



**SASKATOON
ADULT SOCCER**

**GENERAL OPERATING
RULES & REGULATIONS MANUAL**
(includes Covid-19 Updates)

INDOOR 2020-2021

Table of Contents

I.	TEAM REGISTRATION	3
II.	DIVISION CHAMPIONSHIPS	3
III.	PLAYOFFS	4
IV.	AWARDS	4
V.	REFEREES.....	5
VI.	PLAYER REGISTRATION/ADDITION	5
VII.	AGE ELIGIBILITY REQUIREMENTS	7
VIII.	TRANSFER/RELEASE	8
IX.	PERMIT PLAYERS	9
X.	INELIGIBLE PLAYERS	12
XI.	GAME PROTEST PROCEDURE.....	13
XII.	SUSPENSIONS STEP 1: REVIEW REQUEST PROCEDURE.....	14
XIII.	SUSPENSIONS STEP 2: HEARING REQUEST PROCEDURE	14
XIII.	SUSPENSION STEP 3: HEARING APPEAL PROCEDURE	15
XIV.	BYLAWS APPEAL PROCEDURE	15
XV.	LETTERS OF CONCERN/COMPLAINTS	16
XVI.	DISCIPLINE	16
XVII.	CARD VIOLATIONS	17
XVIII.	SUBSTITUTION	17
XIX.	RESCHEDULING GAMES	17
XX.	FORFEITED GAMES	18
XXII.	PLAYER I.D. CARDS	19
XXIII.	GAME PROCEDURE	20
XXIV.	DURATION OF GAME.....	21
XXV.	NUMBER OF PLAYERS	21
XXVI.	GAME BALL.....	22
XXVII.	GAME SHEETS	22
XXVIII.	UNIFORMS	23
XXIX.	CASTS, KNEE BRACES, JEWELRY	23
XXX.	HOME TEAM RESPONSIBILITIES	24
XXXI.	MISCELLANEOUS	24
XXXII.	SOCCER CENTRE SPITTING POLICY	25
XXXIII.	FIELD LOCATIONS.....	25
XXXIV.	BOARDED SPECIFIC	25
XXXV.	TURF SPECIFIC.....	30
XXXVI.	COED SPECIFIC	30
XXXVII.	SYS PLAYER SPECIFIC	34
XXXVIII.	PROVINCIAL SOCCER LEAGUE (PSL).....	34
XXXIX.	FINANCIAL RESPONSIBILITY	35
XXXVI.	CONTACT INFORMATION	36

APPENDIX 1: DISCIPLINE GUIDELINES

A. DEFINITIONS.....38

B. GENERAL38

C. JURISDICTION39

D. PLAYER MISCONDUCT.....40

 Yellow Cards - Cautions40

 Red Cards – Ejections40

E. TEAM MISCONDUCT41

F. DISCIPLINE BY REVIEW42

G. DISCIPLINE BY HEARING43

H. HEARING PROCEDURE.....45

I. APPEALS45

J. BY-LAWS46

K. FALSE ID.....47

L. REFEREE PHONE LIST ABUSE/HARASSMENT48

M. INTOXICATION48

N. INTENTIONALLY DAMAGING PROPERTY.....49

SCHEDULE “A”**Error! Bookmark not defined.**

I. TEAM REGISTRATION

- A. Saskatoon Adult Soccer (SAS) has the right to refuse a team entry due to unsportsmanlike 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.

See section FINANCIAL RESPONSIBILITY for additional information on withdrawal fines and late fees.

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 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) 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**

Covid-19 update: No playoffs during Indoor Mini-League seasons.

- 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 top 3 teams will qualify for a playoff championship. The second and third place teams will contend for the final against the first place team. The winner of the playoffs is deemed Playoff Champion. Seeding for playoffs will be based on the regular season standings.
- i) There will not be playoffs for the Legends or Coed leagues.
 - ii) Masters Men's teams will have two playoffs – one at each location. If only one set of playoffs is necessary, the location is at the discretion of the SAS office, and the availability of the centres.
- 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. Indoor Awards:

Covid-19 update: No awards during Indoor Mini-League seasons.

- 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 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**

Covid-19 Update:

If a symptomatic or non-symptomatic participant has been in close contact with someone who tested positive, said person must wait 14 days and be without symptoms before they may participate in our league regardless if they have received a negative COVID test result. If they were in close contact with someone else (i.e.: spouse, sibling, parent, child) and that person is also in our league, they too may not participate until they are symptom free for 14 days.

- 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.

