

# RULES

## SANTA FE ADULT SOCCER LEAGUE RULES AND REGULATIONS

### 2019 SEASON

1. A plea of ignorance regarding the Rules and Regulations shall not constitute a defense for any sanctions imposed pursuant to the Rules and Regulations.
2. The Santa Fe Adult Soccer League adopts the Laws of FIFA, USSF, and the New Mexico State Soccer Association (NMSSA) rules, including the USSF Administrative Rules, except as they are modified herein. Copies of these laws are available at the Santa Fe Adult Soccer League office at 2213 Brothers Road, Santa Fe, NM 87505 or on the League Web Site at [www.sfasl.org](http://www.sfasl.org).
3. Only members in good standing shall be permitted to play in League competition under the auspices of the Santa Fe Adult Soccer League. A team which knowingly uses unregistered players, underage players, or registered players not in good standing shall automatically forfeit all games in which said player has participated, and further action may be taken by the Appeals & Disciplinary Committee (A&D). In addition, in all cases in which an unregistered player, or a player not in good standing has participated in League play, the Team Representative, and the unregistered player shall be suspended from any League activity for a full calendar year. Such League activity shall include coaching and serving as a team Representative or Board member.
4. All team and players associated with the League shall honor any and all orders of suspension issued by the Albuquerque Soccer League, Albuquerque Women's Soccer League, NMSSA, and any affiliates of the before-mentioned organizations.

5. Amendments to the Rules and Regulations may be made in accordance to the Santa Fe Adult Soccer League By-Laws.

6. Captain's meetings are mandatory. Notice of all meetings will be sent to each captain at least seven days prior to the scheduled meeting date.

7. If any League equipment such as nets, corner flags, balls, etc., are issued to a team, that Team Representative shall sign a receipt for the equipment and the Team shall assume complete responsibility for the equipment until it is returned and the receipt is voided.

8. The Santa Fe Adult Soccer League consists of: Coed A and B Leagues, Women's League, Open League, Over 48 League and Over 55 League. Scrimmage play may also be offered by SFASL.

Updated June 2014

#### Registration

9. All players MUST obtain a Santa Fe Adult Soccer League Annual Membership and carry identification cards to all League events to be presented upon demand by a Board Member, Designated Club Official or a referee.

10. Player registration MUST be completed prior to a player participating in League- sanctioned activity. Fully completed registration MUST be completed online 24 hours prior to the first game in which the player desires to play. Registration includes:

- a. Complete registrations must be filled out on line at [www.sfasl.org](http://www.sfasl.org),
- b. Electronically signed acknowledgement of the liability release and waiver,
- c. Payment of the membership & player registration fee via credit card on the website.

Following the acceptance of the registration materials by the League VP, the players name will be added to the appropriate team roster. In order to play for a team in any league the players name MUST appear on the game roster and the individual must bring a valid photo ID showing their date of birth and their Membership Card or be on an official roster. Photo id's scanned on to an electronic device (phone) are acceptable. If none is available, the player shall notify the league VP in advance and alternate forms of ID shall be provided, i.e. an SFASL issued photo ID in order to play.

11. Neither players nor referees may add a player to the game roster. The team captain or designated representatives are responsible to present the referee with a game roster for check in of all players that will be playing in the game. No substitution to the game roster will be accepted after play has started. All ID's must agree with the game roster. Switching/sharing of jerseys is not allowed and will be seen as a violation of the rules. The game will be forfeited by the team caught switching jerseys.

12. If a team disbands or forfeits three or more sanctioned League games during the playing season, all fees paid to the League by the team and its members shall be automatically forfeited and the League shall retain the fees. The team so forfeiting automatically waives any right to return of such fees. Also any team (and all members of that team) forfeiting three or more games during the season will not be allowed to play in the League for the remainder of the season.

13. No team or its registered players shall be allowed to play in the League unless the team's membership status is active and in good standing, including payment of all fees and fines. The President shall send written notice to any team whose active membership status is in jeopardy. Such

notice shall be sent by e-mail to the last address used to register the team (or player) and shall constitute valid notice even if refused or undeliverable.

14. Any player who practices or plays while associated with the League assumes all risk for possible injury to his/her person or property and agrees to indemnify the League for all damages or costs suffered by the League. This is a condition of League membership.

15. Any team playing teams under the jurisdiction of other sanctioned Leagues must secure permission from the Board to play such games. Any team playing National Challenge Cup, State Cup, or play in tournaments sanctioned by NMSSA and/or the League shall be automatically assumed to have received permission via the tournament registration process.

