umea Vast)	North of Lawson Heights Mall on Primrose Drive (inside fence)

XXXIV. OUTDOOR SPECIFIC (NON-COED)

A. NUMBER OF PLAYERS

- iv) Outdoor games are played 11v11 including the goalkeeper. (10 out, 1 keeper)
- v) The minimum number of players for outdoor is 7.

B. SLIDE TACKLING

- vi) Slide tackling is permitted at referee discretion for all leagues with the exception of Masters Women. Slide tackling is prohibited from the Masters Women league, and a yellow card will be given for any slide-tackles.

C. Outdoor season -Indoor Turf Specific

During the Outdoor season, when playing on the Indoor Turf, if the ball hits the ceiling, an indirect free kick will be awarded to the opposing team of the last player that made contact with the ball. The restart of play will take place at the point of last contact with a player.

D. FIELD KEYS

- vii) Each team will be required to pick up a set of keys from the SAS office. Keys are available for pickup after Final Alignment has been released during office hours and in the evenings where office hours have been extended.
- viii) A post-dated cheque of \$50.00 will be required as bond. The cheque will be returned if the keys are returned. The deadline to return keys is 5 business days after the outdoor Playoff Finals.
- ix) The team contact WILL be held responsible for the keys.

XXXV. COED SPECIFIC

The Coed game is meant to be a fun and social way for men and women to enjoy the game of soccer together. Unsportsmanlike or potentially dangerous play will not be tolerated. Officials have been instructed to call the game very strictly. Referees will err on the side of caution in order to prevent injury and to uphold the spirit of the game.

A. NUMBER OF PLAYERS

- x) Outdoor games are played 9v9 including the goalkeeper. (8 out, 1 keeper)
- xi) The minimum number of players for outdoor is 6.
- xii) There must always be at minimum 1 female outfield player. There is always a maximum of 4 male outfield players.

B. SLIDE TACKLING

- i) Slide tackling is not permitted in coed games.
- ii) A player deemed guilty of a slide tackle will be issued the minimum of a yellow card. If the infringement is deemed serious enough, the player will receive a red card.
- iii) Goalkeepers are allowed to tackle in a hands first/head first manner but are not permitted to slide tackle feet first.
- iv) Players are permitted to slide during coed games provided it is not for the purpose of a tackle nor attempting to dispossess an opposing player of the ball.
- v) Slide tackles are at the discretion of the referee.

C. COED ADDITIONAL GAME PROCEDURES

- i) Corner kicks, free kicks, and throw-ins will be conducted as per FIFA laws. On free kicks players must remain at least 10 yards away until the ball is played.
- ii) If the ball hits the ceiling, an indirect free kick will be awarded to the opposing team of the last player that made contact with the ball. The restart of play will take place at the point of last contact with a player.
- iii) There will be no offside called in the co-ed league.
- iv) Coed games are played on a half field pitch with 2-25-minute halves.

D. YOUTH PERMITS

Youth permits are not allowed in the coed league.

E. COED CHAMPIONSHIP

If at the end of the season two or more teams are tied for 1st place the following tie breaking procedure will be used to determine the final standings: (in this order)

- i) Previous Head to Head Match Results: The team with the most points (3 for a win,

- 1 for a tie) in the matches between the tied teams shall be awarded the higher position.
- ii) Goal Difference between 2 or more tied teams: Goal difference shall be calculated by using the full result of the gamesheets, subtracting goals against from goals scored in the games vs. tied teams.)
- If, originally, three or more teams were tied but after the ii) tie break only two teams are now tied for first, then tie break i) should be used again with only the remaining two teams before proceeding to tie break iii) if necessary.
- iii) Team with Least Games Lost
 iv) Team with Least Red cards
 v) Team with Least Yellow cards
 vi) Coin Toss

XXXVI. SYS PLAYER SPECIFIC

- A. Saskatoon Youth Soccer (SYS) players must register with SAS upon the completion of the SYS season in order to play in our league. Permits are allowed while the SYS season is in effect. A transfer form is required and can be found on the Sask Soccer website, and submitted to SAS. Confirmation from SYS is required to acknowledge if the player is in good standing and registered in the current outdoor season. Note: the registration fee does not have to be paid twice, and SSA form can be sent directly to SYS to then confirm and forward to SSA.
- B. SYS players are restricted to registering in the following SAS divisions once the Youth Soccer season is complete:
- i) The Top Division of Youth - may register in any SAS division except the lowest two divisions available in a league.
 - ii) All Other Divisions - may register in any SAS division available.
 - iii) PSL players – May register in any SAS division except the lowest two divisions available in any league.