Covid-19 Update: due to provincial Mini-League guidelines, A team can only register a maximum of 12 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.

Covid-19 Update: due to provincial Mini-League guidelines, A team can only dress a maximum of 12 players.

- 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: Boarded, Turf, Coed, Coed Masters, Masters and Legends.

Covid-19 Update: due to provincial Mini-League guidelines, A player can only register for ONE team in all SAS leagues.

- 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 MO.

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)

Covid-19 Update: No youth permits allowed during Indoor Mini-League seasons.

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. Over 45: Players must be 45 years of age or older.
- D. Legends age eligibility
 - Men: 50 years of age or older (as of Birth date)
 - Women: 45 years of age or older (as of Birth date)
- 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.
- F. There are no grandfathering exceptions to any of the leagues.

VIII. TRANSFER/RELEASE

Covid-19 Update: Transfers are not allowed during Indoor Mini-League seasons.

Players may be released from the roster under the following conditions during COVID:

- **If a player is released from a roster, they may not participate in the same session again. They may only return to the league upon the start of a new session. Example: A player registered for the October – December indoor session, played 1 game, and was released from the roster. They cannot participate in the league again until the January – March session.**
- **Players and Team Contacts must both agree to the player being released and must both be included in the email communication to the office.**
- **The office will remove the player from the roster. Neither the team contact, nor the player shall do so during COVID.**
- **Suspended players may not be released from a roster while suspended.**
- **A delay is not required for the team to fill the vacant spot.**
- **Players may register and be added to a roster up to and including the last game.**
- **We recommend selecting players for your team that will be able to play the entire session.**

- A. Players may release themselves from a team or transfer from one team to another team within the same league if the transfer deadlines and expectations are also followed.

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, the transfer or release request email must be received and approved by SAS before the player can partake in their first game with their new team. The player must then 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.

- B. **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.**
- C. A player is limited to 2 transfers per season.
- D. The transfer UP deadline is the last day of February for the indoor season, and the last day of July for the outdoor season.
- E. Players may not transfer down to a lower division after the Transfer DOWN Deadline. The indoor season transfer deadline is the last business day in January for indoor, and for the outdoor season the transfer down deadline is last business day of June.
- 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) Please refer to B. vi) Division Hierarchy to see where players are allowed to permit.
Covid-19 Update: Permits are only allowed within your Mini-League bubble. This means that with the current format of pools of 3-4 teams, players can only permit to/from the 2-3 teams that they play against.

- ii) 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)
 - iii) 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.)
 - iv) 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) It is the team's responsibility to ensure that all permit players are eligible to play prior to playing with their team.
 - v) 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)
 - vi) Permit play is tallied for ALL games excluding exhibition.
- 3 Permits per player
 - 1 extra for GKs

B. ADULT PERMITS

- i) Boarded Indoor – **Players are allowed 3 permits per season.***
Masters Men/Women – **Players are allowed 3 permits per season.***
Boarded Coed Indoor – **Players are allowed 3 permits per season.***
Turf Indoor – **Players are allowed 3 permits per season.**
- ii) Goalkeepers – **1 additional permit 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. 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, **as long as the total number of players doesn't exceed the 12-player limit per game.** See below for details regarding Youth Permit Players.
- iv) Teams cannot permit players registered in different leagues **or different mini-league.** Example: Boarded teams cannot permit players registered in Turf or Coed if they are not registered in Boarded. Note: **During mini-league formats, permits are ONLY allowed within your own mini-league.**

C. YOUTH PERMITS

Covid-19 Update: No youth permits allowed during Indoor Mini-League seasons.

- i) Only SYS 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) The Top Division of Youth - may permit in any SAS division except the lowest two divisions available in a league.
 - b) All Other Divisions - may permit in any SAS division available.
 - c) PSL – may permit to 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 team.

- v) Indoor – SYS registered players are allowed 8 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 present at the game to be eligible to play or Canadian Government issued Photo I.D.
- 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.

See VI. PLAYER REGISTRATION (YOUTH) for details on registering in the adult league after the youth season is completed.

X. INELIGIBLE PLAYERS

COVID 19 Update: Due to the ONE team per player SSA guideline, if you are listed on a second Mini-League team roster you will be deemed an ineligible player whether you have partaken in an SAS league match or not.