16. Guest player policies vary by league. Please refer to the specific rules for each league regarding Guest Players.

#### Player Transfers

17. The submittal and acceptance of a fully completed player registration form binds that player to that team for the season unless and until transfer procedures are satisfactorily completed. Players wishing to transfer during the season must obtain written consent from the League VP and both team captains and pay the required fee.

#### Scheduling

1. Games postponed due to National Cup or State Cup play will be rescheduled by the League to the extent possible given scheduling and field availability.

2. Games terminated prior to the half time or at half time shall be replayed in their entirety.
3. Games terminated after the start of the second half shall stand as a completed game.
4. If referees do not attend a scheduled game, the game is considered cancelled and will be

rescheduled to the extent possible given scheduling and field availability.

5. Games cancelled by the referee due to rainouts and/or inclement weather will be rescheduled to the extent possible given scheduling and field availability.

6. To postpone a game, the following steps must be taken in this order:

1. One (1) week notice is necessary before a game can be postponed.
2. Both captains of the game must agree to the postponement. If there is no agreement, the game cannot be postponed.
3. It is up to the captain of the team wanting the postponement to contact the captain of the opposing team to inform them of the situation and advise the League VP.
4. If the Captains agree to the postponement, the Executive Committee must be notified and approve of this postponement. If disapproved, the game cannot be postponed.

7. Any team who forfeits a game in League competition, without providing proper notice to the League, or who abandons a game shall be fined a fee equal to the cost incurred by the League for the field and referee. Such fine shall be due and payable within 5 days of the forfeit game.

8. Proper notice is defined as notice to the Team Representative of the opposing team, and the League VP by midnight of the third day preceding the game, e.g., midnight Monday for a Thursday game.

9. Games shall be two 45-minute halves, with at least a five (5) minute halftime period, UNLESS:

a. A specific League rule shows otherwise.

b. The length of the halves is shortened by the referees prior to the start of the game.

10. Games will start on time (scheduled kick-off time). If after 20 minutes, one team does not have seven (7) players checked in with the referee ready to play, the game may be forfeited to the opposing team, unless the team with the requisite number of players agrees to a time extension or a reduction in playing time to allow 7 players to take the field. If both teams do not have seven (7) players checked in with the referee ready to play, the game is cancelled, no rescheduling will take place, and both teams shall be credited with a loss in the League standings.

.

## Playing Rules

1. Each player shall present his/her photo ID card to the referee prior to the game and submit to equipment checks by the referee or his representative. A PLAYER WITHOUT A GOVERNMENT ISSUE OR ALTERNATIVE PHOTO ID CARD AND NOT LISTED ON THE GAME ROSTER MAY NOT PLAY IN A GAME. Any players who do not have access to a suitable photo ID must make prior arrangements with the SFASL and have an SFASL issued photo ID in order to play.

2. A player arriving AFTER a game has started shall present themselves to the AR or center referee before entering the field of play, providing identification and proof of being a legal player at a time deemed convenient by the Center official. The referee shall check the player's ID against the game roster. If the player's name does NOT appear on the game roster the player will be asked to leave the field and will receive an immediate red card

and his/her team will play the rest of the game a player down. Substitutions are to occur at the mid-line and players are not to enter until the leaving player has left the field and they have been beckoned onto the field.

3. Commercially available shin guards are mandatory for all players including goalies. There will be no exceptions allowed.

4. No bare feet: shoes must be worn. Soccer shoes are recommended.
5. No jewelry of any kind that has the potential to harm another player, watches or belt

buckles are to be worn during the game.

6. Teams are required to wear uniforms during games. Shirts must match in color and must have a number at least 6 inches in height, unless approved by the referee at game time. Goalkeepers must wear a contrasting shirt to the uniforms of both teams.

7. Each team must present a game ball to the referee who will then make a decision as to which ball is to be used in the game, unless a game ball is supplied by the League.

8. Substitution shall be unlimited in League play. Substitutions may be made, with the consent of the referee. All players wishing to substitute must wait for the player they are substituting for to leave the playing field before they, in turn, may come on the field. Substitution is allowed at the following times:

1. Prior to a goal kick being taken by either team.
2. After a goal has been scored by either team.
3. After time has been stopped for an injured player on either team.
4. At half-time by either team.
5. Prior to a throw-in in favor of the substituting team.

9. The standing in the League shall be based on points awarded in the following manner:

Win= 3 points

Tie= 1 point

Loss= 0 points

League games ending in a tie will remain tied and no shoot out or overtime will take place.

10. Any team that walks off or otherwise abandons the field prior to the game being declared finished by the referee, either due to protest or argument, shall automatically have forfeited the game and face possible further sanctioning by the A&D Committee.