If a player is on two teams, the level of which they can play in SAS is determined by the higher level of the youth designated teams

XXXVII. PROVINCIAL SPECIFIC

Please refer to the Saskatchewan Soccer Association website for information regarding their Provincial Championships and Player Eligibility: www.sasksoccer.com

A. Saskatchewan Open Cup (SOC) and Representative Teams

i)

The Open Cup is a Saskatchewan Soccer Association tournament whose champion represents Saskatchewan in the Challenge Trophy (Men's) and Jubilee Trophy (Women's) at Canada's amateur premier competition (Nationals) each October.

ii) Teams wishing to enter the SOC may apply to take part in the competition as a representative team.

- a. Players must be added to the league roster prior to the CSA/SSA stated deadline, and the SAS player registration/transfer deadline.

Note: Our SAS deadline may differ from the CSA/SSA deadline so be sure to comply with both.

iii) Representative teams will exist as members of SAS but are not required to be a team in our leagues.

iv) Representative teams can be comprised of any player registered with SAS.

- a. Open Cup players must be released from their Men's/Women's team's roster in the SAS league as players cannot be on any Men's/Women's roster other than their Open Cup roster.

Note: Players may remain on their Masters rosters (if the team is not attending Soccer for Life Provincials) and Coed rosters.

- b. Players must be added to the Open Cup roster prior to the CSA/SSA stated deadline, and the SAS player registration/transfer deadline.

Note: Our SAS deadline may differ from the CSA/SSA deadline so be sure to comply with both.

- c. Players named to a Representative team's roster are allowed to permit to their former SAS league team.

- d. Players that will not proceed to Nationals are able to transfer back to their original team after the Open Cup tournament despite having passed the SAS transfer/registration deadline. This exception is made for players attending provincials only.

v) Representative Teams must comply with all SSA Rules and Regulations regarding the SOC tournament.

vi) Rosters, rules and regulations for the SOC are governed by Sask Soccer.

- a. Player transfer forms from other provinces go directly to SSA. Inner-provincial transfer forms may be sent directly to SAS as per SSA website direction.

Please refer to the Saskatchewan Soccer Association website for information regarding Provincial Championship Player eligibility: www.sasksoccer.com.

- B. Soccer for Life (S4L) and Saskatoon Adult Soccer Teams
- i) The Soccer for Life Senior Provincial Championships is a Saskatchewan Soccer Association tournament. The champion of the Masters Men's/Women's will represent Saskatchewan at Western Masters each September.
 - ii) Teams wishing to enter S4L must be a registered team with SAS. Guest players are allowed as per Saskatchewan Soccer Association rules.
 - a. Players who transfer to a team that has entered S4L are not able to permit to their original team.
 - b. Players that will not proceed to Westerns are able to transfer back to their original team after the S4L tournament despite having passed the SAS transfer/registration deadline. This exception is made for players attending provincials only.
 - c. Players released/transferred may not return to a roster from which they were released/transferred to provide room for provincials. **See Transfer / Release section.**
 - iii) Rosters, rules and regulations for S4L are governed by Sask Soccer.
 - a. Player Transfer forms from other provinces go directly to SSA; inner-provincial transfer forms are sent directly to SAS as per the SSA website.
 - iv) If a player is on a Men's/Women's team and a Masters Men/Women's team, and one of either teams enter Men's/Women's Soccer for Life Provincials, the player does not have to be released from the other team. However, if the team enters Master's Soccer for Life Provincials then the player must be released from the Men's/Women's team as a player cannot be on another roster if there is the opportunity for the Masters Men's/Women's team to play at a CSA championship. I.e.: Westerns.
 - Players may return to their Men's/Women's team if the Masters team did not win Masters Soccer for Life Provincials despite being passed the registration/transfer deadline.

Note: Said player does not have to be released from a coed roster.
Please refer to the Saskatchewan Soccer Association website for information regarding Provincial Championship Player eligibility: www.sasksoccer.com.

- C. Ruling regarding eligible SAS players participating in PSL are as follows:
- i) While registered with the PSL, players are not allowed to play with any SAS teams with the exception of permitting. (See IX. PERMITS C. YOUTH PLAYERS for additional information)
 - ii) A player released from the PSL is eligible to register with an SAS team prior to the individual player registration deadline for the SAS league.
 - iii) Prior to being transferred, SAS requires confirmation from the association in which the player is registered stating that the player is registered for the current season, and that the player is in good standing. See the SSA website for inner-provincial transfer forms. (See VI. PLAYER REGISTRATION/ADDITION)

