



# **SASKATOON ADULT SOCCER**

## **RULES & REGULATIONS**

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## 1.0 TEAM REGISTRATION

- A. Teams are not guaranteed entry to the league with payment or registration submission.

- B. Saskatoon Adult Soccer (SAS) has the right to refuse a team entry due to unsportsmanlike or unsporting conduct. (See 46.0 FINANCIAL RESPONSIBILITY for more information on team registrations.)
- C. 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 46.0 FINANCIAL RESPONSIBILITY for additional information on withdrawal fines and late fees.

- D. While on probation, a team's penalty may be applied initially as third offense bypassing the first and second offense penalties. It will be determined case-by-case basis, but only applied to team penalties and not player penalties or suspensions.
- E. SAS may refuse team names/team apparel containing offensive, abusive, or obscene language or images.
- F. Each Team Name needs to be unique and cannot be duplicated within the same league.
- G. SAS office reserves the right to request a name change from any registered team.
- H. A team is considered active if it has registered with SAS for league play in any season during the past two years and is in good financial standing.

## 2.0 TEAM ALIGNMENT & LEAGUE DIVISIONS

- A. Saskatoon Adult Soccer (SAS) has the right to place any team in any division they deem appropriate without the consent of the team, and it may do so at any time.
- B. Teams will have the opportunity to appeal their division alignment within the allotted time frame. Appealing the alignment does not guarantee an alteration to the placement. See Dates & Deadlines for the specific Alignment Appeal Deadline.
- C. Teams may be promoted or relegated as required.
- D. Recreational Divisions are those divisions throughout all leagues other than Competitive in Men's, Women's, Masters, Coed and Coed Masters. I.e.: divisions 1 – 8.
- E. We do not hold playoffs for Coed, Coed Masters, Coed Legends, or Legends.

- F. Teams may move divisions mid-season at the discretion of the board.
- G. The indoor leagues may pause in December for potential realignment and resume in January. Teams may be realigned under extreme circumstances at the board's discretion.
  - i) If teams are realigned:
    - a. Teams moving up or down may be eligible for Playoffs and the new division's standing will not reset in January. Standings will not carry over to the new division.
    - b. The original division that lost a team may go unchanged in January unless the rounds are inconsistent. If the rounds are inconsistent, games up to January may be considered exhibition. This will be determined on a case-by-case basis.
- H. The board may alter any alignment rule at their discretion.
- I. Players may participate in more than one (1) league but must be age eligible for the Masters and Legends leagues and/or fall within the special circumstances listed below.
- J. The different leagues we offer for the two seasons are:
  - i) Seven (7) different leagues for the indoor season are:
    - a. Men's/Women's Boarded
    - b. Men's/Women's Turf
    - c. Masters Men's/Women's (boarded)
    - d. Coed (boarded)
    - e. Coed Masters (turf)
    - f. Legends Men's/Women's (boarded)
    - g. Legends Men's/Women's (turf)
    - h. Legends Coed (turf)
  - ii) Nine (9) different leagues for the outdoor season are:
    - a. Full Field
      - i. Men's/Women's
      - ii. Masters Men's/Women's
      - iii. Legends Men's/Women's
    - b. Half Field
      - iv. Men's/Women's
      - v. Masters Men's/Women's
      - vi. Coed
      - vii. Coed Masters
      - viii. Coed Legends

ix. Legends Men's/Women's

K. The minimum number of teams per division are:

i) Indoor Season

- a. Boarded Men/Women – 4
- b. Turf Men/Women – 4
- c. Coed – 4
- d. Coed Masters – 4
- e. Coed Legends – 4
- f. Legends Men/Women – 2

ii) Outdoor season

- a. Men's/Women's Full Field – 4
- b. Men's/Women's Half Field – 4
- c. Recreational Coed – 4
- d. Recreational Masters Men/Women – 4
- e. Recreational Legends Men/Women – 2

### 3.0 TEAM PERSONNEL

- A. It is mandatory for Team Personnel present on the bench of a SAS league game to have photo identification (ID). The preferred ID is a personalized Saskatoon Soccer Player ID card. However, we will accept a Canadian Government issued photo ID, but it is the responsibility of the player if their ID is lost or stolen. Saskatoon Adult Soccer, Saskatoon Soccer Centre and the game officials do not take responsibility.
- B. All Team Personnel must be registered with the SAS before being allowed on the team bench.
- C. The Team Personnel registration fee is NON-REFUNDABLE. No exceptions.
- D. A player that is registered on the team as such, but not participating in a game, may sit on the team bench. A "TP" must be added beside their name on the game sheet to indicate they are not participating as a player but, instead, as Team Personnel. (A secondary registration as Team Personnel is not required if already registered as a player.)
- E. A Team Personnel can register up to and including the final day of regular play. Team Personnel may not register for playoffs.
- F. A team may register a maximum of three (3) Team Personnel.
- G. Team Personnel can register onto as many teams as desired. No limitations.
- H. The following penalties will be imposed for teams with an ineligible Team personnel:
  - 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.
- I. 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.

#### 4.0 STATISTICS AND DIVISION CHAMPIONSHIPS

- A. A division championship is awarded to the team with the most points at the end of the Regular season. Points are awarded as follows: 3 points for a win; 1 point for a tie; 0 points for a loss. A division champion will not be awarded in the Legends (Over 50) leagues.
- B. Wins (3) Losses (0) Ties (1) standings will be tracked for all leagues. However, the individual goal statistics will not be recorded for the Coed and Legends leagues.
- C. Exhibition games are not included in the standings or goal statistics. Exhibition games are governed by all other SAS Regulations.
- D. If at the end of the season two or more teams are tied for 1st place, the following tie breaking procedure will be used to determine the final standings: (in this order)
  - i) Previous Head-to-Head Match Results: The team with the most points (3 for a win, 1 for a tie) in the matches between the tied teams shall be awarded the higher position.
  - ii) Goal Difference between 2 or more tied teams: Goal difference shall be calculated by subtracting goals against from goals scored in the games vs. tied teams.
 

If, originally, three or more teams were tied but after the ii) tie break only two teams are now tied for first, then tie break i) should be used again with only the remaining two teams before proceeding to tie break iii) if necessary.
  - iii) Total Goal Difference Overall (Goal difference shall be calculated by subtracting total goals scored in league play subtracting total goals allowed in pool play.)
  - iv) Most Goals Scored Overall in League Play
  - v) Team with Least Games Lost

- vi) Team with Least Red cards
  - vii) Team with Least Yellow cards
  - viii) Team with Most clean sheets
  - ix) Coin Toss
- E. Teams registered with the SAS under the special Youth designation are not eligible to win a division championship if they have a reduced schedule than the rest of their division; however, all games played against such teams will count in the standings.
- F. The previous year's Division Champion, if allowed to remain in the same division, is eligible to win the Division Championship.

## 5.0 PLAYOFFS

- A. Upon completion of the Regular Season the top 4 teams in each division will qualify for a playoff championship. However, in the case of divisions with 5 or less teams, only the 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. In the case of divisions with 4 or less teams, only the top 2 teams will qualify for a playoff championship.
- There will not be playoffs for the Legends (Over 50) or Coed Recreational leagues.
- B. When divisions are merged to allow for more teams and less rounds against the same team, each originally determined division will have their own payoffs based on regular playoff rules.
- I.e.: Women's 1 has two (2) teams, and Women's 2 has four (4) teams, but they are merged for the season. Playoffs will be held for those two Women's 1 teams and a separate playoff for the four (4) Women's 2 teams.
- C. The winner of the playoffs is deemed Playoff Champion. Seeding for playoffs will be based on the regular season standings.
- D. 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.
- E. 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.
- F. 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.