11. If a player is ejected for misconduct, the referee shall report the incident and the action taken on the game report and e-mail it to the League Vice President within 24 hours of the game ending. That player shall be ineligible to play until the disciplinary action has been taken and any fines paid in full.

12. Coaches and substitute players shall remain in the immediate vicinity of their assigned benches during playing time.

13. Teams are to refrain from surrounding a Referee on controversial calls. Players can direct all their questions to their Captains. Who then may if they choose talk with the referee.

## Referee Authority

1. The referee shall have the power to decide as to the fitness of the field in all matches. S/he shall have the power to postpone the actual commencement of the game, to interrupt the game for short periods of time, or cancel the game in the event of inclement weather or accidents on or around the playing field.
2. If a referee does not show up for a game, the game is considered cancelled and will be rescheduled. Team representatives MUST call the League VP to report any referee who does not appear at the scheduled game or who arrives late.
3. Upon completion of the game, the referee shall check his/her game report for accuracy before signing his/her name to the report. Team captains should verify goal scorers and any cards with the referee for accuracy. All game reports shall be e-mailed to the Referee Coordinator within 48 hours of the game. Copies of the game report will then be disseminated to the League VP and Webmaster where applicable.
4. Referees may be required to appear before the A&D Committee at any time to explain their game reports or to testify in hearings.
5. Referees shall have the right to issue red cards and eject any players or coaches guilty of using profanity, either by word or action, against other players, other coaches, spectators, referee, or any Santa Fe soccer officials.
6. Players or coaches guilty of pushing, attacking, or threatening by action, word, or gesture toward a referee or any member of the Club's officers or Directors shall receive a minimum twelve-month suspension. This rule shall be enforced in accordance with the USSF Administrative Rule Book, as rule may be amended. Any player guilty of violating this rule as reported

in a referee's game report shall be subject to an automatic suspension pending investigation by the A&D Committee. An A&D Committee hearing and decision on this violation must take place within fifteen (15) days of the alleged incident.

7. Conduct incompatible with recreational play is any conduct that threatens the ability of the Santa Fe Adult Soccer League to provide a safe, respectful, and inclusive environment for recreational adult soccer. Conduct incompatible with recreational play shall include, but is not limited to: (1) verbal abuse of other players, officials, or spectators (using profane, insulting, intimidating, threatening, demeaning, or derogatory communications, including gestures), (2) cheating (intentional and egregious violations of the rules of play, using ineligible players, fake identifications, etc.), Players and coaches who are accused with conduct incompatible with

Teams are to refrain from surrounding a Referee on controversial calls.  
Players can direct

all their questions to their Captains. Who then may if they choose talk with the referee.

recreational play may receive any available sanction depending upon the severity of the offense, up to and including a twelve-month suspension. A report, or complaint, describing the alleged conduct in violation of this rule, which may be made in the referee's game report or after the incident by an opposing team or player, shall be investigated by the A&D Committee. Players who are identified in a formal complaint shall be subject to an automatic suspension pending investigation by the A&D Committee. A formal hearing shall take place within fifteen (15) days of the alleged incident.

8. Non-playing coaches and administrators associated with member teams are subject to discipline by the A&D Committee and it shall be the responsibility of the teams to see that any action taken against such

non-playing parties are carried out as though they were issued regarding a registered player.

9. Coaches and team officials shall be subject to all rules pertaining to misconduct contained herein, including cautions, ejections, and standard suspensions. Other individuals who may reasonably be construed as being associated with a team, such as relatives and spectators, shall also be subject to the authority and jurisdiction of the League and NMSSA

10. In lieu of referee permission, any player (other than a team captain attempting to restore order or prevent disorder) who runs on the field during or immediately before or after a disturbance on the field will be suspended from all League play for twelve months. A referee who reports a player who carries anything that can be construed as a weapon onto the playing field will be suspended permanently from League play and such suspension will be reported as within the Points System.

11. In the opinion of the referee, any coach, team official, or team can be held responsible for the actions of any individual(s) at any match that, in the opinion of the referee, is a supporter of that team. Prolonged remarks or abusive disagreement with the referee or assistant referee by such individual(s) shall result in a request by the referee to the coach/team official to control the unacceptable behavior. If the coach/team official cannot, or will not, control the individual(s) involved, the referee will caution the coach/team official for ungentlemanly conduct. If the disturbance continues uncontrolled, the referee will suspend play; and the team whose supporter is creating the disturbance will forfeit the game.