XXXVIII. FINANCIAL RESPONSIBILITY

- A. Fines must be paid within 1 month of receiving the notification or games will be forfeited until payment has been received. In the event it is the end of the season, the team will not be able to participate in playoffs until the fine has been paid. If the team did not make playoffs, the fine must be paid prior to the team registering for any subsequent season.
- B. It is advisable that teams issue receipts for all payments made by players to facilitate determination of who owes what amounts.
- C. Teams may contact the SAS office to determine whether an individual is suspended for fees owing. Note: If a team identifies a player (in writing) to the SAS stating that they owe monies to the team with the exception of team equipment, such as uniforms, balls, etc. the SAS will not deem them as eligible to play or register until such time as the player has paid the team in full. Their names will be added to the Black list.
- D. Teams may submit players that are not in good standing to the office. The deadline for submission is the same season next year: outdoor to outdoor; indoor to indoor. i.e.: If a player has not paid their outdoor fees, the team contact has until the league start date of the next outdoor season to submit the player's name to the office. Any claims made after this deadline will not be honoured.
- E. SAS has the right to refuse a team entry due to poor financial history within the organization.
- F. Teams that have prior issues with payments are required to make a cash payment for the entirety of team fees to enter their team into the league. Prior issues include two or more cheques that were returned insufficient and/or two or more late cash payments. A minimum of three seasons of upfront cash payments are required before it will be reviewed to resume regular status with cheque instalments.
- G. If a team fails to make their team payments then the entire team will be Blacklisted, and therefore unable to play in any SAS leagues. In addition, each player will be blacklisted and unable to be released from the team or transfer to any other team until their deemed portion has been paid. If there are only a few players who have not paid their fees then those players can be specifically named, therefore allowing the other players to be released.
Note: if a player is blacklisted they are not allowed to play in any other leagues as well (i.e.: coed) regardless of their payment standing on the other team.
- H. In the event that a team is forfeit from the league due to lack of payment all players on the roster will share in the responsibility of recouping the team fee. Regardless of whether the team contact told the players they do not have to pay or if the player has only signed up as a permit player to that team.

I. Team Withdrawal Penalties/Refund Policy

Penalties will not be charged to teams that withdraw their registration prior to the registration deadline. The following schedule of penalties will be in effect if a team withdraws from the SAS League after the final registration deadline:

1 – 7 calendar days after: Refund Fees Except for Fine of \$100

8 – 14 calendar days after: Refund Fees Except for Fine of 25% of total fees

15 – 21 calendar days: Refund Fees Except for Fine of 50% of total fees

22 or more days: No refund

J. Any team that is late submitting their team fees and/or registration form must also pay a late fee of \$100 per day in order to be accepted. No exceptions. Teams will not be considered otherwise. Also, the late fee payment must be dated the same as the submission date, and not correspond with the instalment dates.

K. Any teams requesting to have their team fees payment/deposit delayed is required to pay a \$25 administration fee. The fee must be included on the cheque or an e-transfer is required one week prior to the deposit date, and with the Delayed Payment Request form. The cheque will be deposited on the 10th business day after the scheduled date. A second hold is permitted. A second administration fee is required.

XXXIX. CONTACT INFORMATION

The Saskatoon Adult Soccer office is located upstairs on the South side of the SaskTel Sports Centre on Nelson Road.

Our mailing address: 150 Nelson Road
Saskatoon, SK S7S 1P5

Our phone number: (306) 975-3427

Our email address: admin@saskatoonadultsoccer.com

Any questions or concerns should be directed to the SAS office or to any Executive board member: President, Vice President or Finance Director. See the website for board member contact information.

Please go to: **www.saskatoonadultsoccer.com** to find all schedules, standings, goal stats, news, alerts, board member information etc.

GOOD LUCK AND HAVE A GREAT SEASON!

APPENDIX 1: SASKATOON ADULT SOCCER INC DISCIPLINE GUIDELINES

Revised April 2020

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A. DEFINITIONS

- a. SAS: Saskatoon Adult Soccer Inc.
- b. SSA: Saskatchewan Soccer Association
- c. SYS: Saskatoon Youth Soccer Inc.
- d. SDSRAI: Saskatoon and District Soccer Referees Association Inc.
- e. Participant: A Player, Coach, Manager, Team representative, Spectator, Volunteer, or individual member of SAS
- f. Discipline Administrator: SAS representative(s) reviewing the specific incident.
- g. Subject: Participant(s) who requested a hearing or who were called in to a hearing by SAS
- h. Referee Report: Misconduct Report, Match Report, or another form of documentation issued by the referee to the SAS office to indicate participant misconduct of some nature.
- i. Discipline Hearing Committee (DHC): Members of the SAS Board of Directors, or other members of the soccer community who have volunteered to help decide outcomes of Discipline Hearings.
- j. Season(s): Pertaining to either or both the Indoor league (October – April) or Outdoor league (May – September)
- k. Foul/Abusive Language/Gesture: A word or gesture undermining a decision including but not limited to a disrespectful tone or gesture (motion of assigning a card, diving motion, applause), swearing at or about a person, event or under one's breath.
- l. Delayed game; a timespan of 60 seconds. More than 60 seconds is considered a delay.
- m. Repeat Offenders: players that were previously suspended in the last 5 calendar years for the same offense unless otherwise specified.