## 6.0 AWARDS

- A. An award will be given to the team that finishes in 1st place of each division (See 3.0 DIVISION CHAMPIONSHIPS), and to the team that wins their play-off championship. (See 4.0 PLAYOFFS) No division champion will be awarded for the Legends (Over 50) league.
- B. Playoff Champions will be given their trophy on the field of play after the final game.

## 7.0 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 you have a complaint about an official, PUT IT IN WRITING to the appropriate authorities via the Referee Evaluation form. DO NOT APPROACH THE OFFICIAL DURING OR AFTER THE MATCH to complain about a call or the referee themselves. Referees have discretion and authority to caution players and team personnel for dissent. See Schedule A for details.
- C. 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.

- D. 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.
- E. 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.
- F. The teams MUST notify the office of the Referee no-show.

## 8.0 PLAYER REGISTRATION/ADDITION

- A. Individual Player Registration AND submitting payment are both required for a participant to be considered eligible.
- B. Players can review their RAMP account to verify they have registered and paid. Players and teammates can review rosters to verify if players are registered.

- C. 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.

- D. The individual player registration fee is NON-REFUNDABLE. No exceptions.
- E. We no longer accept e-transfers for Individual Player or Team Personnel Registration.
- F. Players may register up to and including the final day of regular league play. Players may not register for playoffs. (See also section 4.0 PLAYOFFS regarding the playoff roster deadline)
- G. A team may register a maximum number of 25 players.
- H. A team may dress a maximum number of 25 players per game. Note: For all SSA competitions only 18 players are allowed to dress.
- I. A player may only register for one SAS team per league and may only play for that team, with the exception of permitting. (See 10.0 PERMIT PLAYERS)

Note: SAS has numerous leagues, and therefore players are allowed to register on multiple teams as long as they are different leagues. (See 2.0 TEAM ALIGNMENT & LEAGUE DIVISIONS for a complete list of our leagues.)

Also, players may only compete on one roster in a Provincial competition as per SSA rules. (See 43.0 PROVINCIAL SPECIFIC for additional information")

- J. Players may be added to a roster via registration until the player addition deadline. (See B. above for details regarding the deadline and See 9.0 TRANSFER/RELEASE for more details regarding team transfers and releases)
- K. The following penalties will be imposed on a player for registering and/or playing on two teams within one league:

- i) First Offence: 1 game suspension \*
- ii) second Offence: \$250.00 fine and one-year suspension
- iii) Third Offence: Discipline hearing and possible suspension from the league.

\* SAS reserves the right to increase this to a maximum of 5 games if it was determined the player was aware of the rule to register on one team per league.

Note: Players may only be registered on one team within one league. (See F. 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 12.0 INELIGIBLE PLAYERS for more information)

L. 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 19.0 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

M. See SSA policies regarding player transfers for information on transferring to SAS from a different MO.

N. 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 10.0 PERMIT PLAYERS and 44.0 SYS YOUTH PLAYERS)

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 of a registration with a different Saskatchewan Soccer Association Regular Member Organization.

Participants cannot maintain youth status and adult status at the same time unless arranged with SAS. Contact SAS's Executive Director if a youth team is interested in participating in the SAS league while maintaining their Youth designation.

See Saskatchewan Soccer for details on transfers.

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

## 10.0 TRANSFER/RELEASE

- 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 46.0 FINANCIAL RESPONSIBILITY 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 or was released from.

Exceptions may be made for teams attending provincials.

- C. A player is limited to 2 transfers per season.

- D. The Transfer Up/Across deadline is the last business day of July for the outdoor season, and the last business day of February for the indoor season.

- E. Players may not transfer down to a lower division after the Transfer DOWN Deadline. 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.

## 11.0 PERMIT PLAYERS

Player permits are available so teams can pick up players to fill vacant game day roster spots and avoid forfeiting games.

### GENERAL PERMIT RULES FOR PLAYERS

The following are general rules that apply for ALL permitting.

- i) Permit players will need to be manually written on the game sheet. A "PP" is to be placed to the right of the player's information. (A "YP" for Youth Permit and "GP" for Goalkeeper Permit. See below for additional information.)

- ii) Players may permit up within the same league and throughout all other leagues once registered to any team for the given season. Restrictions apply. See Permit Hierarchy.
- iii) Division 1 players may permit to and from any other Division 1 leagues.
- iv) The lowest two divisions in all our leagues may permit from each other.  
  
Coed Only: the bottom three divisions may permit from each other.
- v) Please refer to B. iv) Division Hierarchy to see where players are allowed to permit.
- vi) Any player who plays over the allowed number of permits per team will be considered ineligible and subject to discipline. (See 19.0 DISCIPLINE)
- vii) Permits are tied to the player.
- viii) If a player permits in any games after using up all their permits with one specific team, the player is deemed as an ineligible player for that game. (See 12.0 INELIGIBLE PLAYERS) It is the team's responsibility to ensure that all permit players are eligible to play prior to playing with their team. Games will be overturned.
- ix) It is the team's responsibility to ensure that all permit players are eligible to play prior to playing with their team.
- x) 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 19.0 DISCIPLINE)
- xi) Permitting is not allowed during SAS Playoff competition/Cup play.
- xii) Permit play is tallied for ALL games including exhibition.
- xiii) A team can use an unlimited amount of permit players per game. See below for details regarding Youth Permit Players.
- xiv) Only players on a league team may permit in our league. Ex: Saskatoon World Cup players may not permit in the league until they are on a league team.

## B. ADULT PERMITS

### i) Permitting Limits

Out-field players are allowed unlimited permits per season, but no more than five (5) permits can be used for one team.

Goal Keepers are allowed unlimited permits per season, but no more than ten (10) permits can be used for one team.

- ii) Goalkeepers – A player who is permitting as a goalkeeper has more permits with one team 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) The highest level a player is registered takes priority over lower division registration for permitting.
- iv) To permit, player must be eligible based on the league criteria. I.e.: Masters age minimum
- v) Players may not permit down within the same league as registered unless Special Circumstances apply. (See below.) Players may only permit up in their given league as per the Division Hierarchy. Players may still permit across to other leagues regardless of the registered division. I.e.: Men’s 4 players can only permit to Men’s 1, 2 and 3 but not Men’s 4, 5 or 6, and can permit to any Coed division – unless they are registered in Coed as well. If so, they follow the same permit rules in Coed from the division they registered.
- vi) In the event the league is required to separate divisions into 2A and 2B, as an example, these divisions are considered two different divisions as opposed to just one.
- vii) Division Hierarchy – This scale defines where players may permit. *See vii) below for special permitting rules.*

The division hierarchy will be altered each season with the current divisions so players know where they can permit.

- viii) There are special circumstances that allow players to permit elsewhere:
  - a. Crossover games: both teams will be allowed to permit from the lowest division of the crossover. (Example: In crossover games between M2 and M3 both teams will follow the M2 permitting rules and are allowed to permit from M3 and lower. Therefore, in a different league example, when a W2B team is playing a W2A team they can both use permit players from W2B.)
 