12. Any coach, team official, or team can be held responsible for the actions of any individual(s) at any match that, in the opinion of the referee, is a supporter of that team. Prolonged remarks or verbal abuse (as defined in rule 7 above) to any registered club member during a game, shall result in a request by the referee to the coach/team official to control the unacceptable behavior. If the coach/team official cannot, or will not, control the

individual(s) involved, the referee will caution the coach/team official under 2C of the Individual Sanctions in the rules, and ask the coach/team official and the offending spectator(s) to immediately leave the playing area to a minimum of 100 yards from the field. If the disturbance continues uncontrolled, the referee will suspend play; issue a second caution to the coach/team official, and the team whose supporter(s) is/are verbally abusing players will forfeit the game.

13. The referee can impose two levels of cautions during a game. The purpose of this rule is to remove the offending player from the situation to avoid the situation deteriorating.

a. Yellow card infringements: a player shown the card communicates that this player has been cautioned. The player must leave the field for a minimum of 10 minutes and may be replaced by a substitute if available. The player may not return until the referee allows the next opportunity to substitute.

Questioning a young AR's decision can and often will result in a yellow card as "Dissent"

b. Red card infringements: the player must leave the field and team area, sidelines, etc. for the duration of the game and may not be replaced.

The referee must report all cards issued during the game on the game report and e-mail the report to the appropriate League VP.

14. The referee has the authority to stop or suspend play in any match where the referee deems it necessary due to spectator interference, and to request that the individual(s) creating the disturbance immediately leave the playing area to a minimum of 100 yards from the field. Said individual(s) shall remain silent for the duration of the match. Failure of any individual

ejected by the referee to respond within two (2) minutes of the referee's request to leave shall be reported by the referee immediately to the Referee Coordinator. Action resulting from such stoppage will be determined by the A&D Committee.

15. If a referee attacks a player physically or verbally threatens a player, the captains have the right to stop the game. In such a case the game shall be rescheduled. The captains are required to file a written report with the Board League at the soccer office within five (5) days. A report will be sent from the Board of the League to the appropriate association and to the State Referee Administrator. The referee will be excused from all future games until determination of discipline by the association and until the disciplinary measures have been fulfilled by the referee.

#### Appeals and Disciplinary Committee

1. All appeals of 1) disciplinary actions taken by the referees; 2) game protest (not based on referee calls or one sided referee calls); 3) fines; or 4) other League actions shall be directed in writing to the respective League Vice-President, and a copy sent to the Soccer office at 2213 Brothers Road. A \$100.00 fee must accompany all appeals. The fee will be returned to the appellant if the A&D Committee upholds the appeal; the fee shall revert to the League treasury if the appeal is denied.

2. All appeals must be filed, within two (2) working days of the action/protest/fine, with the respective League Vice-President. All appeals must be heard within five (5) working days of the action being appealed.

3. The decision of the A&D Committee may in turn be appealed to the Board of the League. Procedures are the same as in Rule 1 and 2 above. An additional fee of \$100.00 must be submitted.

4. Appeals of the Board of the League on such appeals as are made under Rule 3 shall be made to the NMSSA in accordance with the Association's procedures. In all decisions delivered by the Board under this rule in which appeals of the A&D Committee actions are denied, the Board must provide the appellant with the NMSSA appeals procedures, regardless of that parties intention to further appeals to NMSSA.

## Individual Sanctions

1. The point system is intended to represent minimum sanctions to be taken against individual players, coaches, and team officials. Additional suspensions and fines can be levied if, in the judgment of the SFASL Executive Committee, circumstances regarding an incident justify further action. The point system is as follows:

Individual points:

Caution to player

Sendoff of player

Fighting/violent conduct sendoff of player

5 points 10 points 20 points

A player, who is cautioned twice in a single game, resulting in a sendoff for persisting in misconduct, will receive only the ejection Points. A player who is cautioned and sent off that is not for persisting in misconduct (second caution) shall receive points for both the caution and the sendoff.

2. Any player sent off from any League game for the following reasons:

1. Denies an opponent a goal or an obvious goal-scoring opportunity by deliberately handling the ball; or
2. Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or penalty kick; or
3. Uses offensive, insulting, or abusive language (not including referee abuse); or
4. Receives a second caution in a game shall be suspended for the following SFASL game for which his or her team is scheduled, whenever that next game occurs and must pay a \$10 fine for the sendoff prior to being reinstated to good standing.

e. Any subsequent ejections in the same season shall result a 2 game suspension and a \$60 fine.

3. Any player sent off for Serious Foul Play shall be suspended for a period of two League games and fined \$25.

4. Any player sent off for Violent Conduct, including spitting at another person or an opponent shall be suspended from all SFASL Leagues for a minimum period of three weeks and fined \$50. The person sent of for such violent conduct shall be required to post a \$50 cash bond with the League for a period of one year from the date of the send off.

