



Men's Over 35 Soccer Official Rules

Objectives

To provide competitive and recreational soccer leagues in a family environment.

The CSL will play all games according to the official FIFA laws with the following amendments:

Eligibility

1. All teams must complete an official roster prior to the start of the season.
2. All teams must have all League fees paid prior to the start of each season (\$225).
3. All teams must post a \$60.00 refundable performance bond prior to the start of each season, which is returned at the end of the season, upon compliance with below bylaws.
4. All players must join US Soccer through SCASA (\$25) and The City of Charleston (\$30 non-resident fee).
5. A player may **NOT** play on two teams.
6. All players must be 35 years old or older. 1 player 30 or older may be rostered.
7. All players must pay for their red card (\$25) and also serve their respective suspension. Suspended players are not allowed to be at the games.
8. Certified Affinity roster with pictures must be presented to the official at check in. NO ROSTER NO PLAY.

Players: Each team will consist of Seven (7) field players and one (1) goalkeeper. Teams must have minimum of (5) players to begin a match.

*****Only players listed on the Certified Roster are eligible to play.*****

If an ineligible player participates, all games he was a part of will be forfeited and he will be charged \$25 per game. In addition, the captain or player who completed the check-in process will also be suspended from the next match **and will lose half of their performance bond.** Ineligible participation during the post-season will expel the entire team from further play.

Roster

A team may carry a maximum of sixteen (16) eligible players on the official roster. In special circumstances additional players may be carried on a team roster (i.e. police, firemen, or military). See the League Commissioner for details. **Official rosters are frozen as of March 7th.** Only players listed on the official roster may sit on the team bench.

Roster Transfer

Once a player, listed on an official roster, has played a minimum of one (1) game with that team, he cannot "switch" teams, unless he applies with the League Commissioner, for a transfer. Players may only request one (1) transfer per season and the following applies: the player must sit out for three (3) League games for his new team OR pay a \$50.00 transfer fee. The roster frozen deadline does not apply to transfers.

Uniform Policy

All teams are required to be in complete matching uniforms (shirts, shorts, socks) with numbers. Matching uniforms will be strictly enforced. Teams must meet all uniform requirements in order to play. Numbers must be at least 4 inches tall and professionally applied to the shirt (no tape, magic marker, etc.) The

goalkeeper must wear a different color uniform than the rest of his/her team and the opposing team. All players **MUST** wear manufactured soccer shin guards. **Any player attempting to play with other than manufactured shinguards will be issued a straight red card.** Shin guards must be worn under the socks. If the primary jersey colors are similar, the home team must change (#'s not required on back up jerseys).

NO JEWELRY. If you are caught with jewelry, you will be removed from the field of play and will not be permitted back on until jewelry has been properly removed or covered within safety regulations.

Equipment

The Home Team must provide (2) size 5 game balls. The required game ball must meet FIFA guidelines

Coaches/Team Captains

The coach or team captain:

- Is the official representative of their team and the liaison to League officials.
- Is responsible for ensuring that his team is in compliance with all League by-laws.
- Is responsible for his team's conduct prior to, during and after a game while @ any CSL game facility, owned or leased by the City of Charleston. This includes each team's fans.
- Is responsible for ensuring that all players on the official roster are eligible to play in the league/post-season tournament.
- Is responsible for turning in the game day roster to the official referee, ten (10) minutes prior to each game.
- Is the only member of a team who may initiate the protest of a game.

Forfeits

1. After 5 minutes past the original game time, the in-compliant team must forfeit.

2. The clock starts at game time.

3. At least 5 eligible players must be ready at game time to avoid forfeit.

Teams must be completely ready to play at game time; properly dressed/equipped, proper uniforms, ref fees paid, and a Certified Roster given to the referee. If a team is not ready at game time for 2 instances, the team is automatically withdrawn from playoff contention.

1st forfeit = lose half of your performance bond.

2nd forfeit = lose entirety of your performance bond, and eliminated from post-season. After the second forfeit team must repost bond (\$30) or will be removed from remainder of the schedule.

In addition, any team expelled from the League due to excessive forfeits, shall not be permitted to rejoin the League for a period of no less than six (6) months.

If a team must forfeit in advance, the captain may request rescheduling. The request must be in writing to the CSL Commissioner five (5) days prior to the scheduled game. The CSL Commissioner has the sole discretion on advance forfeits and/or rescheduled games. If game is unable to be rescheduled the game will be forfeited and team will forfeit half their bond.

Players Code of Conduct

The CSL Commissioner shall have full authority to take any action necessary for player or team misconduct. If more than the minimum CSL punishment is being considered, all players / teams have the right to a hearing concerning misconduct. Any appeal of the decision of the CSL Commissioner will be heard by the Athletic Superintendent.