The highest level a player is registered takes priority over lower division registration for permitting options in crossover games.
  - b. Women may register or permit into Men’s, Men’s Masters, and Men’s Legends if they are age eligible.
  - c. Leagues with only one division are allowed to permit from within their division.

- d. Coed players in the top division may permit to and from their division for the outdoor season.
  - e. Players may permit across to other leagues at the same division level and up unless they are registered in that given league.
  - f. Players in the bottom division of each league can permit to lower division levels across to a maximum of 5 per game. Example: Men's Boarded 2 (if the lowest division) may permit to Turf 7 (the lowest turf division) and up.
  - g. Single division leagues are considered the bottom division and may permit up across all leagues to a maximum of 5 per game. Example: Women's Turf 1 as a single division can permit to Coed 7 and up, Women's 3 and up, and Masters Women's 1, Legends Women's 1 if age eligible.
  - h. Coed Masters players may permit to any level of Coed, Men's/Women's.
  - i. Masters players may permit to any level of Men's/Women's, Coed and Coed Masters.
  - j. Legends players may permit to any level of Men's/Women's, Masters Men's/Women's Coed and Coed Masters.
- ix) Permitting Division Hierarchy – This scale defines where players may permit for each season. A player may only permit to a division higher than their registered team. See *viii) above for special permitting rules.*

**INDOOR PERMIT HIERARCHY:**

<https://www.saskatoonadultsoccer.com/content/Indoor-Permit-Hierarchy>

**OUTDOOR PERMIT HIERARCHY:**

<https://www.saskatoonadultsoccer.com/content/Outdoor-Permit-Hierarchy>

**C. YOUTH PERMITS**

- i) Only youth soccer players registered with a Saskatoon Member Organization (MO) are eligible to play with SAS team(s) as a youth permit if SAS is granted access to said MO's registration portal and the MO agrees to honour and apply SAS's discipline policy. Please contact the SAS office to discuss.

Youth permits have twenty-five (25) permits per season with up to five (5) games with any one team as an outfield player, and ten (10) as a goalkeeper. If any suspensions are incurred, the total number of games given as a suspension will be deducted from the remaining games left to play and the Youth Permits cannot participate in any games for



seven (7) days. If there are not enough games left as a Youth Permit, they will be applied to the games when the player registers to a team.

- a. 2 Yellow Cards, Foul & Abusive Language (not at Official) – seven (7) days
  - b. Foul & Abusive Language (at Official), Serious Foul Play – fourteen (14) days
  - c. Violent Conduct – twenty-eight (28) days
- ii) Youth registered players must be a minimum of 15 years of age to be eligible to permit.
  - iii) An SAS team may permit an unlimited number of Youth approved registered players in a game.
  - iv) Youth approved players may permit into any age eligible SAS divisions but to a maximum of five (5) with one team.
  - v) Youth approved registered players are allowed unlimited permits per season to a maximum of five (5) with any one team for outfield players, and a maximum of ten (10) for goal keepers. The Youth season must be active to permit.
  - vi) Youth Permits must be written and marked “YP” on the game.
  - 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 10.0 PERMIT PLAYERS B. ADULT)
  - ix) Senior players cannot play for a youth team or permit to a youth team.
  - x) Youth players may not permit to the coed leagues.
  - xi) Any players currently participating in the Saskatchewan Premiere League (PSL) youth divisions will only be allowed to permit into the highest SAS division offered. (See 43.0-PROVINCIAL SPECIFIC)
  - xii) See 44.0 SYS PLAYER SPECIFIC for details as to SYS registered players joining SAS upon completion of their SYS season.

See 7.0 PLAYER REGISTRATION (YOUTH) for details on registering in the adult league after the youth season is completed.

#### D. TEAM PERSONNEL PERMITTING

- i) Team Personnel may not permit to other teams within our league. They can register to the team as Team Personnel (or player) to be on the bench.

## 12.0 FREE AGENT PERMIT PASS

The intention of the Free Agent Permit Pass is to give new players the opportunity to play without having a team. It also gives team more options of permit players when they are short themselves.

- A. The fee is \$75 and would include the \$45 Individual Player Registration fee, along with an administrative fee and taxes. The Free Agent Permit Pass is NON-REFUNDABLE.
- B. Free Agents have twenty-five (25) permits with up to five (5) games with any one team. If any suspensions are incurred, the total number of games given as a suspension will be deducted from the remaining games left to play and the Free Agent cannot participate in any games for seven (7) days. If there aren't enough games left as a Free Agent, they will be applied to the games when the player registers to a team.
  - i) 2 Yellow Cards, Foul & Abusive Language (not at Official) – seven (7) days
  - ii) Foul & Abusive Language (at Official), Serious Foul Play – fourteen (14) days
  - iii) Violent Conduct – twenty-eight (28) days
- C. Free Agents have five (5) games to permit per team.
- D. Once players purchase a pass, they will be included in the permit e-mail list and, like all permit requests, players are responsible to reach out to that specific team contact when they are interested and available to play.
- E. Players could use their 5-games permits with any team that needs permit players, and in any league provided they meet the age eligibility for specific leagues: Masters & Legends.
- F. ONLY for players that haven't registered on a team in the last 2 seasons. Some exceptions may be made on a case-by-case basis. Free Agent players that did not register to a team may return as Free Agents.
- G. Permit pass can only be purchased once a year and can only be used for regular season games.
- H. Permits from the Free Agent Pass are non-transferable. If a Free Agent player finds a team before using all 5 permits, the remaining permits are lost. Said player will now be eligible to use regular permits and is expected to follow permit rules.
- I. Free Agents can be added to game sheets in pen while marking FAP beside their name.
- J. Free-agents, as registered members, will abide by Schedule A and SAS' Discipline Policy:
  - i) Yellow Cards:

YC accumulations are attached to the player, regardless of the number of different leagues partaken in.

If a free agent receives 3 yellow cards by their 3rd or 4th game, they will lose their 5th

If the 3rd YC is received during the 5th permit game, the player will need to sit out their first official game on their new team or start with 4 permits in the next Free Agent play.

ii) Red Cards:

Violent conduct offenses will not be tolerated and will result in the loss of all 5 permits. Suspension will then need to be served once registered on an official team.

All other red card offenses will be examined by SAS and could result in either a reduction or loss of permits.

### 13.0 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. 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.
- C. Player Protest Game Time Procedure:

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

- i) Before the game starts, inform the official of the suspected ineligible player(s) whether the player is present or not.
- ii) The official should, when applicable, confirm with photo ID 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) The official should 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) If the player leaves the game, a protest is not necessary and disciplinary action may not apply. Extenuating circumstances may result in disciplinary actions. The official should indicate on the game sheet of this occurrence and teams shall verify that information and can email the office as well.
- v) If the player participates, indicate on the game sheet that you will be protesting and play the game.
- vi) Submit the protest as per protest procedures.

- D. Player Protest Submission Procedures:

- i) Protests must be submitted in writing within one (1) business day of the game along with the protest fee of \$35.00. If the committee finds in favor of your team, the protest fee will be returned. If the committee finds against your team, the protest fee will be kept.
- ii) The protest and protest fee should be sent to [admin@saskatoonadultsoccer.com](mailto:admin@saskatoonadultsoccer.com) with the password soccer.