5. If the player receives a second send off for Violent Conduct during that one-year period, the person shall forfeit the \$50 cash bond and be suspended for a period of one year from the date of the second send off. Further sanctions may be imposed by the SFASL Executive Committee.

6. Any player sent off for Fighting before, during or after a game shall be suspended from all SFASL Leagues for a minimum period of six weeks and fined \$100. The person sent off for fighting must post a cash bond of \$50 for a period of one year from the date of the send off.

7. If a player receives a second send off for Fighting in any NMSSA sanctioned game, including League play, the person shall forfeit the \$50 cash bond and may be suspended for life as a Member of SFASL.

8. Any player sent off for Referee Abusive Language, i.e. Expletives or highly vocal and visual dissent directed toward the referee shall be suspended for a period of 2 league games and fined \$30. If the player receives a 2nd sendoff for incident of Referee Abusive Language in the same season shall be suspended for an additional 2 games and an additional \$60 fine penalty.

9. Any player committing Referee Abuse, as defined by the policies of the United States Soccer Federation, shall incur a fine of \$50 and a minimum suspension of three league games. Any player committing referee abuse for a second time shall be suspended for a minimum of one year from all NMSSA sanctioned play, and may be banned for life from SFASL. Further instances of referee abuse committed by a player shall result in additional one-year suspensions for each incident. Referee abuse extends to the assistant referee or any club linesmen.

10. Any player guilty of committing Referee Assault, as defined by the policies of the United States Soccer Federation, shall incur a minimum fine of \$250 and will be banned for life from SFASL.

Referee abuse extends to the assistant referee or any club linesmen.  
Pursuant to N.M.S.A. 1978, Section 30-3-9.1 (2001):

A. As used in this section:

1. "in the lawful discharge of his duties" means engaged in the performance of the duties of a sports official;
2. "sports official" means a person who:

(a) serves as a referee, assistant referee, club linesman, timer or scorer, or who serves in a similar capacity, while working, supervising or administering a sports event; and

(b) is registered as a member of a local, state, regional or national

organization that is engaged in providing education and training to sports officials.

2. Assault upon a sports official consists of:
  1. an attempt to commit a battery upon the person of a sports official while he is in the lawful discharge of his duties; or
  2. any unlawful act, threat or menacing conduct that causes a sports official while he is in the lawful discharge of his duties to reasonably believe that he is in danger of receiving an immediate battery.
3. Whoever commits assault upon a sports official is guilty of a misdemeanor.
4. Aggravated assault upon a sports official consists of unlawfully assaulting or

striking at a sports official with a deadly weapon while he is in the lawful discharge of his duties.

E. Whoever commits aggravated assault upon a sports official is guilty of a third degree felony.

F. Battery upon a sports official is the unlawful, intentional touching or application of force to the person of a sports official while he is in the lawful discharge of his duties, when done in a rude, insolent or angry manner.

7. Whoever commits battery upon a sports official is guilty of a misdemeanor.
8. Aggravated battery upon a sports official consists of the unlawful touching or

application of force to the person of a sports official with intent to injure that sports official while he is in the lawful discharge of his duties.

I. Whoever commits aggravated battery upon a sports official, inflicting an injury to the sports official that is not likely to cause death or great bodily harm, but does cause painful temporary disfigurement or temporary loss or impairment of the functions of any member or organ of the body, is guilty of a fourth degree felony.

J. Whoever commits aggravated battery upon a sports official, inflicting great bodily harm, or does so with a deadly weapon or in any manner whereby great bodily harm or death can be inflicted, is guilty of a third degree felony.

The SFASL Executive Committee may pursue the above criminal penalties against players who commit assault or battery upon a referee in league play.

11. Games canceled do not count towards fulfillment of any game suspension.

12. Players sent off from the final game of the year shall be suspended from the appropriate

number of games the following year to complete the suspension. (The only exception to this is if there is a sanctioned League Tournament after the last regular season League game, then the said player will sit out the first game in that Tournament.)

13. Players suspended from SFASL league competitions cannot fulfill their suspension by missing games in any other competitions outside the SFASL. Players who do not pay a fine for send offs shall not be eligible to play in future seasons until such fines are paid.

14. Any player or captain receiving an ejection (red card) will be suspended for the following regularly scheduled League game that is actually played. A \$10.00 fee is assessed and MUST be paid online at [www.sfasl.org](http://www.sfasl.org) before the player's name will be cleared from any future game rosters.

15. Any fine assessed for red card offenses, violent conduct, serious foul play or fighting must be paid online at [www.sfasl.org](http://www.sfasl.org), seven days before the next scheduled game in which the player is eligible to play. If the fine is not paid seven days before a game, the player will not be eligible to play in that game.