Any player that is ejected from a game (receives a Red Card) must pay a minimum \$25.00 Red card fine and serve a (minimum) one game suspension before they are allowed to play their next game. While serving the suspension the player may not be present at the field.

The fee will be tiered where minor language, double yellow cards, and other “soft” red cards will be the minimum \$25 and one game suspension. All other red cards are subject to the decisions of the CSL Commissioner. The CSL Commissioner shall determine “soft” red cards vs. all other red cards.

Players who receive three red cards with-in the same season will be suspended for the rest of the season or until they attend the next available entry level referee clinic.

If a suspension occurs during the last game of the regular season, the suspension will carry over to any post-season play. If suspension occurs during team’s last post-season game, the suspension will carry over to the next season the player participates in. **If a player plays a game without completing their suspension AND paying the \$25 reinstatement fee, that player is ineligible, and all games in which the player participated will be forfeited until both provisions have been completed.**

Any player or coach/captain ejected for any reason must leave the property immediately. **Play will not restart until the player has left the facility.** Any ejected participant who refuses to leave will cause a forfeit for his team and will be suspended for an additional 2 games. In addition, that player will be subjected to the decisions of the CSL Commissioner concerning misconduct. **If a game is terminated due to a team’s misconduct, that team will be responsible for paying the ref fees for the entire match.**

****Any player or coach/captain recorded or ejected from a game due to any type of violent conduct will be warranted a minimum (2) game suspension, with the possibility of additional games upon review of incident.****

Any team that clears the benches for a fight, argument, or brawl, will immediately be suspended from further play and subjected to the decisions of the CSL Commissioner concerning misconduct. The CSL staff and employees of the Recreation Department reserve the right to ask any spectator(s) to leave the facility and property.

FOUL LANGUAGE **(to include derogatory and bigoted statements and name calling), BADGERING, THREATS, OR ANY OTHER ABUSIVE ACTIONS TOWARDS REFEREES, LEAGUE OFFICIALS, OR ANY OTHER PLAYERS OR COACHES/CAPTAINS WILL NOT BE TOLERATED.**

Players ejected for *foul, abusive & insulting language*, specifically the “F-word” and derogatory/bigoted remarks, will be suspended for a minimum one (1) game. Players ejected for *foul, abusive & insulting language*, specifically the “F-word” or/and derogatory/bigoted remarks directed towards an official will be suspended for a minimum of two (2) games. **Players who use foul, abusive, or insulting language or any other abusive actions towards staff, refs, or other players AFTER an ejection will be suspended for an ADDITIONAL 2 games.**

The CSL wants all foul and abusive language eliminated. The intent of this rule is to keep our League a family oriented League. The rule is not to penalize a player for swearing quietly or under his breath (unless directed at an opponent or referee), but to keep the fans from vulgarity and increase the value of the League’s reputation.

Advice to Referees:

The CSL wants the F-word eliminated and harshly penalized. The intent of this rule is to keep our League a family oriented League. The rule is not to penalize a player for swearing quietly or under his breath (unless directed at an opponent or referee), but to keep the fans from vulgarity and increase the value of the League’s reputation. Please penalize the F-word for the following infractions ONLY:

- Any player / coach who uses the F-word as a “bomb”, meaning very loud and heard by everyone at and around the field. Example: Player takes a shot, misses and loudly screams, F!
- Any player / coach who directs the F-word at a teammate or opponent. Example: I’m going to F-ing get you!
- Any player / coach who directs the F-word at any match referee. Example: You’re F-ing crazy!

Penalty Points:

The CSL uses a penalty point system for player and team misconduct. Player points accumulate as both player *and* team penalty points. It shall be as follows:

Player Points:

Yellow Card = 4 points. Once a player reaches 12 points (3 yellow cards), he is suspended for the next match. There is no fine.

Red Card = 12 points. Once a player receives 36 points, he is suspended for the season

Team Points= Once a team reaches 60 points, the captain must meet with the CSL Commissioner prior to their next game.

Protests

The referees present on the field shall handle grievances. Protests of decisions by referees are to be made in typed format only. The protest must be filed within 24 hours of the game in question ending. Protests can only be made by the captain listed on the official roster and shall be accompanied by a \$50.00 protest fee. The \$50.00 protest fee must be certified check or money order. Teams may not appeal any judgment call, only rule interpretation or player eligibility. If the protest is upheld, the protest fee will be returned.

Playoffs / Awards

The final regular season standings will determine regular season champions and seeding's for the playoffs. The top 4 teams will play for the Competitive Playoffs, and the next 4 teams will play for the Recreational Playoffs. The bottom 2 teams in the standings will be eliminated from playoffs.