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 one (1) business day following a game to protest a player's eligibility.

#### E. Participant Protest Game Time Procedure:

If your team believes that your opponents have ineligible participants (i.e.: underage, suspended, unregistered), the following course of action is recommended:

- i) Before the game starts, inform the official of the suspected ineligible participant(s).
- ii) The official should, when applicable, confirm with photo ID 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 participant shows up late to a game, it will be at the referee's discretion to decide when that participant's card will be checked.

- iii) The official should notify your opponents that you are questioning a participant's eligibility and indicate whom the opponents then have the opportunity to withdraw the participant before the game begins or is restarted.
- iv) If the participant leaves the game, a protest is not necessary and disciplinary action may not apply. Extenuating circumstances may result in disciplinary actions. The official should indicate on the game sheet of this occurrence and teams shall verify the information and can email the office as well.
- v) If the participant(s) do not leave, indicate on the game sheet that you will be protesting and play the game.
- vi) Submit the protest as per the Participant Protest Procedures.

#### F. Participant Protest Submission Procedures:

- i) Protests must be submitted in writing within one (1) business day of the game along with the protest fee of \$35.00. If the committee finds in favor of your team, the protest fee will be returned. If the committee finds against your team, the protest fee will be kept.

- ii) The protest and protest fee should be sent to [admin@saskatoonadultsoccer.com](mailto:admin@saskatoonadultsoccer.com) with the password **soccer**.

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 one (1) business day following a game to protest a player's eligibility.

- G. All discipline decisions fall under the Discipline Policy and cannot be protested under this rule. See Discipline Policy for Appeals and Hearings.

#### 14.0 BYLAWS AMENDMENTS

- A. Bylaws can only be amended at the Annual General Meeting or a Special Meeting.

Details to amending our Bylaws can be found within our Bylaws themselves.

#### 15.0 GENERAL RULES & REGULATIONS APPEALS

- A. Any party may appeal any rule or decision of the SAS made against said party, provided that the appeal is due to a breach of the Rules & Regulations and is not relating to:

- i) Suspensions
  - a. See section 14.0 Suspension Step 1: Review
- ii) Alignment (after the Alignment Appeal Deadline)
- iii) Employment
- iv) Withdrawal Penalty or Refund Policies
- v) Fee Amounts:
  - a. Player
  - b. Team Personnel
  - c. Free Agent
  - d. Team
  - e. League or Tournament
  - f. Reschedule
  - g. Delayed Payment
  - h. Equipment Box Key
  - i. Forfeit Fine
  - j. Penalty Fine
  - k. Player I.D. Card
  - l. Appeal

- m. Protest
- n. Late
- o. Or any other fee unlisted.

vi) The FIFA Laws of the Game

vii) Selection criteria, quotas, policies, and procedures established by entities other than SAS  
viii) Substance, content, and establishment of team selection criteria

ix) Volunteer appointments and the withdrawal or termination of those appointments

x) Referee Game Assignments

xi) Budgeting and budget implementation

xii) SAS's operational structure and committee appointments

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 specific Rule or Regulation that has been violated;
  - c. Clearly indicating 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 of the outcome of the appeal.

The fee should be sent to [executivedirector@saskatoonadultsoccer.com](mailto:executivedirector@saskatoonadultsoccer.com) with the password soccer.

D. The decision being appealed will be upheld until decided otherwise in accordance with these rules and regulations.

E. The decision of the appeal is final and binding.

F. 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.

## 16.0 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.

**SAS encourages feedback from its members.**

## 17.0 DISCIPLINE

A. Refer to our Discipline Policy (Appendix 1) for more information on discipline procedures.

B. Yellow and Red Card Violations (See 20.0 CARD VIOLATIONS)

Note: It is the player's responsibility to sit out their next game after receiving a red card even if the next game is in a different league (i.e., coed), and regardless of whether notice was received from the office. If they partake in any SAS game after receiving a red card, then that game may be overturned as per section 12.0 INELIGIBLE PLAYERS rules G. and H.

C. SAS adheres to Saskatchewan Soccer Association's (SSA) Discipline Policy in regard to game suspensions and time suspensions:

- i) Game Suspension - renders an individual ineligible to participate in a specific number of games.
- ii) Time Suspension - renders an individual ineligible to participate for a set period of time.
- iii) A suspended person must stay away from the field of play and may not be involved in team activities or interact with match officials or the opposition in any way, including:
  - a. Involvement with the team before the game, during the game, at half time, or after the game (including the handshake);
  - b. Completing or signing team rosters;
  - c. Acting in any manner that may be deemed to be coaching, including either verbal or physical actions, texting, or cell phone contact.
  - d. Unless otherwise directed in the disciplinary decision, a suspended individual may attend games as a spectator.
- iv) All Soccer Activity Suspension - includes all soccer related activity within a specified jurisdiction including, but not limited to, a ban from all playing, coaching, managing, organizing, practice or team training, and refereeing, and may also include specific limitations on interactions with youth and/or access to fields as a spectator and/or any other requirement as specified in the decision.
  - a. No player suspended provincially shall be eligible for membership in any other Member Organization within the province.

Necessary members will be notified to enforce suspensions as required.

## 18.0 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 37.0 INDOOR BOARDED SPECIFIC for additional information on the card violations and penalties)

## 19.0 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.

## 20.0 RESCHEDULING GAMES

- A. Teams are not allowed to postpone or cancel any game at any time without the permission of SAS staff.
- B. The Reschedule Request form and fees must be submitted prior to the scheduled game. Games will NOT be considered if less than the required notice is given.
- C. Submitting a request does not guarantee that your game will be rescheduled.
- D. Teams are allowed ONE reschedule request per season. Games will NOT be considered unless the fee and reschedule request form have both been received by the SAS office. SSCI admission staff does not qualify as SAS staff.
- E. Reschedule Requests may be submitted to SAS at the following rates:
  - i) 10 or more business days prior to the game for \$30 including taxes
  - ii) 7 to 9 business days prior to the game for \$55 including taxes
- 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) seven calendar days in advance of the rescheduled game. When necessary for SAS to be able to reschedule a game, teams have the right to waive the 7-calendar day minimum unless the reschedule is a result of a team's reschedule request. Teams cannot waive the 7-calendar day minimum for a team's reschedule request.

Under special circumstances, SAS may reschedule games without the 7-calendar day minimum and without receiving agreement from the teams to waive the notice. I.e.: end of season game result is required.

- 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.

## 21.0 FORFEITED GAMES

- A. Teams may forfeit 1 game without financial penalty providing that notice has been given to the SAS office more than 48 hours in advance. The opposition will be awarded three points for the forfeit win with a 3-0 score line.
- B. Teams who forfeit games (i.e., do not have enough players to play, fail to produce I.D. cards, or cancel games with less than 48 hours) will be fined as follows:

- i) 1st game - \$100

Note: The fine for the first forfeited game will be waived if the team notifies the office 48 hours prior to the start of the game that they will be forfeiting.