For example: if a player receives a red card on a Sunday, the player may be eligible to play again in a game two Sundays later (after being suspended for the following Sunday's game). The \$10 fine for the red card must be paid online before the following Sunday, which would be seven days prior to the next game in which the player is eligible to play.

16. All fines pertaining to a red card from a previous year must be paid in full before a player's membership status can be considered active and in good standing for the current year. Written notice shall be sent by the President to the player whose active membership status is in jeopardy. Such notice shall be sent by certified mail, return receipt requested, to the last known mailing address of the player. This shall constitute valid notice even if refused or undeliverable.

17. Any player that transfers to another team during the suspension period for a sendoff must miss the game for the transfer and the game for the ejection. A player may not count one game towards both the transfer and the ejection. All provisions of the 25-point limit apply to the player regardless of the transfer to a different team.

18. At 25 points, a player is suspended for the remainder of the year. All individual points are accrued across leagues the individual plays in for the year. Points received in one league are combined with points received in another league to get the total number of points an individual has received. At any point a player accrues 25 points in a year they will be suspended.

19. A player who receives three cautions during a year shall be suspended for one game following the third caution. There is no fine for the third-caution suspension. As with points, all cautions accumulate across leagues that the individual plays in for the year.

20. A player who receives two sendoffs during the year shall be suspended for two games following the second red card. As with points, all sendoffs

accumulate across leagues that the individual plays in for the year. If necessary, the suspension will be served in the next year.

21. Suspended players must sit out the suspension period even if they transfer to another team in the meantime.

22. When a player with individual points transfers his individual points remain for any misconduct accrued with the team from which the player is transferring, unless designated by the specifics of the league he/she is playing in.

23. All individual points are canceled at the end of the playing season, except that suspensions will carry over into the next year.

24. In all circumstances in which a game is declared forfeit by the A&D Committee all individual player penalty points shall remain on the individual player record and all appropriate suspensions and fines shall remain in place.

25. Fighting and violent conduct sendoffs shall result in any player being issued such send off appearing before the A&D Committee prior to returning to good standing in the League. No player shall participate in any SFASL sanctioned activities during such suspension period.

## Team Sanctions

1. These are intended to represent minimum sanctions to be taken against teams. Additional suspensions and fines can be levied if, in the judgment of the SFASL Executive Committee, circumstances regarding an incident justify further action. These team sanctions are in addition to, and not a substitute for, other sanctions that may be levied against teams that are called for in these rules.

2. Any team whose fans, spectators, or supporters enter the field of play during a game or attack either the referee or players on the opposing team shall be suspended from play pending an investigation by the Executive Committee. Such teams, if allowed to continue to participate in League play, shall post a minimum \$1,000 performance bond for a period of at least one year. Any further fights or fan disturbances during the one-year period by the team shall result in the forfeiture of the bond and the team being removed from further league play.

3. All fan disturbances, failure to show without proper notice for games, or abandonment of the field of play shall result in the Team Representative appearing before the A&D Committee prior to the team's next scheduled League game.

4. Teams who engage in fights involving multiple players from each team and/or fans and spectators shall be suspended for a minimum time period of the remainder of the season in which the event takes place. The Executive Committee shall determine the appropriate suspension period for the team. During such suspension, the team shall be ineligible to participate in any sanctioned tournaments and players may not transfer from a suspended team. The Executive Committee may require that the team post a performance bond when it is allowed to return to play.

5. Any team who forfeits a game in League competition, without providing proper notice to the League, or who abandons a game shall be fined the game fee. Such fine shall be due and payable within 5 days of the forfeit game. One half of the fine received from a team that forfeits a game without proper notice or abandons the field will be returned to the team in whose favor the game was forfeit or whose was playing the team that abandons a game.

6. Proper notice is defined as notice to the Team Representative of the opposing team, League President, and Referee Coordinator by midnight of

the third day preceding the game, e.g., midnight Monday for a Thursday game.

## Individual League Rules

## Coed League Rules

All Rules and Sanctions mentioned in the preceding pages are applicable including the additional rules noted below.

1. If a male/female is ejected (red carded) from the game, the eleven (11) person team must play a man/woman short, respectively. In other words there will only be ten (10) players on the field.
2. Each team will provide a club linesman, if none certified are available to help the center referee when the ball goes out of play. They will not have any other duties, such as offside or calling fouls. The club linesman can be a substitute player, coach or spectator, but must wear a different color jersey from the players on the field.
3. An individual male player may only score two goals in a game. If this player scores a third time the goal will be nullified and the ball will be played by the defense as a goal kick.
4. There will be no slide tackles allowed!!!!!!! A slide tackle is considered a dangerous play. An indirect free kick will be awarded.
5. All players in any COED league MUST be at least 16 years of age by Dec 31st in the year that they participate in the league. Any players whose age is

challenged and does not have an official ID with a date of birth will be asked to prove their age to the League VP.