Tie Breaker: 1) head to head play 2) goal differential 3) goals allowed 4) coin toss

Awards: The regular season champions will receive a plaque. Team and individual awards will go to the winners of the playoffs. Team awards will go to the runners-up.

Point System

- Win = 3 points
- Tie = 1 point
- Loss = 0 points

Inclement Weather

- If the CSL office has NOT contacted your team by 4:00 pm for weeknight games and 11:30 for Sunday games, then your team is required to show up at their scheduled field at the scheduled time. Failure to do so will result in a forfeit. Referees, City Officials, and CSL staff may determine the fields unplayable at any time. **Lightning/Thunder:** If lightning is seen or thunder is heard during a game, play is stopped and can resume after 30 minutes have passed. If play is stopped, everyone MUST get off the fields and proceed to a vehicle or shelter. Should a match's progress be terminated due to weather conditions after one half has been completed, the match will be considered official and the score at the time will stand. Please join Rainedout.com for alerts on weather cancellations. Text **ASMENS to 84483 to receive AS Men's Soccer alerts from City of Charleston Recreation.**

Match Termination: A match is considered official if one half has been completed. Should a match be terminated for any reason other than inclement weather or poor field conditions, the CSL Commissioner will review the referee's report and any other information available in order to render a decision. **If a game is terminated due to a team's misconduct, that team will forfeit a minimum of half their bond and be subjected to further discipline up to and including removal from the league. No refund of either the fee or bond will be given if removed from the league.**

Officials: There will be one (1) referee for each regular season game and playoff games. The CSL reserves the right to add 2nd official as needed. Referee's match fee is \$30 per match. Each team is responsible for paying the referees ½ of the match fee (\$15) prior to the start of the game. Cash only.

Match Reports: The referee **must** fill out an Official USSF Referee Report on SCREFEREE.ORG if there are any red cards given during the game. If there are any unusual incidents (team A was late, lights on pole #1 out, injuries etc.), please add it to the comments in Arbiter. Referees are required by SCASA policy to report any player who does not have a valid player pass.

If there is a Red Card in the match, please notify the Assignor and CSL Commissioner the next day.

Length of Games

- (2) Thirty-minute (30) minute halves and a (5) minute halftime.
- No overtime in the regular season games.

Playoff overtime:

- (2) five-minute (5) golden goal periods. If the game is still tied, then penalty kicks from the mark shall determine the winner.

Three-line violation: A player is guilty of a three-line violation when he passes the ball across three lines in the air towards the opponent's goal line, without it touching or having been played by another player. Penalty: IFK from the point where the ball crossed the first line.

Fouls/ free Kicks: All direct and indirect fouls apply. Opposing players must be at least 5 yards from the ball. Once the ball is stationary, the kicker will have 5 seconds to play the ball after being signaled to do so by the referee. Penalty: IFK

Penalty Kick: A PK shall be taken from the penalty mark [24 feet (8 yards) from the goal line]. All players except the kicker and opposing goalkeeper must be outside the penalty area, at least 5 yards from and behind the ball.

Throw-In: The 5 second rule and the 3 line violations also apply for throw-ins. The opposing team will regain possession of the ball after a 5 second infraction.

Goal Kick: Same as full sided matches and: the 5-second rule DOES NOT apply, while the 3-line violation is in effect.

Corner Kick: Same as full-sided matches and the 5-second rule applies. Opposing players must be at least 5 yards from the ball.

Goal Keeper Restrictions: All FIFA Laws will apply with the following exceptions: 1) Once the GK has possession of the ball, he has 5 seconds in which to put the ball back into play. Penalty: IFK. 2) The GK may not throw, punt or dropkick the ball on the fly over 3 lines.

Substitutions:

Substitutions will be conducted in accordance with FIFA Laws. Substitutions can occur at any stoppage with the referee's permission. Individuals players MAY be substituted upon receiving a caution. During an injury, the injured player may be substituted for or the team can play down a man until the player is ready to continue. Any substitutions for either team may enter the game at an injury timeout as long as they reported at midfield prior to the injury occurring.

Misc. Rules:

Teams and spectators must be on opposite sides of the field. Both teams' benches must be on the same side of the field.

Alcohol/Drug Policy: Alcohol and drugs are strictly prohibited before, during or after any CSL match, at any CSL field. Coaches are responsible for their players and fans. Any team (including fans) caught with alcohol or drugs on CSL property will be removed from the schedule and forfeit their remaining games and all monies paid, including the performance bond. In addition, no refunds will be given to the team or players, which violate this policy.

Tobacco and tobacco related products are not allowed at any CSL game/ practice facility.

No player, coach, captain, spectator, or official under the influence of alcohol or drugs will be allowed to participate in any CSL game. The Charleston Police Department **WILL BE NOTIFIED.**

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