B. GENERAL

- a. All sanctions, disciplinary actions, procedures etc. outlined in the following document may be applied to any individual involved in an incident at an SAS sanctioned event, whether that individual is acting as a player, coach, manager, fan, and/or team representative. In addition, when the misconduct of an individual affects partner organizations, or is of a level of severity that must involve higher authorities, SAS has the right to turn over any relating information to other parties as required”
- b. Participants, Officials, and Spectators may only take part in, or attend games on, the condition that they observe the By-Laws, Rules and Regulations, and Policies of the SAS;
- c. Every Club and/or Team is required to take all precautions necessary to prevent its Participants, Officials and Spectators from threatening, verbally abusing, or assaulting Participants, Officials, and Spectators at Games.
- d. Failure to observe timelines shall render any action taken after the expiration of the time null and void;
- e. An accused person has the right to attend any Hearing at his/her own expense;

- f. The Report provided by the Official to the SAS shall be regarded as his/her Affidavit to the Discipline Administrator. SAS Board Members and/or other parties as appointed by the President may also submit reports. The presence of the Official and/or other party is not required at any Hearing unless requested by the Discipline Committee; and
- g. In addition to matters referred to in any other By-Laws, Rules and Regulations, Policies, or Code of Conduct of the SAS, it shall be misconduct if any Person, Team or Club is proved at a Hearing, to the satisfaction of a Discipline Hearing Committee of the SAS, to have done, permitted, or assisted any of the following:
 - i. A violation of the By-laws, Rules and Regulations, Policies, or Code of Conduct of the SAS;
 - ii. A violation of the By-laws, Rules and Regulations, or Policies of a League;
 - iii. A violation of the By-laws, Rules and Regulations, or Policies of a Membership;
 - iv. An offer, or attempt to offer, either directly or indirectly, any consideration whatsoever to any Club, Team, Player, or Official, in an attempt, or with a view, to influence the results of any Game;
 - v. An acceptance, or attempt to accept, either directly or indirectly, any consideration whatsoever to any Club, Team, Player, or Official, in an attempt, or with a view, to influence the results of any Game;
 - vi. An act, or acts, that, in the opinion of the SAS, is considered to be ungentlemanly, insulting, or improper, such as to bring the game of soccer into disrepute; or
 - vii. A statement, or statements, made either verbally, or in writing, that, in the opinion of the SAS, is considered to be ungentlemanly, insulting, or improper, such as to bring the game of soccer into disrepute.

C. JURISDICTION

The SAS retains jurisdiction over the following:

Any Player, Team, Club, Team Contact, Manager, Coach or Volunteer in the SAS or SYS league; and

Any recreational or competition sanctioned tournament held within the province of Saskatchewan; and

Any third-party tournament sanctioned through SSA and either SAS or SYS including but not limited to SISCO, Barnstone Tournament and Saskatoon World Cup

The SAS also reserves the right to:

Enforce disciplinary decisions handed out to any Player, Team/Club or Referee by another district of the SSA;

Enforce disciplinary decisions handed out to any Player, Team/Club or Referee by the SSA;

and

Honour suspensions that may be handed out to any Player, Team, Club or Referee outside of the province of Saskatchewan.

All cases of misconduct involving alleged physical assault, attempted physical assault or threatening behaviour towards a game official by any participant shall be dealt with by the SSA. (Section 4 – 1.7)

D. PLAYER MISCONDUCT

Yellow Cards - Cautions

- a. When a Player has received a Yellow Card suspension, the Player and/or Team Contact will be notified via email and/or telephone, as well as in writing from the Discipline Administrator.
- b. The Team Contact must inform the Player of the Suspension, and ensure that the Player will not participate in the Team's next Game.
- c. All Yellow Card Accumulation Suspensions will be served in SAS League Play.
- d. Yellow Card Accumulation Suspensions must be served with the Team on which the Player was registered at the time she or he received the Yellow Card.
- e. "Too Many Men" Yellow Cards are considered a Team offence and not counted towards individual Players' Yellow Card Accumulation.
- f. In the event that a Player is issued a Red Card for having received two (2) Yellow Cards during a single Game, the Yellow Cards will not count towards Yellow Card Accumulation.
- g. Refer to *Schedule A* for Suspensions due to Yellow Card Accumulation.