6. GUEST PLAYER POLICY: Teams are allowed only 2 guest players during each season. Guest players must register on the SFASL website and must be on the game roster 24 hours prior

to the game start. Guest players will be permitted to play in 2 consecutive games but not during the last 2 games of the season or playoffs. A players are not allowed as guest players on B teams.

7. Each team will be required to provide at least 3 roster spots for players to be assigned to their team. This is to encourage new players to join the league who do not have a team or connections to get on a team and to help teams achieve full rosters. Players who open register in order to be assigned to a team will be allocated equally among teams unless a team is short of players.

8. Injured players may be removed from a team's active roster at the discretion of the League VPs provided there is ample evidence suggesting the player is not able to play for the remainder of the season. The refund policy stands and unless extenuating circumstances exist, there will be no refunds for injury.

## Coed REC

1. Coed REC is considered more of a recreational league with players ranging from having little experience to older player

2. All rules listed above are applicable in Coed REC.

3. Of the eleven (11) team players fielded, there may not be more than five (5) men on the field at one time. The gender of the goalkeeper is not included in this total. There is no maximum number of women that may be fielded.
4. Teams requesting to be registered in Coed REC will be reviewed by the Executive

Committee before placement is accepted and granted.

Page 15 of 19

5. No Coed REC team may have more than 6 PLAYERS (2) two male players and (4) four women who play in the Coed A League. This is designed to keep the recreational element in Coed B. Any exception to this rule is at the League VP's discretion. Captains are expected to manage their roster accordingly. Rule violation will result in player registration forfeiture or game forfeiture.

6. Injured players may be removed from a team's active roster at the discretion of the League VPs provided there is ample evidence suggesting the player is not able to play for the remainder of the season. The refund policy stands and unless extenuating circumstances exist, there will be no refunds for injury. Any player removed from the active roster for the season may be replaced by a player of similar skill level without overfilling the quota of Coed A players on a Coed B team provided the active roster is adjusted by the League VPs 24 hours before a game begins.

7. The Coed B team who was the League Champion the year prior may automatically be placed in Coed A unless extenuating circumstances exist, and the situation has been approved by the League Committee. Any team that avoids promotion to Coed A by changing their name and keeping more than 25% of players who played in the team the previous year will be required to play in Coed A or will withdraw from the League. (ie if there were 20 on the roster in the prior year, a new team can only have 5 of the same players)

8. Those teams approved for play in Coed B will be placed in Coed B unless after the first two games, the team is found to have an ending score that is separated by 5 points or more, the team may be switched to Coed A without incurring any extra fees.

9. Teams playing in one division of Coed B may not enter their team to play in another Coed B division. Example: a team registered and playing in Coed B Monday League, cannot enter a team to play in Coed B Wednesday League. However, players who play in the Coed B Monday League can play on a team in Coed B Wednesday League provided there are no more than 6 players who play on their Coed B Monday team.

## Open League

This is a RECREATIONAL League.

All Rules and Sanctions mentioned in the preceding pages are applicable including the additional rules noted below.

1. Teams will be created by SFASL prior to the start of the season and captains will be assigned.
2. Each team will provide a club linesman to help the center referee when the ball goes out of play. They will not have any other duties, such as offside or calling fouls. The club linesman can be a substitute player, coach or spectator, but must wear a different color jersey from the players on the field.
3. There will be no slide tackles allowed!!!!!!! A slide tackle is considered a dangerous

play. An indirect free kick will be awarded.

4. All players in the Open league MUST be at least 16 years of age by Dec 31st in the year that they participate in the league.

5. GUEST PLAYER POLICY: No guest players will be permitted.

### Men's Over 48 League

This is a RECREATIONAL League.

All Rules and Sanctions mentioned in the preceding pages are applicable including the additional rules noted below.

1. Eligibility: to play in this League, the player needs to be at least 48 years old or will turn 48 during the calendar year of the year in which the season is being held. Women over the age of 40 in good standing may also play in the Over 48 League. There will be no exceptions to this rule unless agreed upon by the captains of all teams. Sanctions for violation of this rule are Rule 3 of the General Rules.

2. Each team will provide a club linesman to help the center referee when the ball goes out of play. They will not have any other duties, such as offside or calling fouls. The club linesman can be a substitute player, coach or spectator, but must wear a different color jersey from the players on the field.