- 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. or a Government issued photo I.D. is ineligible to play. I.D. cards must be presented at each and every game. A picture of an ID card is not considered valid or in possession for the game. (See XX. 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 on 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. Players may not register for additional teams while serving a suspension unless they are already registered in SAS's current season and received a suspension for playing on a secondary team they were not registered. For an unregistered suspension in a specific league, players may register for the secondary team to which they received the suspension. Third, fourth etc. teams may not be registered for until the suspension is served. Games from the original team and secondary team will be applied to the suspension.
- Covid-19 Update: due to provincial Mini-League guidelines, A player can only register for ONE team in all SAS leagues.**
- J. 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)
- K. 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.

- L. The SAS reserves the right to overturn games at any time for playing ineligible players.

- M. 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.
- N. Players must be registered on a team to serve a suspension. If a player is unregistered when they received a suspension, they may only register for the team from which the suspension was given in order for games to be counted towards the suspension. I.e.: If a player receives a suspension for not being registered on a team, the count of games towards the suspension begins upon the player's registration to that given team.

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 may 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 *review* 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 reviewed;
 - 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. 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. SUSPENSIONS STEP 2: HEARING 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 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. APPEAL PROCEDURE for additional information)
- E. Hearing requests are only available for suspensions of 3 or more games.

XIII. SUSPENSION 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.
- 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:
 - 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.) is welcomed.
- 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. Please see the Discipline Guidelines for further details to our Appeal Procedures. (Section I. Appeals)
- E. 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:
 - a) The decision sought to be appealed;
 - b) 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. The decision of the appeals committee is final and binding.
- E. 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

- A. Refer to our Discipline Guidelines (Appendix 1) for more information on discipline

procedures.

- B. Yellow and Red Card Violations (See XV. CARD VIOLATIONS)
- C. SAS adheres to Saskatchewan Soccer Association's (SSA) Policies and Procedures Manual in regards to time-based suspensions and game-based suspensions:

- i) All SAS time-based suspensions, including blacklisted players, are comprised 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".

The necessary members will be notified to enforce as required.

- ii) All SAS game-based suspensions are comprised of the following SSA soccer activities:

- *at a minimum playing, coaching, or managing, and including playoffs, SSA sanctioned tournaments, and provincials.*

The necessary members will be notified to enforce as required.

XVII. CARD VIOLATIONS

Preface

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 and have adjusted them to suit the Senior Indoor Game in Saskatoon.

(See section XXXII. BOARDED SPECIFIC for additional information on the card violations and penalties)

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. See the specifics to the different leagues under their given sections below.

XIX. RESCHEDULING GAMES

COVID-19 Update: Reschedule Requests will NOT be accepted for the Indoor 2020-2021 Seasons.

- 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 (one) 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 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 an opposition can 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 their half of the referee fees.
Note: If the non-forfeit team chooses to not have an opposition found for an exhibition game they will be reimbursed their half of the referee fees 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)

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 MIDCONDUCT.

- 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 Government issued photo I.D. 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. 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.)
- C. Caution: A referee has the right to NOT accept any photo IDs that do not resemble the player submitting their player ID card or government issued ID.
- D. 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 floor, but no earlier 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.
- 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 SAS Office.
- G. SAS games will be considered complete once 2/3rds of the scheduled time has been played as determined by the referee. 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 XVII. FORFEITED GAMES)

XXIV. DURATION OF GAME

- A. All boarded and turf games will consist of 2-25 minute halves with a 3-minute half-time break.

XXV. NUMBER OF PLAYERS

COVID-19 Update: The number of players has been modified due to the change in format.

- A. The number of players (including the goalkeeper) for the different leagues are as follows:
- i) Boarded – 6
 - ii) Turf – Men’s 6; Women’s 6.
 - iii) Coed – 7. Also, there must always be at minimum 1 female out player. There is always a maximum of 3 male out players.
- B. The *minimum* number of players (including the goalkeeper) for the different leagues are as follows:
- i) Boarded – 4
 - ii) Turf – Men’s 4; Women’s 4.
 - iii) Coed – 5. Also, there must always be at minimum 1 female out player. There is always a maximum of 3 male out players.

(See XXXII. BOARDED SPECIFIC, XXXIII. TURF SPECIFIC and XXXIV. COED SPECIFIC for additional information)

XIII. GAME BALL

COVID-19 Update: Sanitization of the ball is highly recommenced before/after the game, as well as during halftime.