- ii) 2nd game - \$100

- iii) 3rd game and every game thereafter - \$200

- C. If a game has been cancelled due to a team forfeit with 7 days or less until the game, then the following procedure will be followed in numerical order:
- i) An opposition will be found to play a sanctioned exhibition game against the team who did not forfeit. If an opposition is found, then neither team will be reimbursed anything at the end of the season.
  - ii) If an opposition is not found, then the non-forfeit team may use the field for practice. However, the practice is a non-sanctioned event, and any liability is assumed by the players themselves. Also, the team will not be reimbursed for any portion of their team fees.
  - iii) If the non-forfeit team does not want take advantage of the slotted time, they will be reimbursed \$50 at the end of the season.
- D. Games in which both teams forfeit, either with or without notice, shall be deemed as cancelled and not rescheduled by the association.
- E. When both teams forfeit the same game, neither team will earn a point. The game is not included in the standings at all.
- 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 46.0. FINANCIAL RESPONSIBILITY for further information)
- H. Teams will be removed from the league without refund if they meet or surpass more than 25% of their schedule with forfeits.
- I. When the field or weather are not in playing condition and the game cannot start, any team that does not have the minimum number of required players will still lose by forfeit.
- J. It is not the choice of the teams/players if a game is cancelled. Games will result as 0-0 forfeit and will not be rescheduled if both teams choose to leave.
- K. Goal Statistics for forfeited games will only be counted for the non-forfeited teams. If both teams forfeit, no goals statistics will be counted.

Games will be overturned 3-0 if the offending team originally won. If the offending team did not win, the score line will remain the same, but the goals scored by the offending team's players will be null and void.

- 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 Policy on the SAS website under section E. TEAM MISCONDUCT.
- D. The score line of an abandoned game will be decided on a case-by-case basis.
- E. The offending team's game, in the event of a win, will be overturned with a 3-0 score line.
- F. A team may appeal an Abandoned Game. See Section 19.0 General Rules & Regulation Appeals.

### 23.0      **PLAYER I.D. CARDS**

- A. It is mandatory for all players participating in the SAS league to have photo identification (ID). The preferred ID is a personalized Saskatoon Soccer player ID card. However, we will accept a Canadian Government issued photo ID, but it is the responsibility of the player if their ID is lost or stolen. Saskatoon Adult Soccer, Saskatoon Soccer Centre and the game officials do not take responsibility.
- B. Photo I.D. cards must be present at games. A picture of a Photo ID is not acceptable.
- C. Player ID cards are \$20 per card including taxes.
- D. Saskatoon Soccer player I.D. cards are made at the SAS office during regular office hours or at I.D. Card Clinics. (See 25.0 PLAYER ID CARDS section of the SAS website for more for dates and times of I.D. card clinics.)
- E. Players may submit a headshot via email accompanied by their government issued photo ID.
- F. Caution: A referee has the right to NOT accept any photo IDs that do not resemble the player submitting their player ID card or a Canadian government issued ID.  
  
Note: Saskatoon Adult Soccer player I.D. card expiration dates are no longer relevant. Player I.D. cards do not expire but they need to look like the player at the present time.
- G. The photo I.D. card must correspond with the player's registered name.
- H. 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 12.0 INELIGIBLE PLAYERS)

- I. 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.
  
- J. 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.

#### 24.0 GAME DELAYS, REQUIREMENTS, ETC.

- A. For indoor, the home team starts the game with the ball, and both teams start the game on the far side of the field from their bench.  
  
For outdoor, teams should flip a coin. In the event a coin is not used, the home team starts the game with the ball, and both teams start the game on the far side of the field from their bench.
- B. 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.

- C. 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 warmup time may also be waived if both teams are ready to play before then.

Note: It is the referee's discretion to shorten games due to weather, deteriorating field conditions or lack of daylight.

- D. Teams have 10 minutes from the scheduled game start time to have a minimum number of eligible players on the field. (See 28.0 NUMBER OF PLAYERS) Games will be shortened when delayed due to minimum number of players shortage and requirement.
- E. 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 23.0 FORFEITED GAMES)
- F. If the referee is a no-show, please see (6.0 REFEREES).
- G. Games starting late for any other reason may be rescheduled or forfeited, depending on the circumstances, and at the discretion of the SAS Office.
- H. 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.

- I. 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 23.0. FORFEITED GAMES)
- J. When weather-related issues arise while two full-field games are being played outside at the Saskatoon Sports Centre, both games may be moved inside and be played half field if the following criteria are met:
  - i) fields are available;
  - ii) participating teams agree;
  - iii) field time from the original game start time is not exceeded;
  - iv) games must reach the required 2/3 (60 minutes) completed time. (SEE Section 28.0 GAME DELAYS, REQUIREMENTS)

The indoor turf rules will apply (cards, substitutions, ball going out etc.) except the length of game will be outdoor rules at 45-minute halves. However, again, games may be reduced in time to no less than 2/3 original outdoor game length and agreement from all participating teams is required prior to the restart of the game.

Teams will also be refunded \$25 at the end of the season for the loss of a full field game.

## 25.0 DURATION OF GAME

There is no injury time, stoppage time or extra time in any of our games. Games must end at their allotted time.

### A. Indoor:

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

### B. Outdoor:

- i) All Men's/Women's/Masters Men & Women games will consist of two 45-minute halves with a maximum 5-minute half time break.
- ii) Coed games will consist of two 25-minute halves. (See 39.0. INDOOR COED SPECIFIC & 42.0 OUTDOOR CODE SPECIFIC for additional information)
- iii) Legends (Over 50) Men's & Women's games will consist of two 35-minute halves with a maximum 5-minute half time break.
- iv) Half-field Outdoor games (9 vs 9) will consist of 2-25 minutes halves with a 3-minute half-time break.

## 26.0 NUMBER OF PLAYERS

### A. Indoor Specific:

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

- i) Boarded – 6.
- ii) Turf – Men's 8; Women's 8; Master's 8.
- iii) Coed – 7. Also, there must always be at minimum 1 female out player. There is always a maximum of 3 male out players.
- iv) Legends – 6.

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

- i) Boarded – 4.
- ii) Turf – Men's 5; Women's 5; Master's 5.
- iii) Coed – 5. Also, there must always be at minimum 1 female out player. There is always a maximum of 3 male out players.

- iv) Legends – 4.

(See 37.0 INDOOR BOARDED SPECIFIC, 38.0 INDOOR TURF SPECIFIC, 39.0. INDOOR COED SPECIFIC, and 40.0 INDOOR COED MASTERS SPECIFIC for additional information)

B. Outdoor Specific:

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

- i) All games in all leagues with the exception of coed will be played 11v11 as per FIFA Laws.
- ii) Coed is played 9v9. Also, there must always be at minimum 1 female outfield player. There is always a maximum of 4 male outfield players.

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

- i) Men's, Women's, Masters Men & Women, Legends (Over 50) Men & Women – 7
- ii) Coed – 6 (See 42.0 OUTDOOR COED SPECIFIC for additional information)

## 27.0 GAME BALL

A. It is the Home Team's responsibility to provide the referee with a game ball. (See 33.0 HOME & AWAY TEAM RESPONSIBILITIES for more information)

B. Indoor Specific:

- i) 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.
- ii) 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. Outdoor Specific:

- i) SAS authorizes the use of size 5 outdoor FIFA regulated ball for all league, tournament, and playoff games. Neither low bounce balls nor indoor felt balls will be permitted.

## 28.0 GAME SHEETS

A. Game sheets are the responsibility of the teams. For every game, the teams are responsible to bring the game sheet to the game. Game sheets can be found online under each team's schedule.