Red Cards – Ejections

- a. Any Player that receives a Red Card during the course of a Game must leave the Field of Play immediately. Field of Play includes, for Indoor Games, the following: the pitch, team benches, time clock area, and bleachers along spectator railing. Field of Play, for Outdoor Games includes the area within the fence or surrounding area of the field, and including the spectator stands.
- b. Any Official, Manager, Coach, or Player ejected from the Game may not re-enter or return to the Field of Play.
- c. Any Participant ejected from the Game is automatically suspended for a minimum of one game. The Discipline Administrator will attempt to email the Participant and their Team Contact(s) within 4 full Working Days of receipt of the misconduct form and/or the game record, depending on the availability of reliable contact information. The suspension will also be posted on the SASI website under Suspensions. It is the suspended player's responsibility to contact the office, their Team Contact(s), and/or check the SASI website in order to obtain the details of their suspension.
- d. The Discipline Committee reserves the right to increase the minimum guideline suspension at any time.
- e. For Repeat offenders, the previous records will be taken into consideration.
- f. Any Participant serving a Suspension is not allowed in the Field of Play.
- g. Suspended Participants are not permitted to participate in a Game until the suspension has been served within the league. Only leagues games contribute to the number of games served.
- h. Suspended Participants are permitted to participate in a Tournament if the suspension is not for Violent Conduct. However, SAS tournaments and third-party sanctioned tournaments do not contribute to the number of games served.
- i. Anyone wishing to participate in another sanctioned event before their suspension has been served may apply in writing to the Discipline Administrator to request permission to set the suspension aside. These requests will be decided on a case by case basis. SAS will not consider requests of this nature if the suspension being served is for Violent Conduct.
- j. Participants serving a suspension may not Permit Up or Borrow with any Team until the Suspension has been served.
- k. Participants serving a suspension may not coach/manage in any Sanctioned SAS game.

E. TEAM MISCONDUCT

- a. Every Club and/or Team is responsible for the actions of its Participants, Official, and Spectators.
- b. The SAS reserves the right to place teams under probation and/or implement a Team Bond for a Team, at any time, for reasons related to misconduct and/or for bringing the Game into disrepute.
- c. The SAS office will issue discipline on a case by case basis to the team(s) and/or individual(s) responsible if a game is abandoned by a Referee due to team/player misconduct.
- d. If a Team/Player is found to be responsible for the abandoning of a Game, for any reason, the following discipline will be rendered:
 - a. 1st offence: \$25 - \$100 fine.
 - b. 2nd offence: \$100 to \$250 fine and placed on probation.
 - c. 3rd or greater offence: to be decided by the Discipline Administrator, \$500 minimum fine and/or expulsion of team.
- e. Any team who is found guilty of a "bench brawl", for any reason, during the course of a match will forfeit, at minimum their next three games, and will be fined \$500. Until such fine is paid, that team will continue forfeiting their matches, and at the end of the season individual players may be blacklisted for any amounts still owed by the team. Game Abandonment Fines will also apply at the discretion of the Discipline Hearing Committee. The number of games is also at the discretion of the Discipline Hearing Committee.

The exact definition of "bench clearing" will be decided on a case-by-case basis by the Discipline Administrator and Committee assigned to individual cases, in conjunction with the referee's report and witness statements.

- f. Red Card Accumulation for any Violent Conduct (as per Schedule A Discipline Guidelines) by any Team in the SAS League will be subject to the following fine(s):

League Play (per season basis)

- a. 3 Red Cards: \$50 Fine
- b. 4th Red Card: \$75 Fine
- c. 5th Red Card: \$100 Fine
- d. For each additional red card: \$100 fine and a discipline by hearing (DBH). A team bond will be issued in the amount of \$500 if 5 violent conduct red cards are issued with a 100% fine retention penalty, and a second bond of \$500 issued, for additional red cards.

F. DISCIPLINE BY REVIEW

- a. All misconduct that results in Suspensions are dealt with by Discipline Review.
- b. The Discipline Administrator will review the Referee Report and indicate the number of Games for which the Player will be suspended.
- c. If the Suspension falls under Discipline by Hearing, a Discipline Review will be completed, and all information will be forwarded to a Discipline Committee from the Discipline Administrator.
- d. Any Player has the right to request a Hearing after receiving their Suspension of 3 games or more. The Suspension will be dealt with by the Discipline Administrator.
- e. Discipline hearing requests must be made in writing to the SAS Discipline Administrator or designate. Hearing requests must be made within five (5) working days of the date the notification email was sent to the Team Contact(s), or of the suspension being posted on the website, whichever comes first.
- f. The Discipline Administrator may deem a Discipline by Hearing without first assigning a suspension and will notify the Player and/or Team Contact of the pending hearing. The date of the hearing may or may not be confirmed when the initial notice is given. The player is not in good standing until the length of the suspension is determined and it is fully served.
- g. SAS will not consider hearing requests that are received after the suspension has already been served; or hearing requests for suspensions that will be served within three days of the date the request was received, with exception to extreme situations,
- h. Anyone wishing to participate in another sanctioned event must apply in writing to the Discipline Administrator to request permission to set the suspension aside. No player serving a violent conduct suspension will be allowed to play until their suspension has been served.