- A. Boarded: SAS authorizes the use of size 5 felt balls only for all SAS Boarded Indoor league/tournament/playoff games. No Low Bounce balls or outdoor balls will be permitted for Boarded Indoor play.
- B. Turf: SAS authorizes the use of size 5 outdoor FIFA regulated ball for all SAS Turf league/tournament/playoff games. No Low Bounce balls or indoor felt balls will be permitted for Turf play.
- C. It is the Home Team’s responsibility to provide the referee with a game ball. (See XXVIII. HOME TEAM RESPONSIBILITIES for more information)

XIV. 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, and the permit abbreviation. (i.e. PP, GP, YP.) (See IX. PERMIT PLAYERS 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 not supplied by either team, each 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 illegible the team will be fined the following:
- a) First Offense No fine; warning
 - b) Second Offense \$20
 - c) Successive Offenses \$20
- iii) 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 verification of the game sheet and not dispute of the game. Cards may be applied, if necessary.

XV. UNIFORMS

COVID-19 Update: Bibs will not be made available for teams.

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 (with the exception of the goalkeeper) with a number on the back (alternate jerseys are not expected to be numbered, but it is recommended).
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 of both teams are wearing the same colours. (Goalkeepers are required to have an alternate jersey in case of colour conflict.) The game sheets and online schedule will identify which is Home team.
- C. SAS has supplied the league with bibs. They will be located in the admission booth at the Henk Ruys Soccer Centre and the SaskTel Sports Centre. A set of keys will be required as

exchange for the bibs. All of the bibs must be returned to receive back the keys. Note: these are to be used in the case of an occasional alternate jersey as opposed to every game use.

- D. 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.
- E. Sleeveless uniforms are NOT allowed.

XVI. 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. This includes Daith piercings; Daith piercings are NOT permitted.

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.

XVII. HOME 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)

XVIII. MISCELLANEOUS

- A. **NO SMOKING** in the Saskatoon Kinsmen/Henk Ruys Soccer Centre or the SaskTel Sports 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 or the use of cannabis 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. It is encouraged that the score clock be run for each and every game. Either team may provide someone to run the clock. This person must be at least 15 years of age.
- E. 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.

XIX. 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 field or bench area (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) First Offence – ejection from the game without further suspension
- ii) Second Offence – 2 game suspensions
- iii) 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.

XX. FIELD LOCATIONS

- A. All Boarded SAS indoor games will take place at the Saskatoon Kinsmen/Henk Ruys Soccer Centre located at 219 Primrose Drive. The Soccer Centre is located just behind the Lawson Civic Centre. There are four indoor fields in the Soccer Centre:
- | | |
|-------------------------------|---|
| Blairemore Media Field | North West field, 1 st on your left when you enter. |
| Cliff Wright Field | North East field, 2 nd on your left when you enter. |
| Uptown Orthodontics | South West field, 1 st on your right when you enter. |
| Mark Tennant Field | South East field, 2 nd on your right when you enter. |
- All fields are appropriately marked inside the Soccer Centre.
- B. All Turf SAS indoor games will take place at the SaskTel Sports Centre located at 150 Nelson Road. The SaskTel Sports Centre is located just east of St. Joseph High School.
- | | |
|--------------------|------------------------------|
| Kavia Autobody | North half of the full field |
| Trail Appliances | South half of the full field |
| Sherwood Chevrolet | West quarter turf field |

XXI. BOARDED SPECIFIC

- A. NUMBER OF PLAYERS
- i) Boarded games are played 6v6 including the goalkeeper. (5 out, 1 keeper)
 - ii) The minimum number of players for boarded games is 4.
- B. SLIDE TACKLING
- i) Slide tackling is not permitted in boarded 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 boarded 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. OUT OF BOUNDS

- i) The Yellow lines above the goals will be used as an out of bounds line. Any ball striking the wall above the yellow line will be ruled as a free kick. Out of bounds also includes the bench areas, field entrances and the ceiling.
- ii) The netting is considered live unless the ball hits the netting and railing as well.
- iii) The gathered netting in the referee box is considered out of bounds.
- iv) Any restart of play after the ball has been ruled as out of bounds will take place at the point of last contact with a player.

D. SCORE CLOCK

It is encouraged that the score clock be run for each and every game. Either team may provide someone to run the clock. This person must be at least 15 years of age.

E. SUBSTITUTIONS

- i) Boarded substitutions are on the fly. Players leaving the playing area must be within 2 yards of the bench area before the substitute may enter the field of play. (See XVI. SUBSTITUTIONS for additional information.)
- ii) Players may substitute on specifically to take a penalty kick.

F. FREE KICKS

- i) Free Kicks: players must remain 3 yards away from all free kicks until ball is played.