For indoor, the game sheets are printed by the office. The Home Team is responsible to pick up the game sheet from admissions.

For outdoor, both teams must bring a game sheet to grass field games. Game at the centre will be printed by the office and available at admissions. Home Team can pick it up.

- B. First names, last names, and accurate jersey numbers are required and must be legible. No initials allowed.
- C. The names of players that do not participate in a game must have their names crossed out.
- D. Permit players will also need to be manually written with the permit abbreviation. (i.e., PP, GP, YP.) (See 10.0 PERMIT PLAYERS for more information)
- 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.
- F. SAS may give copies of game sheets to teams/players when requested.

## 29.0 UNIFORMS

All 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 5.0 TEAM MIDCONDUCT in Discipline Policy)

- B. The home team must change shirts if both teams are wearing the same colors (goalkeepers will be required to have an alternate jersey in the case of color conflict). The game sheets and online schedule will identify which team is Home.
- C. SAS has supplied the league with bibs. They will be located in the admission booth at the Henk Ruys Soccer Centre and the Saskatoon 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.



- F. SAS may refuse team names/team apparel containing offensive, abusive, or obscene language or images.

### 3 0 .0      **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 & KNEE BRACES

A player may not use equipment or wear anything that is dangerous. It further states that non-dangerous protective equipment is permitted as long as it has the sole purpose of protecting the individual physically providing that it poses no danger to the individual or any other player.

Modern protective equipment made of soft, lightweight, padded materials are not considered dangerous and are therefore permitted.

Hard casts are considered to pose a danger to both the wearer and other players and are not permitted to be worn. The practice of padding a hard cast does not reduce the element of danger.

Players wearing a soft cast will be permitted to play if the cast does not present a danger to the individual or any other player.

The referee or Supervisor of Officials (if one has been appointed to the match/tournament) will make the final decision as to the acceptability of any cast.

Any player who uses a cast with the intent to intimidate or injure an opponent shall be sent off.

#### B.   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.

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.

#### C.   Medic Alert

If a player wears a Medic Alert bracelet, they must make sure that it is covered by a soft material while playing.

### 3 1 .0      **HOME & AWAY TEAM RESPONSIBILITIES**

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

- A. Provide the referee with game ball(s). (See 29.0 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 31.0 UNIFORMS for additional information)
- C. The team contacts from each team must verify and sign the game sheet at the conclusion of the game. (See 30.0 GAME SHEETS for additional information)
- D. See 43.0 OUTDOOR SPECIFIC (NON-COED) for details on Field/Equipment box keys, flags, nets, etc.

### 32.0 MISCELLANEOUS

- A. NO SMOKING is permitted at any soccer fields or viewing areas in accordance with the City of Saskatoon Bylaw No. 8286. There is also No Smoking at the Saskatoon Sports Centre and Kinsmen/Henk Ruys Soccer Centre.
- B. NO ALCOHOL/DRUGS allowed in the Saskatoon Kinsmen/Henk Ruys Soccer Centre or the Saskatoon 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. Players may be required to show their ID cards to the Admissions staff to prove that they are entering the Soccer Centre facilities in order to participate in the SAS league. All spectators are required to pay admission.
- E. NO PRACTICES OR UNSCHEDULED EXHIBITION GAMES ALLOWED at any outdoor fields designated for SAS league play or Cup games. (See 36.0 FIELD LOCATIONS)
- F. No Metal Cleats Allowed according to all FIFA Laws regarding the Players Equipment. The Saskatoon Soccer Centre Inc. reserves the right to impose sanctions on players using metal cleats on their facility fields.
- G. Indoor Specific:
  - i) 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.

### 33.0 SOCCER CENTRE SPITTING POLICY

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

- i) 1st Offence: Ejection from the game without further suspension
- ii) 2nd Offence: 2 game suspensions
- iii) 3rd Offence: At the discretion of the Discipline Administrator

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

For information regarding the penalties for "Spitting at Another Player/Official" see Schedule A of the Discipline Policy.

### 34.0 FIELD LOCATIONS

#### A. Indoor Specific:

- i) Saskatoon Kinsmen / Henk Ruys Soccer Centre

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:

- a. Original Joe's Field: North West field, 1st on your left when you enter.
- b. Cliff Wright Field: North East field, 2nd on your left when you enter.
- c. Uptown Orthodontics: South West field, 1st on your right when you enter.
- d. Mark Tennant Field: South East field, 2nd on your right when you enter.

All fields are appropriately marked inside the Soccer Centre.

- ii) All Turf SAS indoor games will take place at the Saskatoon Sports Centre located at 150 Nelson Road. The Saskatoon Sports Centre is located just east of St. Joseph High School.
  - a. Kavia Autobody: North half of the full field
  - b. Trail Appliances: South half of the full field
  - c. Sherwood Chevrolet: West quarter turf field

#### B. Outdoor Specific:

Maps to fields are available on our website at [www.saskatoonadultsoccer.com](http://www.saskatoonadultsoccer.com).

- i) Forest Park Sr. 4 & 5: Nelson Road (Field 4 closer to St. Joe's, Field 5 closer to Lowe Road)
- ii) Indoor Turf: 150 Nelson Road at Saskatoon Sports Centre

- iii) Kinsmen (STSC East Turf): Artificial Turf Field Nelson Road (Saskatoon Sports Centre East Field)
- iv) Newsham 3 (Old Newsham W) 31st Street & Avenue V (1<sup>st</sup> field when entering Newsham)
- v) Newsham 4 (Old Newsham E) 31st Street & Avenue V (2<sup>nd</sup> field when entering Newsham)
- vi) West Field (STSC West Turf) Artificial Turf Field Nelson Road (Saskatoon Sports Centre West Field)
- vii) Umea 4 (Old Umea East): Pinehouse Drive (behind Henk Ruys) furthest from Soccer Centre
- viii) Umea 5 (Old Umea West): Pinehouse Drive (behind Soccer Centre) closest to Soccer Centre
- ix) Umea 6 (Old Umea South): Pinehouse Drive (South East of Soccer Centre, South of Umea 4, 5)
- x) Umea Vast 5 (Old Umea Vast) North of Lawson Heights Mall on Primrose Drive (inside fence)

### 3.5.0 INDOOR 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 21.0 SUBSTITUTIONS for additional information.)
- ii) Players may substitute on specifically to take a penalty kick.

#### F. FREE KICKS

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 39.0 INDOOR COED SPECIFIC for details pertaining to Penalty Kicks in Coed.)

#### H. PENALTIES

- i) See J. CARD VIOLATIONS below for details regarding penalties.
- ii) See 35.0 SOCCER CENTRE SPITTING POLICY for details regarding this specific penalty.

- iii) The time on the penalty clock will start when the game restarts.
- iv) For indoor boarded, when Team Personnel receive a yellow or red card, the team will not play shorthanded.

## 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.

- i) 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.

- ii) 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 vi) and vii) are not met.

- iii) 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.

- iv) A time penalty begins to expire once the play has resumed after the foul.
- v) 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.
- vi) 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 i) 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.
- vii) For any subsequent time, penalties (4 or more) the same ruling as vi) 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 i) 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.

viii) YELLOW CARD SCENARIOS

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

- a. 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.
- b. 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.
- c. 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.