G. DISCIPLINE BY HEARING

Each Hearing held within the jurisdiction of the SAS shall be conducted in accordance with the following:

- a. A Hearing Committee shall have no less than three (3) Committee Members, one (1) of whom shall act as Chair, and one (1) of whom shall act as a Secretary;
 - i. In the case where the Hearing Committee has less than three (3) members available for a Hearing, the Player must give written consent for the Hearing to proceed;
 - ii. The Player will not be allowed legal counsel at the Hearing;
 - iii. If a player or his/her representation is absent for their scheduled hearing, a decision will be made in their absence by the Hearing Committee based on the available information
 - iv. Please see section Appeals for information on how to appeal a Hearing Decision.
 - v. A Postponement of the Hearing may be granted by the Committee on terms published in advance of the Hearing;
 - vi. The Referee will be required to attend only if requested by the Chair;
 - vii. All witness statements must be received in the SAS Office prior to the Hearing.
 - viii. Any suspension being reviewed at a discipline hearing may also receive further punishment through a fine, probation or a bond

b. Terms and Conditions

The Player and the Committee may, by writing and their consent, waive any or all of the following terms and conditions of the Hearing:

- i. Any Participant accused of misconduct shall be given at least three (3) working days' Notice of any Hearing.
- ii. A copy of Notice will be sent to the Team or Club if the person under suspension is one of the registered players, or is their Team Representative.
- iii. Any witness shall be given at least three (3) working days' Notice of any Hearing if their presence is required by the Committee;
- iv. Requests for postponements of a Hearing must be received by the SAS, in writing, at least two (2) working days prior to the Hearing;
- v. In cases where a Player is suspended pending a Hearing, or because a Hearing has been adjourned, the date for the Hearing shall be set within fifteen (15) working days of the receipt of the Discipline By Hearing Request, or in the case of an adjournment, within

fifteen (15) days of the adjourned Hearing;

- vi. In all, the Hearing must not take place later than twenty-five (25) working days after the receipt of the Discipline By Hearing Request;
- vii. Any Suspension will take immediately effect unless otherwise indicated.
- viii. The Player will be notified within three (3) working days of the result of the Hearing;
- ix. Video footage as evidence shall be allowed provided that an electronic file is submitted to the SAS office within seven (7) working days of being notified of the Suspension, and three (3) working days prior to the hearing. The Committee has the right to refuse edited versions.

H. HEARING PROCEDURE

- a. The person(s) who requested the hearing, or who was called in to a hearing will be referred to as the Subject.
- b. When necessary, the Subject may identify a member of their team that will be representing them on their behalf, as long as the subject notifies the office of this prior to the hearing.
- c. The Subject or their representative will be directed in to the hearing room by a member of the Discipline Hearing Committee (DHC).
- d. If the Subject or their representative confirmed that they would attend but then is absent, the DHC will make a ruling in their absence based on the available materials.
- e. The DHC Chairperson will briefly identify the reports relevant to the hearing.
- f. The Subject will be given the opportunity to speak on their behalf, and will be required to answer all questions asked by the DHC.
- g. The DHC Chairperson and any DHC member may question the Subject or witnesses.
- h. The Subject will have the opportunity to call no more than two witnesses to the incident. The Subject will be dismissed and the witnesses will be brought in to the hearing one at a time and questioned by the DHC.
- i. After the last witness has been dismissed, the DHC may call the Subject in again for further questioning. If no further questioning is required the Subject will be permitted to leave.
- j. Immediately following the hearing, the DHC will review all relevant materials/testimonies and decide on the case.
- k. For purposes relating to continuous learning and improvement an independent third party observer may also be present at the hearing. This person will be tied to the same confidentiality requirements as the DHC members.

I. APPEALS

Any party may appeal any decision of the SAS made against that party, provided that the said appeal involves only an interpretation of the By-Laws or Rules of this Association.

The appellant shall make application in writing to the SAS Head Office within 3 working days after receipt of the said decision setting out the following:

- a. The decision sought to be appealed;
- b. The submission must state the By-Law, Rule or Regulation that has been contravened and must set out clearly in what respect the decision is alleged to be wrong.
- c. The appeal should be sent to the office (150 Nelson Road SaskTel Sports Center, email: info@saskatoonadultsoccer.com) accompanied by an appeal fee of \$100.00. The fee will not be returned regardless if the appeal is heard.

The decision of the appeals committee is final and binding.

An appeal from a decision of this Association may be made to the Saskatchewan Soccer Association in accordance with the rules of that body. A copy of such an appeal must be sent to the SAS Head Office.