G. PENALTY KICKS

If a game is to be decided by penalty kicks, any eligible player may participate in the penalty kicks. Eligible players shall be those that are present, on the game roster, eligible to play that game, and have not been red carded. Players in the penalty box or on the bench at the end of the game are also eligible.

The total number of players to participate in the penalty kicks shall be determined by team with the least number of eligible players.

No player may take a second penalty kick until all other eligible and selected participants have also kicked.

(See COED SPECIFIC for details pertaining to Penalty Kicks in Coed.)

H. PENALTIES

- i) See H. CARD VIOLATIONS below for details regarding penalties.
- ii) See XXX. SOCCER CENTRE SPITTING POLICY for details regarding this specific penalty.
- iii) The time on the penalty clock will start when the game restarts.

I. BOARDING RULE

Boarding is identified when a player(s) makes any contact with the boards as a result of the actions of the opposing player(s). **Even the slightest contact results in a call.**

- i) All Boarding incidents are considered fouls and will result in a direct free kick.
- ii) Any Boarding incident that is deemed to be reckless will be cautioned.
- iii) A player who uses excessive force in a boarding incident will be issued a red card.

We want to keep our players safe and the referees are instructed to call this very tightly. Please respect their calls and your opponents.

J. CARD VIOLATIONS

Preface

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 and have adjusted them to suit the Senior Indoor Game in Saskatoon.

A. Yellow card = four-minute penalty

The player will go into the penalty box and the team will have one less player on the field for the duration of four minutes. If the opposition scores, the player will be allowed out of the box and the team will resume to full strength, unless both teams are serving time penalties and have equal number of players on the field at the time of the goal. In this instance the player continues to remain in the penalty box and will serve until their time penalty is served or until their opponent's time penalty is served, whichever is shorter.

B. Red card = player ejected from the match + six-minute penalty

The team will play one less player for the entire six minutes regardless of how many goals the opposition scores. At the end of the six minutes the referee will signal to the team they can bring a player onto the field to resume to full strength as long the subsequent items F) and G) are not met.

C. A team must have a minimum of four players on the field at any given time. Any team serving any time penalties including multiples at any given time will not play with less than four players on the field.

D. A time penalty begins to expire once the play has resumed after the foul.

- E. If a second player or a team receive a second time penalty while another time penalty is being served, the time begins to expire once play has resumed after the foul.
- F. If a third player or a team receives a third time penalty while two other penalties are being served, the time does not begin to expire until one of the first two penalties has expired. If the time penalty is for a yellow card violation, the player cannot return to the game until the conditions to do so in item A) are met. For red card violations the team cannot return a player to the field until the time penalty has expired in full. Upon completion of either of the first two time penalties the penalized team continues to play less a man due to the third penalty.
- G. For any subsequent time penalties (4 or more) the same ruling as F) shall apply whereas the time for any additional penalties does not begin to expire until there is only one (or in the case of two time penalties expiring at the same time, zero) other penalty being served. If the time penalty is for a yellow card violation, the player cannot return to the game until the conditions to do so in item A) are met. For red card violations the team cannot return a player to the field until the time penalty has expired in full. Upon expiring of any of the preceding time penalties being served the penalized team continues to play less a player due to the time penalty that still remains to be served.

YELLOW CARD SCENARIOS

The following situations could arise in a match and the adjacent punishment follows:

- i) **1 Yellow Card to 1 player** = Player will go directly to the penalty box to serve the 4 minute penalty. If the opposing team scores within that time frame the player that received the yellow card is allowed out of the box and the team no longer plays short.
- ii) **1 Yellow Card to 2 players on the same team** = Players will go directly to the penalty box to serve the 4 minute penalty. If the opposing team scores within that time frame the penalized team will be allowed to put 1 player back onto the field. If another goal is scored then the penalized team can put a second player on the field. However the yellow-carded players will remain in the box for the duration of the time to be served. They are allowed onto the field when the referee indicates the time is served. Stoppage of play is not required.
- iii) **1 Yellow Card to 3 players on the same team** = Players will go directly to the penalty box to serve the 4 minute penalty. However, the player carded third's penalty only starts once the two other players served their 4-minute penalty. If the opposing team scores within that time frame the penalized team will be allowed to put 1 player back onto the field. The secondary penalty start time may commence. If another goal is scored then the penalized team can put a second player on the field. However the yellow-carded players will remain in the box for the duration of the time to be served. They are allowed onto the field when the referee indicates the time is served. Stoppage of play is not required.

NOTE: When there are 3 cards given to 1 team, the last player to receive the card will sit in the box and their timed penalty will not start until the first player's penalty has expired. This means that the first player would sit additional minutes prior to starting his or her own timed penalty.