- d. 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.
- e. 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.
- f. 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.
- g. When a Goalkeeper receives a yellow card, the penalty is to be served by the Goalkeeper. A player from either the bench or field must take the place of the Goalkeeper. 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 Goalkeeper.

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

#### ix) 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:

- a. 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.
- b. 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.
- c. 1 Red Card to 3 players on the same team = Any players(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.



- d. 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.
- e. 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.

x) RED AND YELLOW CARD SCENARIOS

- a. 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.

xi) GENERAL RULES TO CARD VIOLATIONS

- a. 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.
- b. 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.

### 36.0 INDOOR TURF SPECIFIC

#### A. NUMBER OF PLAYERS

- i) Men's Turf games are played 8v8 including the goalkeeper. (7 out, 1 keeper)
- ii) Master's Turf games are played 8v8 including the goalkeeper. (7 out, 1 keeper)
- iii) Women's Turf games are played 8v8 including the goalkeeper. (7 out, 1 keeper)
- iv) The minimum number of players for Men's, Women's and Men's Masters Turf games is 5.

## B. SLIDE TACKLING

- i) Slide tackling is permitted in turf games.
- ii) Slide tackling is not permitted in Legends games.

## C. OUT OF BOUNDS

- i) Any restart of play after the ball has been ruled as out of bounds will take place at the point of where the ball went out.

## D. OFFSIDE

- i) Offsides will not be called in the turf league.

## E. 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.

## F. SUBSTITUTIONS

- i) SAS allows 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.

## G. PENALTIES

- i) Cards received in the Turf games follow procedures outlined in FIFA laws of the game.
- ii) See 35.0 SOCCER CENTRE SPITTING POLICY for details regarding this specific penalty.

## H. 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 Saskatoon Soccer Centre Inc. reserves the right to impose sanctions on players using metal cleats on their facility fields.

### 37.0 INDOOR 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) Boarded
  - a. 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.
  - b. The netting is considered live unless the ball hits the netting and railing as well.
  - c. The gathered netting in the referee box is considered out of bounds.
  - d. 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.
- ii) Turf
  - a. Any restart of play after the ball has been ruled as out of bounds will take place at the point of where the ball went out.

#### 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 21.0 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 37.0 INDOOR 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 37.0 INDOOR BOARDED SPECIFIC H. CARD VIOLATIONS for details regarding penalties.
- ii) See 35.0 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 44.0. For full SYS Player details and the Permit section for SAS permitting.)

## 38.0 INDOOR COED MASTER 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 master games are played with 6 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. AGE ELIGIBILITY

- i) Men: 35 years of age or older (as of Birthdate)
- ii) Women: 30 years of age or older (as of Birthdate)

#### C. OUT OF BOUNDS

- i) Boarded
  - a. 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.
  - b. The netting is considered live unless the ball hits the netting and railing as well.
  - c. The gathered netting in the referee box is considered out of bounds.
  - d. 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.
- ii) Turf
  - a. Any restart of play after the ball has been ruled as out of bounds will take place at the point of where the ball went out.

#### D. 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.

## E. COED ADDITIONAL GAME PROCEDURES

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

## F. YOUTH PERMITS

Youth permits are not allowed in the coed league.

## G. COED CHAMPIONSHIP

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

- i) Previous Head-to-Head Match Results: The team with the most points (3 for a win, 1 for a tie) in the matches between the tied teams shall be awarded the higher position.
- ii) Goal Difference between 2 or more tied teams: Goal difference shall be calculated by using the full result of the game sheets, 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.

- i) Team with Least Games Lost
- ii) Team with Least Red cards
- iii) Team with Least Yellow cards
- iv) Coin Toss

## 39.0 OUTDOOR SPECIFIC (NON-COED)

### I. HALF FIELD GAMES

Half field games follow the Indoor Turf rules.

## II. FULL FIELD GAMES

### A. NUMBER OF PLAYERS

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

### B. SLIDE TACKLING

- i) Slide tackling is permitted at referee discretion for all leagues with the exception of Masters Women. Slide tackling is prohibited from the Masters Women league and any games involving Masters Women's teams, and a yellow card will be given for any slide-tackles.
- ii) Slide tackling is not permitted in Legends games.

### C. SUBSTITUTIONS

- i) Teams may use an unlimited number of substitutions throughout the game but only a maximum of three (3) can be made at one time, during stoppage of play, and must have the official's approval.

### D. OUT OF BOUNDS

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

### E. EQUIPMENT BOXES

- i) Each team is required put up and takedown 1 net and 2 corner flags. The home team ensures that this task is completed. If the Visitor team fails to put equipment away, please notify the office.
- ii) It is mandatory that all flags be put away after the last game of an evening. If a team does not put away their flags, they will be fined the following:
  - a. First Offense No fine; warning
  - b. Second Offense \$50
  - c. Third Offense \$150
- iii) If any equipment (nets, corner flags, net anchors) is damaged or missing please notify the office to ensure that it is replaced and fixed.
- iv) Close and lock the equipment boxes.



## F. FIELD KEYS

- i) Each team will be required to pick up a set of keys from the SAS office. Keys are available for pickup after Final Alignment has been released during office hours and in the evenings where office hours have been extended.
- ii) A cheque post-dated to September 1 of \$50.00, per key, will be required as bond. Teams must pick up at least one key but have the option to pick-up a single key and deposit \$50.00 or a set of two (2) keys and deposit \$100. The cheque will be returned if the keys are returned. The deadline to return keys is five (5) business days after the outdoor Playoff Finals.
- iii) The team contact WILL be held responsible for the keys.
- iv) It is mandatory that someone from each team pick up an equipment box key. Teams that do not pick up their keys by the specified deadline will have their games forfeit until they acquire a key.

Note: The specific date can be found on in the Dates & Deadlines section of the outdoor information. The bond will be deposited the day after the key deadline for any unreturned keys.

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

### B. SLIDE TACKLING

- i) Slide tackling is not permitted in coed games.
- ii) A player deemed guilty of a slide tackle will be issued the minimum of a yellow card. If the infringement is deemed serious enough, the player will receive a red card.
- iii) Goalkeepers are allowed to tackle in a hands first/headfirst manner but are not permitted to slide tackle feet first.

- iv) Players are permitted to slide during coed games provided it is not for the purpose of a tackle nor attempting to dispossess an opposing player of the ball.
- v) Slide tackles are at the discretion of the referee.

#### C. SUBSTITUTIONS

- i) SAS allows 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.

#### D. OUT OF BOUNDS

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

#### E. COED ADDITIONAL GAME PROCEDURES

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

#### F. YOUTH PERMITS

Youth permits are not allowed in the coed league.

#### G. COED CHAMPIONSHIP

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

- i) Previous Head-to-Head Match Results: The team with the most points (3 for a win,1 for a tie) in the matches between the tied teams shall be awarded the higher position.
- ii) Goal Difference between 2 or more tied teams: Goal difference shall be calculated by using the full result of the game sheets, 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.