J. BY-LAWS

- a. On Misconduct being proved to its satisfaction, a Discipline Administrator and/or Committee shall have the power to order the offender(s)/team:
 - i. to be suspended from all soccer activities either permanently, indefinitely or for a stated period of time;
 - ii. To be suspended from all soccer activity until specifically requested information is provided by the offender(s)/team, to SAS relating to the incident in question.
 - iii. to be suspended for a specific number of scheduled games in a designated competition(s);
 - iv. to be fined and/or bonded (with or without suspension), where the player is not a registered youth player, the fine amount to be at the discretion of the Hearing Administrator and/or Committee;
 - v. to be censured;
 - vi. to pay all expenses of the Discipline Hearing Committee which may be incidental to consideration of the matter (with or without any other punishment);
- b. Suspensions: SAS adheres to Saskatchewan Soccer Association's (SSA) Policies and Procedures Manual in regards to time-based suspensions and game-based suspensions:
 - i. **Time-based Suspensions:** All SAS time-based suspensions, including blacklist, are comprised of suspension from all soccer activities within SSA membership soccer. "All soccer activity" is defined in Saskatchewan Soccer Association's Policies & Procedures Manual, Section 1.10.6 of Section Five: Discipline:

"All Soccer activity means, at a minimum: playing, coaching, managing, organizing, training, and refereeing."
 - ii. **Game-Based Suspensions:** All SAS game-based suspensions comprise of the following SAS soccer activities:

- At minimum: playing, coaching, or managing the team from which the suspension was received; and including playoffs, SSA sanctioned tournaments, and provincials.
 - iii. Necessary members will be notified to enforce suspensions as required.
- c. A 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;
- d. Suspensions shall be served for continuous period or for consecutive games, except where there is a break in the competition, in which case the suspension may be continued accordingly;

- e. Suspension guidelines for specific offences are set out in Schedule A Discipline. The SAS will refer to these guidelines when issuing a decision;
- f. The Discipline Committee may, at its discretion, take action against any Club/Team whose participants, officials or spectators have been found guilty of misconduct and/or violence towards anyone present at a game and especially towards the game officials.
- g. The following Discipline will apply to those players registered on multiple teams in the SAS League:
 - i. A player must register on a SAS Team in a subsequent season to serve any outstanding suspension.
 - iii. **Players receiving Red Cards will serve their suspension in consecutive games (ex. between all leagues - boarded, turf, masters, co-ed - if playing in more than one league) and not just with the team that they received the card with.**
- h. A player serving a suspension may not register with any other SAS Team while serving a suspension unless it is the team the player received the suspension. I.e.: A player may register for the team in which they received an Ineligible Suspension for not registering.

K. FALSE ID

It is the responsibility of the team manager / coach / or representative to verify all information recorded on the game record/document is accurate and recorded legibly prior to presenting it to the referee. This includes a player's complete name, and jersey number.

If a player is found to be registered under two (or more) names in our league the following will be enforced:

- a. The player, and team contact(s) if found aware:
 - First Offense 1 Year suspension from the league and \$100 penalty
 - Second Offense 2 Year suspension from the league and \$250 penalty
 - Third Offense 5 Year suspension from the league and \$500 penalty
- b. The team with the player's secondary name will receive the following:
 - First Offense Overturn all games played in current season
 - Second Offense Overturn all games played in current season and \$250 penalty
 - Third Offense Overturn all games played in current season and \$500 penalty

Any player found to be playing or attempting to play under an assumed identity in any sanctioned soccer competition will be subject to these rules. The suspension will be from all soccer activities, as per time-based suspension rules outlined in Section J. Bylaws (b. i.). If a team official (manager, coach, administrator, or representative) is found to have knowledge of the offence, choosing either to ignore it, or to partake in the deception, they too will be subject to these rules.

If a player is found to have volunteered their soccer identification to another player for this same purpose, they too will be suspended for 1 year.

Forfeiture of all games the player(s) in question participated in will occur.

All fines and/or bonds incurred by any player, coach, manager or team must be paid in full before the individual(s) or team concerned may resume any soccer activity after a suspension.

Any further Offences will be dealt with more severely.

L. REFEREE PHONE LIST ABUSE/HARASSMENT

Referees are only to be contacted when required for short notice game coverage (i.e. Referee no-show). Any use of the contact list for reasons outside of this purpose is strictly prohibited.

Any abuse / harassment will be defined on a case by case basis. A team is responsible for the actions of its players and fans.

1st offence for referee abuse / harassment

- Player - 1 year suspension
- AND/OR Team - 1 game suspension
- AND/OR Team - Up to \$500 fine

2nd offence

- Player - 2 year suspension
- AND/OR Team - 2 game suspension
- AND/OR Team - up to \$1000 fine

M. INTOXICATION

Any participant who appears intoxicated will be ejected from the match/field of play and surrounding area. The ejected individual must leave the field of play immediately and is not to return or re-approach the official at any time. It will be at the discretion of the official to determine whether a participant appears to be intoxicated. An individual ejected for intoxication will receive a minimum one game suspension for the first offense, and a two game suspension for the second offense as per Schedule A. Additional sanctions will be applied in situations where the participant continues to dispute the decision or brings the game in to disrepute.