- iv) **1 Yellow Card to 1 player on each team** = Players will go directly to the penalty box to serve the 4 minute penalty. Both Yellow Carded players will remain in the box for the duration of the time to be served. They are allowed onto the field when the referee indicates the time is served. Stoppage of play is not required.
- v) **1 Yellow Card to Team A and 2 Yellow Cards to Team B** = Players will go directly to the penalty box to serve the 4 minute penalty. Team B will play short-handed by 2 players, and Team A by 1 player. If Team A scores a goal within the 4 minute time frame then Team B is allowed to have another player enter the game so as to bring the teams to even strength. If team B scores a goal nothing changes, the yellow-carded players will remain in the box for the duration of the time to be served. They are allowed onto the field when the referee indicates the time is served. Stoppage of play is not required.
- vi) **1 Yellow to Team A and 3 Yellow Cards to Team B** = SAME as above. This is the same for any variance in numbers of bookings. If Team A scores a goal then 1 player from Team B is allowed back on the field until the teams are at equal strength.
- vii) **When a Goal Keeper receives a yellow card**, the penalty is to be served by the Goal Keeper. A player from either the bench or field must take the place of the Goal Keeper. The Goal Keeper's penalty is completed, and the team no longer plays short, once the referee indicates the penalty time is up. Stoppage of play is not required to end the penalty. However, stoppage of play is required to change back to the original Goal Keeper.

Note: A delay of game yellow card will be given for teams that delay choosing a Goal Keeper.

RED CARD SCENARIOS

A player receiving a Red Card will be ejected from the match.

The following situations could arise in a match and the adjacent punishment follows:

- i) **1 Red Card to 1 player** = A player receiving a Red Card will be ejected from the match. The Penalized Team will play shorthanded for the duration of the 6 minutes. They are allowed to play at full strength when the referee indicates the penalty time is up. Stoppage of play is not required.
- ii) **1 Red Card to 2 players on the same team** = Any player(s) receiving a Red Card will be ejected from the match. The Penalized Team will play shorthanded by 2 players for the duration of the 6 minutes. They are allowed to play at full strength when the referee indicates the penalty time is up. Stoppage of play is not required.
- iii) **1 Red Card to 3 players on the same team** = Any player(s) receiving a Red Card will be ejected from the match. The team that received the red card will play short by 2 players for 6 minutes, and then a secondary 6 minutes they will play 1 player short.
- iv) **1 Red Card to 1 player on each team (offsetting)** = Any player(s) receiving a Red Card will be ejected from the match. With 1 Red Card to each team both teams will play short for the duration of the 6 minutes.

- v) **1 Red Card to Team A and 2 Red Cards to Team B** = Any player(s) receiving a Red Card will be ejected from the match. Team A will play shorthanded by one player for the duration of the 6 minutes. Team B will play shorthanded by two players for the duration of the 6 minutes. They are allowed to play at full strength when the referee indicates the penalty time is up. Stoppage of play is not required.

RED AND YELLOW CARD SCENARIOS

- i) **1 Red Card to one team and 1 yellow card to the other team** = Any player(s) receiving a Red Card will be ejected from the match, and the team will play shorthanded for 6 minutes. The yellow-carded player will go directly to the penalty box to serve the 4 minute penalty. Both teams play shorthanded, if a player from the team with the Red Card penalty scores the team with the yellow card can bring a player onto the field. However, the Yellow Carded player will remain in the box for the duration of the time to be served. He/she is allowed onto the field when the referee indicates the penalty time is up. Stoppage of play is not required.

GENERAL RULES TO CARD VIOLATIONS

- i) **The minimum number of players on the field is 4 (3 players and 1 Keeper). If three people from the same team are carded the team will play with 3 players and a keeper until such time as the first card's time is complete. They then must remove a player to continue with only playing with 3 players and a keeper until the penalties have expired.**
- ii) **Penalties are served in the order that they are received, but not all at once. Only 2 can be served at any given time to avoid minimum players on field. An example is one team receiving a red card then another player gets a yellow and then at the same time another player receives a red card. They would serve the times as a red card, and the yellow card, and then at the completion of one of the cards the final red card is served. This would follow the above point.**

XXII. TURF SPECIFIC

COVID-19 Update: SAS Turf leagues formats have all been switched to ¼ field.