- i) Team with Least Games Lost
- ii) Team with Least Red cards
- iii) Team with Least Yellow cards
- iv) Coin Toss

#### 4.1.0 PROVINCIAL SPECIFIC

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

<http://www.sasksoccer.com/>

##### A. Saskatchewan Open Cup (SOC) and Representative Teams

- i) The Open Cup is a Saskatchewan Soccer Association tournament whose champion represents Saskatchewan in the Challenge Trophy (Men's) and Jubilee Trophy (Women's) at Canada's amateur premier competition (Nationals) each October.
- ii) Teams wishing to enter the SOC may apply to take part in the competition as a representative team.
  - a. Players must be added to the league roster prior to the CSA/SSA stated deadline, and the SAS player registration/transfer deadline.

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

- iii) Representative teams will exist as members of SAS but are not required to be a team in our leagues.
- iv) Representative teams can be comprised of any player registered with SAS.

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

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

- b. Players must be added to the Open Cup roster prior to the CSA/SSA stated deadline, and the SAS player registration/transfer deadline. Note: Our SAS deadline may differ from the CSA/SSA deadline so be sure to comply with both.
- c. Players named to a Representative team's roster are allowed to permit to their former SAS league team.
- d. Players that will not proceed to Nationals are able to transfer back to their original team after the Open Cup tournament despite having passed the SAS transfer/registration deadline. This exception is made for players attending provincials only.
- v) Representative Teams must comply with all SSA Rules and Regulations regarding the SOC tournament.
- vi) Rosters, rules and regulations for the SOC are governed by Sask Soccer.
  - a. Player transfer forms from other provinces go directly to SSA. Inner- provincial transfer forms may be sent directly to SAS as per SSA website direction.

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

#### B. Soccer for Life (S4L) and Saskatoon Adult Soccer Teams

### FOR OUTDOOR 2024, TEAMS ENTERING THE SASK CUP MAY FOLLOW RULE A: REPRESENTATIVE TEAMS.

- i) The Soccer for Life Senior Provincial Championships is a Saskatchewan Soccer Association tournament. The champion of the Masters Men's/Women's will represent Saskatchewan at Western Masters each September.
- ii) Teams wishing to enter S4L must be a registered team with SAS. Guest players are allowed as per Saskatchewan Soccer Association rules.
  - a. Players who transfer to a team that has entered S4L are able to permit to their original team.
  - b. Players that will not proceed to Westerns are able to transfer back to their original team after the S4L tournament despite having passed the SAS

transfer/registration deadline. This exception is made for players attending provincials only.

- c. Players released/transferred may not return to a roster from which they were released/transferred to provide room for provincials. See 9.0 Transfer / Release section.
- iii) Rosters, rules and regulations for S4L are governed by Sask Soccer.
  - a. Player Transfer forms from other provinces go directly to SSA; inner- provincial transfer forms are sent directly to SAS as per the SSA website.
- iv) If a player is on a Men's/Women's team and a Masters Men/Women's team, and one of either teams enter Men's/Women's Soccer for Life Provincials, the player does not have to be released from the other team. However, if the team enters Master's Soccer for Life Provincials then the player must be released from the Men's/Women's team as a player cannot be on another roster if there is the opportunity for the Masters Men's/Women's team to play at a CSA championship. I.e.: Westerns.

Players may return to their Men's/Women's team if the Masters team did not win Masters Soccer for Life Provincials despite being passed the registration/transfer deadline.

Note: Said player does not have to be released from a coed roster.

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

#### 4.2.0      **SYS PLAYER SPECIFIC**

- A. Saskatoon Youth Soccer (SYS) players must register with SAS upon the completion of the SYS season in order to play in our league. Playoff Registration deadline applies. Regular Individual Player Registration fees apply.
- B. Permits are only allowed while the SYS season is in effect.
- C. SYS players may transfer to SAS in the middle of the SYS season. A transfer form is required and can be found on the Sask Soccer website and submitted to the association the participant was originally registered for clarification of good standing and to be released.
- D. If a player does register a second time with either SAS or SYS after already being registered with the other (in the same season), said player's secondary registration is null and void, and the player is considered ineligible on the secondary team.
- E. Youth permits are not allowed in the coed league.

#### 4.3.0      **PROVINCIAL SOCCER LEAGUE (PSL)**

- A. PSL players must register with SAS upon the completion of the PSL season in order to play in our league. Playoff Registration deadline applies. Regular Individual Player Registration fees apply.

- B. Permits are allowed while the PSL season is in effect if they are registered players of SYS.
- C. PSL players may transfer to SAS in the middle of the PSL season. A transfer form is required and can be found on the Sask Soccer website and submitted to the association the participant was originally registered for clarification of good standing and to be released.
- D. If a player does register a second time with either SAS or PSL after already being registered with the other (in the same season), said player's secondary registration is null and void, and the player is considered ineligible on the secondary team.
- E. Youth permits are not allowed in the coed league.

#### 4.4.0 FINANCIAL RESPONSIBILITY

- A. Fines must be paid within 2 weeks 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 Blacklist.
- 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.
- 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. Team fees may be split into instalments, but conditions apply:

- i) A \$110 fee will be processed and immediately added to a team registration if an instalment is late.
- ii) If an instalment (plus late fee) is not paid within five (5) business days of the deadline, all games will be forfeited until payment is made, up to ten (10) business days.
- iii) Teams will be removed from the league if full instalment payment (plus any additional fines or penalties) are not paid within ten (10) business days of the deadline.

I. 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.

J. Any team that is late in submitting their team fees and/or registration form must also pay a late fee of \$110 (including taxes) per day in order to be accepted. No exceptions. Teams will not be considered otherwise.

K. Team Withdrawal Penalties/Refund Policy

Withdrawal penalties will not be charged to teams that withdraw their team registration by the registration deadline. The following penalties will be in effect if a team withdraws from the SAS league after the registration deadline:

- 1 - 2 calendar days after Registration deadline \$100
- 3 - 7 calendar days after Registration deadline \$500
- 8 - 21 calendar days after Registration deadline 50% Total Fees\*
- 22 - 28 days after Registration deadline 75% Total Fees\*
- 29 days or more after registration 100% Total Fees\*

\* If not all instalments or full team fees were originally paid, the outstanding fees will be disbursed among the players listed on the roster and include the team contact if they are not a player. Participants will be blacklisted until payment is received. The Individual Player Registration fee will not be refunded.

A day is considered complete at 5pm of the business day. Any withdrawals received after 5pm will be considered the next day. I.e.: Thursday at 5:01pm is considered Friday. Friday at 5:00pm - Sunday at 11:59pm is considered Monday.

L. Any teams requesting to have their team fees payment/deposit delayed is required to pay a \$25 administration fee. The fee must be sent via e-transfer is required one week prior to the deposit date,

and with the Delayed Payment Request form. The payment is due on the 10th business day after the scheduled date. A second hold is permitted. A second administration fee is required.

#### 4 5 .0 DEFINITIONS

- A. Good standing is defined as being on good terms with our association and the other Member Organizations within Saskatchewan Soccer and Canada Soccer. Those terms include financial and disciplinary. A player can be in good standing while serving a minor suspension. Minor suspensions include all suspensions except violent conduct and being blacklisted.

#### 4 6 .0 CONTACT INFORMATION

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

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

Our phone number: (306) 975-3427

Our email address: [info@saskatoonadultsoccer.com](mailto:info@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: <http://saskatoonadultsoccer.com> to find all schedules, standings, goal stats, news, alerts, board member information etc.

**GOOD LUCK, STAY SAFE & HAVE A GREAT SEASON!**