3. There will be no slide tackles allowed!!!!!!! A slide tackle is considered a dangerous play. An indirect free kick will be awarded.

4. GUEST PLAYER POLICY: The Over 48 League has a guest policy for out of state visitors only. The guest player applicant must obtain approval from the League VP, register and pay appropriate fees. Guest players may play a maximum of two (2) games.

5. Additional Individual Player Penalties rather than Team Penalties. In addition to the standard SFASL rules for cautions and ejections, SFASL reserves the right to review referee reports and feedback and if determined necessary to apply additional penalties and sanctions to certain individual players.

These additional actions may be due to for example :- Repeat offenses, delaying the game, continued arguing/ abuse, cynical fouls, unsporting behavior, failure to promptly comply with instructions, confronting officials before during or after the games, and other offenses deemed unacceptable by SFASL.

### Men's Over 55 League

This is a RECREATIONAL League and will play 8 v 8 on a small sided field with smaller goals.

All Rules and Sanctions mentioned in the preceding pages are applicable including the additional rules noted below.

1. Each team must have 6 players to start the game.
2. Halves will be 40 minutes.
3. Eligibility: to play in this League, the player needs to be at least 55 years old or will turn

55 during the calendar year of the year in which the season is being held. Women over the age of 50 in good standing may also play in the Over 55

League. There will be no exceptions to this rule unless agreed upon by the captains of all teams. Sanctions for violation of this rule are Rule 3 of the General Rules.

4. Teams will be created by SFASL prior to the start of the season and captains will be assigned.

5. Each team will provide a club linesman to help the center referee when the ball goes out of play. They will not have any other duties, such as offside or calling fouls. The club linesman can be a substitute player, coach or spectator, but must wear a different color jersey from the players on the field.

6. There will be no slide tackles allowed!!!!!!! A slide tackle is considered a dangerous play. An indirect free kick will be awarded.

6. GUEST PLAYER POLICY: The Over 55 League has a guest policy for out of state visitors only. The guest player applicant must obtain approval from the League VP, register and pay appropriate fees. Guest players may play a maximum of two (2) games.

## Women's League

This is a RECREATIONAL League.

All Rules and Sanctions mentioned in the preceding pages are applicable including the additional rules noted below.

1. Eligibility: to play in this League, the player must be female and at least 16 years old or will turn 16 during the calendar year of the year in which the

season is being held, unless specifically authorized by the League VP. Sanctions for violation of this rule are Rule 3 of the General Rules.

2. Teams will be created by SFASL prior to the start of the season and captains will be assigned.

3. Each team will provide a club linesman to help the center referee when the ball goes out of play. They will not have any other duties, such as offside or calling fouls. The club linesman can be a substitute player, coach or spectator, but must wear a different color jersey from the players on the field.

4. The points for team sanctions will not be applied to this league in the event that players are moved between teams. However, individual points WILL transfer with the player.

5. There will be no slide tackles allowed!!!!!!! A slide tackle is considered a dangerous play. An indirect free kick will be awarded.

## Scrimmage League Rules

This is a RECREATIONAL League

All Rules and Sanctions mentioned in the preceding pages are applicable including the additional rules noted below.

1. Players MUST be SFASL Members in good standing to participate in Scrimmage League. Annual SFASL membership expires on December 31st of each year.

2. Players MUST present the Designated Club Official (DCO) with their Membership Card in order to play.

3. All JEWELRY must be REMOVED
4. SHINGUARDS are REQUIRED
5. There will be NO referees so it will be up to the players on the field to be responsible for

direction of throw ins, stopping play if there are fouls, etc. We would expect that play will continue through minor fouls and only be stopped for more obvious or serious fouls.

6. Substitutions can be made at any time that play has stopped. If there are players waiting on the side to come on, please rotate substitutes in every 5 minutes, that way everybody gets good playing time.

7. There will be NO OFFSIDE - but we expect that players will respect the basics of offside rules and not cherry pick the goal.

8. The DCO should be respected/treated as if they were an official referee, players can be removed from play for the season for inappropriate behavior toward a DCO.

9. The DCO has the authority to change up play - rotate players or teams to keep the games interesting and FUN

10. The DCO has the authority to ask players to leave the field for aggressive or inappropriate play

## **COVID-Safe Practices for Santa Fe Adult Soccer League**

- Establish and continue communication with local and state authorities to determine current mitigation levels in your community. Check state and local health department notices about transmission in the area and adjust operations accordingly.
- In-person programs and sports must be restricted to the mass gathering limit as per the public health order outlining the Red to Green Framework. For the purposes of determining group size, include all individuals in close proximity, such as coaches, staff, children and parents.