A. NUMBER OF PLAYERS

- i) Men's Turf games are played 6v6 including the goalkeeper. (5 out, 1 keeper)
- ii) Master's Turf games are played 6v6 including the goalkeeper. (5 out, 1 keeper)
- iii) Women's Turf games are played 6v6 including the goalkeeper. (5 out, 1 keeper)
- iv) The minimum number of players for Men's, Women's and Men's Masters Turf games is 4.

B. SLIDE TACKLING

- i) Slide tackling is permitted in turf games.

C. OFFSIDE

- i) **No Offside in a ¼ field format.**

Previous rule: Offside only occurs in the attacking third of the field. A player is offside only at the moment the ball is played forward and will only be offside if there are less than two opponents on either level or between the receiving attacker and the goal line. Note: the goalkeeper is usually one of the two. The attacking line will be indicated by a yellow dotted line across the field. This line will act as the same as the centre line in the regular outdoor soccer game for offside purposes only.

D. CORNER KICKS/FREE KICKS/THROW-INS

As per FIFA regulations:

- i) Corner Kicks: are to be taken from the corner spot. The opposing players must remain at least 10 yards away from the ball until it is played. The kicker may not touch the ball again until it has touched another player. If he/she does, a free kick is awarded against them.
- ii) Free Kicks: players must remain 10 yards away from all free kicks until ball is played.
- iii) Throw-ins: A goal cannot be scored directly from a throw-in. The throw-in is to be taken from the point where the ball left the playing surface. When the ball goes out of bounds on the side of the field the result will be throw-in for the opposition at the point where the ball exited play.

E. SUBSTITUTIONS

- i) SAS will allow an unlimited number of substitutions during a game. These substitutions will be allowed “on the fly” but will take place in a designated area at center field. A player must be fully off the field before their replacement is allowed on. Substitutions must take place in the designated area on your team’s side of half. Failure to follow proper substitution rules will result in a yellow card.
- ii) Players may substitute on specifically to take a penalty kick.

F. PENALTIES

- i) Cards received in the Turf games follow procedures outlined in FIFA laws of the game.
- ii) See XXX. SOCCER CENTRE SPITTING POLICY for details regarding this specific penalty.

G. FOOTWEAR

All footwear must be clean and meet the following guidelines:

- i) soccer cleats
- ii) molded studs

- iii) blades
- iv) turf trainers
- v) indoor shoes

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.

XXIII. 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

- i) All coed boarded games are played with 7 players per team on the field consisting of 3 males, 3 females and 1 goalkeeper of either sex.
- ii) The minimum number of players a game is 5. There must always be at minimum 1 female out player. There is always a maximum of 3 male out players.

B. SLIDE TACKLING

- i) Slide tackling is not permitted in boarded 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 boarded 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. OUT OF BOUNDS

- i) The Yellow lines above the goals will be used as an out of bounds line. Any ball striking the wall above the yellow line will be ruled as a free kick. Out of bounds also includes the bench areas, field entrances and the ceiling.
- ii) The netting is considered live unless the ball hits the netting and railing as well.
- iii) The gathered netting in the referee box is considered out of bounds.
- iv) Any restart of play after the ball has been ruled as out of bounds will take place at the point of last contact with a player.

D. SCORE CLOCK

It is encouraged that the score clock be run for each and every game. Either team may provide someone to run the clock. This person must be at least 15 years of age.

E. SUBSTITUTIONS

- i) Boarded substitutions are on the fly. Players leaving the playing area must be within 2 yards of the bench area before the substitute may enter the field of play. (See XVI. SUBSTITUTIONS for additional rules.)
- ii) Players may substitute on specifically to take a penalty kick.
- iii) In the event a player received a card, players must continue to substitute and field the team as they were prior to the penalty. The player in the box is still considered an on-field player. I.e.: A male player may not substitute in for the position of a female player if a male player is in the penalty box or removed from the game.

F. PENALTY KICKS

If a game is to be decided by penalty kicks, any eligible player may participate in the penalty kicks. Eligible players shall be those that are present, on the game roster, eligible to play that game, and have not been red carded. Players in the penalty box or on the bench at the end of the game are also eligible. (See BOARDED SPECIFIC for the other boarded leagues.)

The total number of players to participate in the penalty kicks shall be determined by team with the least number of eligible players. Similarly, in a co-ed game, the total number of men and women participants shall be determined by the least number of men on either team and the least number of women on either team. For example, if one team only has 9 eligible players at the end of the game, 3 of which are women, the other team must select 9 players to participate in the penalty kicks, 3 being women. All extra players from the second team will be excluded from participating in the penalty kicks.