N. INTENTIONALLY DAMAGING PROPERTY

Any player found guilty of intentionally damaging City, SSCI or SAS property will be suspended until a hearing has taken place and will receive a financial penalty equal to the recovery costs of the damage. All fines and/or bonds incurred by any player, coach, manager or team must be paid in full before the individual(s) or team concerned may resume any soccer activity after s suspension. Any further Offences will be dealt with more severely.

Yellow Card / Caution Accumulation (per season, per team)			Sanction
Three (3) cautions in the same competition during the same season			1
Two (2) additional cautions in the same competition during the same season			2
Two (2) additional caution in the same competition during the same season			5
Eight (8) cautions in the same competition during the same season			DBH
Three (3) cautions in the same competition during the same season			2
Additional caution in the same competition during the same season			DBH
Receives two (2) cautions in one (1) game	1 game	2 games	3 games
Denies Obvious Goal Scoring Opportunity Hand ball	1 game	2 games	3 games
Spitting inside indoor facility/field	Exit building/game	2 games	4 games
Violent Conduct (indefinite)	First Offense	Second Offense	Subsequent Offenses
Boarding (attempt to injure)	10 games	20 games	1 year
Physical Confrontation I (no intent to injure)	3 games	6 games	15 games
Physical Confrontation II (no intent to injure)	2 games	4 games	10 games
I.e.: push, slap, trip, chop, hair pull, step on another player, throwing or kicking object at person etc.			
I.e.: choke, elbow, headbutt, punch, kick, knee etc.			
Physical Confrontation II (contact & intent to injure)	8 games	6 months	DBH
I.e.: push, slap, trip, chop, hair pull, step on another player, throwing or kicking object at person etc.			
Fighting (Punches Thrown) 2+ involved	20 games	1 year	DBH
	Disc. Admin or Comm		
Serious Foul Play (per year)	First Offense	Second Offense	Subsequent Offenses
Dangerous tackle	2 games	3 games	5 games
Running the keeper (attempt to avoid)	2 games	3 games	5 games
Boarding (attempt to play ball, no intent to injure)	5 games	10 games	6 months
		Disc. Admin or Comm	
Foul & Abusive Language/Gesture (per season)	First Offense	Second Offense	Subsequent Offenses
Threatening verbally or physically	2 games	3 games	5 games
NOT directed at a person	1 game	2 games	3 games
Uses offensive, insulting, and/or abusive language directed AT a person	2 games	4 games	6 games
Uses offensive, insulting, and/or abusive language directed AT an official	4 games	8 games	12 games
Uses <i>minorly</i> offensive gestures directed at a person (I.e.: the finger)	2 games	4 games	6 games
Uses <i>seriously</i> offensive gestures directed at a person (I.e.: moon, genital grab)	5 games	8 games	6 months
Uses <i>minorly</i> offensive gestures directed at an official	5 games	8 games	6 months
Uses <i>seriously</i> offensive gestures directed at an official	10 games	15 games	1 year

Dismissal for physical actions against a Game Official (indefinite)			
All physical actions or threats against an official are dealt with directly by Saskatchewan Soccer Association			
Extremely Offensive Conduct (indefinite)	First Offense	Second Offense	Subsequent Offenses
Spitting at an opponent or other person	1 year	2 years	DBH
Discriminatory Remarks (I.e.: race, gender, colour)	1 year	DBH	DBH
Unsporting / Unethical Conduct (per season)	First Offense	Second Offense	Subsequent Offenses
Did not leave immediately after being ejected	1 game	2 games	3 games
After being ejected, slammed gate, kicked door, threw ball, kicked garbage at no one etc.	2 games	3 games	5 games
After being ejected, continued to use insulting, offensive or abusive languages/gestures	2 games	4 games	6 games
After being ejected, significantly delayed the restart of a game	5 games	10 games	1 year
After being ejected, re-entered the field	10 games	20 games	1 year
Continuing physical altercation off the field	1 year	2 years	DBH
Intentionally damaging property of SAS, SSC or City	Fine & DBH	Fine & DBH	Fine & DBH
Suspected Intoxication	1 game	2 games	3 games
Any other activity not listed	Disc. Administrator	Disc. Admin or Comm	Disc. Committee
Additional Games (indefinite)			
Instigator in Physical Confrontation	Add 5 games	Add 10 games	Add 1 year
3rd Person involved (escalation but no contact)	Add 5 games	Add 10 games	Add 1 year
3rd Person involved (escalation AND contact)	Add 10 games	Add 20 games	DBH