No player may take a second penalty kick until all other eligible and selected participants have also kicked.

In a co-ed game, the alternating of women and men must continue throughout the penalty kicks. In the example above, the 3 women would recycle through their order before the 6 men recycled through their order.

G. PENALTIES

- i) See XXXII. BOARDED SPECIFIC H. CARD VIOLATIONS for details regarding penalties.
- ii) See XXX. SOCCER CENTRE SPITTING POLICY for details regarding this specific penalty.

H. BOARDING RULE

Boarding is identified when a player(s) makes contact with the boards as a result of the actions of the opposing player(s). **Even the slightest contact will result in a call.**

- i) All Boarding incidents are considered fouls and will result in a direct free kick.
- ii) Any Boarding incident that is deemed to be reckless will be cautioned.

- iii) A player who uses excessive force in a boarding incident will be issued a red card.

We want to keep our players safe and the referees are instructed to call this very tightly. Please respect their calls and your opponents.

I. YOUTH PERMITS

Youth permits are not allowed in the coed league. (See XXXVII. For full SYS Player details.)

XXIV. SYS PLAYER SPECIFIC

COVID-19 Update: No youth permits allowed. A youth permit would ONLY be allowed to transfer from SYS to SAS between the 2020 Fall season and the 2021 winter season.

- 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 SYS. 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 the SSA form can be sent directly to SYS to then confirm and forward to SAS.
- 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.

- C. Youth permits are not allowed in the coed league.

XXV. PROVINCIAL SOCCER LEAGUE (PSL)

- A. Permits are allowed while the PSL season is in effect if they are registered players of SYS.
- B. PSL players must register with SAS upon the completion of the PSL season in order to play in our league.
- C. 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.

- D. 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)
- E. PSL players are restricted to registering in the following SAS divisions once the PSL season is complete:
 - i) 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.

XXVI. 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. Any team that is late in submitting their team fees and/or registration form must also pay a late fee of \$100 per day in order to be accepted. If paying by cheque, the date of the late payment is the date of the submission. No exceptions. Teams will not be considered otherwise.
- J. Team Withdrawal Penalties/Refund Policy

COVID-19 Update:

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 – 2 calendar days after: Refund Fees Except for Fine of \$100**
- 3 – 7 calendar days after: Refund Fees Except for Fine of 25% of total fees**
- 8 – 14 calendar days: Refund Fees Except for Fine of 50% of total fees**
- 15 or more days: No refund**

- 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

- 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.

XXXVI. 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 2019

Contents

A.	DEFINITIONS	38
B.	GENERAL	38
C.	JURISDICTION	39
D.	PLAYER MISCONDUCT	40
E.	TEAM MISCONDUCT	41
F.	DISCIPLINE BY REVIEW	42
G.	DISCIPLINE BY HEARING.....	43
H.	HEARING PROCEDURE	45
I.	APPEALS	45
J.	BY-LAWS.....	46
K.	FALSE ID	47
L.	REFEREE PHONE LIST ABUSE/HARASSMENT	48
M.	INTOXICATION.....	48
N.	INTENTIONALLY DAMAGING PROPERTY	49

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 time-span 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 brawl" 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.
- x. SAS can request and may receive video footage from the SSC for the following purposes:
 - i) For the use of discipline hearings and appeals to aid in the process of determining appropriate outcomes;
 - ii) For cases of mistaken identity;
 - iii) For serious incidents involving Violent Conduct or Serious Foul Play;
 - iv) Game Abandonments;
 - v) To review reports of unlawful or illegal activity.

Security camera footage does not record sound and is not always available. Footage is also not stored beyond the scope of its requirement as deemed by SAS.

Any video footage given to SAS from the SSC is property of the SSC. SAS is not permitted to distribute the footage outside of its staff, board members, and discipline committee members. The footage may not be recorded or photographed, and any distribution outside of the aforementioned list is subject to disciplinary action.

SAS and SSC hold discretion on whether to access any security camera footage. If the footage is not accessed by SAS or SSC, it will not be considered, and may not be requested for by players or individuals.

If SAS and SSC access the footage, it may be viewed by the player and their team contact during a scheduled visit to the office during regular office hours and may only be viewed for a period of up to 5 minutes. Any comments may be made via written form to the office staff and are required within 1 business day.

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. Under special circumstances the Discipline Committee will review. I.e.: Inaugural season therefore lacking player history of team(s).
 - ii. **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 SAS Rules and Regulations (Revised September 2019)

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.

Schedule "A"

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			
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+ <i>involved</i>	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

