

Rule 6 of the GLSA Bylaws

6.2.1 Administrative Issues

6.2.1.1 -The league shall be the Adult League of Greater Longview Soccer Association. The league may be comprised of one or more divisions of teams.

6.2.1.2 Team Responsibility

a. Provide a suitable game ball (Size 5 and conform to FIFA standards).

b. Teams must be responsible for being ready before the start of the game.

Failure to do so by both teams will result in a double forfeit. If the game is forfeited for any reason prior to game time, it will be ruled as a no-show forfeit. Any game that is forfeited will not be rescheduled.

6.2.1.3 Adult Director- Chosen by the adult managers each year.

6.2.1.4 Referees- Grade 7, at least 18 years old, to officiate adult league games. Each adult league team must provide at least one certified referee each season. A new adult Grade 8 referee must officiate at least six (6) weekends for the GLSA youth recreational league to gain field experience and then obtain a Grade 7 upgrade online by the following season. Grade 7 adult league team referees must officiate at least four (4) adult league games per season.

6.2.1.5 Referees- Emphasis on competitive soccer with strong enforcement of fouls or attempted fouls to cause injury. Use of cards desired to prevent serious situations and maintain control.

6.2.1.6 Seasonal Dates- The season will start the same weekend as the Youth League starts. The Adult League Council shall establish the seasonal calendar to include registration dates, start dates, etc. The number of games shall be determined by a balanced schedule where practical.

6.2.1.7 Team Manager/Captain/Representative shall be responsible for the following:

a. Responsible for their teams conduct on and off the field of play. This includes litter control and alcoholic beverage consumption, which is not allowed at Lear Park. Animals are not allowed at Lear Park during GLSA activities.

b. Responsible for their team's spectator conduct.

c. Keep all team personnel and spectators within their team's sidelines.

d. Responsible for filling out GLSA score sheets. The sheets must be filled out complete or points will be deducted (see score sheet guidelines). Included information

needed is opposing team name, time and field number game is being played on, players first and last name and jersey number. This is for filling out misconduct reports.

e. If the opposing team plays with an illegal jersey number or an illegal jersey, the game may be played under protest. Write all the information on the score sheet and have the referee sign it.

f. Score sheets must be deposited in the score sheet box located at the large concession stand at Lear Park before you leave the complex. If they are not deposited at the fields, then they must be emailed or delivered to the GLSA office no later than Monday, 12:00(noon) following each game.

g. Any red carded player refusing to leave the field of play, can be immediately dropped from the team roster by the team Manager/Captain and said player will also be subject to an A&D Committee review to be reinstated. Any Manager or Captain that does not enforce the rule of getting the player away from the field will also be sent to A&D. They may also be subject to a one game suspension and a \$40.00 fine.

6.2.1.8 Schedule

a. The Adult League shall use the GLSA Scheduler and Referee Assignor for scheduling all games.

b. The GLSA Scheduler and GLSA Assignor shall reschedule cancelled games as necessary and in accordance with seasonal constraints.

6.2.1.9 Fees- Adult League Council shall establish common fees to meet the budgets for the Adult League to include charges established by GLSA as necessary. The Adult League may include additional fees specific to the league. GLSA shall charge for registration, field usage (city fee), Administrative, and Referee costs, Assignor costs with fees established by the GLSA, etc. The GLSA Treasurer shall maintain a separate accounting of the money, but may use a single bank account for deposits.

6.2.1.10 Managers shall have player registration forms with them at all games.

6.2.2 Prior to Start of the Game.

6.2.2.1 Adult League Photo ID: Every player shall have an Adult League issued laminated photo ID. The Adult Director, thru GLSA, shall provide completed identification cards to the managers. Each card is to have a head picture of the player and the player jersey number below the picture before it is laminated. GLSA may laminate or the Adult League teams may

be responsible for the lamination. The ID cards will be valid for the season printed on the card only.

6.2.2.2 Adult League Player Photo ID at Game- Each player shall have a laminated photo ID. Referee(s) shall collect the Photo ID Cards prior to the player participating. Managers may provide the participant players' identification cards in a single packet to the Referee. **DO NOT** give ID cards of players who are not present. Referees shall check players using the cards. The ID Cards of late arrivals can be given to the Referee when they enter the game.

6.2.2.3 Each Adult team shall have at least one speaking captain. Each adult team shall provide a captain's armband to facilitate any necessary discussions between the Referee and the team captain.

6.2.2.4 All team players must wear matching shirts and color with a minimum 6" numerals (unique and different with no duplications). The numbers must be permanently affixed to the back for a player to be eligible for league games. Numbers must be sewn, stenciled by heat process or heat transferred. All numbers worn must match the number on the score sheet and player card for that specific player. A goalkeeper is not required to have a number unless that player plays on the field as a field player, then a proper uniform with a number not listed to another player is required. No taped or hand-written numbers shall be allowed. Any player in violation of this rule shall be considered ineligible and shall not play the game.

a. If there is a color conflict, the Home team must change jerseys (pennies are allowed) and the number rule does not apply (numbers on jerseys must be visible through the pennies). The first team listed on the schedule is the home team. If your team color is changed after the schedule is published and causes an unplanned color conflict, the team making the jersey color must switch to another color. In the case of both teams changing color causing a conflict – it falls back on the home team to switch to another color.

b. Shin guards are mandatory and socks must be pulled up over them. Shin guards must be those manufactured for specific use as shin guards and approved by FIFA.

c. A player will be allowed to wear slider shorts; however, the color of the sliders must match the predominant color of the player's shorts and may not go below the knee.

d. Playing shoes must meet FIFA standards and be in safe repair.

6.2.3 During the Game

6.2.3.1 Unless otherwise modified by these rules, all competition under the jurisdiction of this Association shall be governed by the FIFA Laws of Soccer.

6.2.3.2 Game Suspension

a. If a game should be suspended before the second half begins, it shall be replayed if a date and field are available. If a date and field are not available, the game will be scored as a 3-3 tie.

b. If a game should be suspended once the second half begins, it shall be considered a full game.

c. If a game is rained out, it shall be re-scheduled if a date and field are available. If a date or field are not available, the game will be scored as a 3-3 tie.

6.2.3.3 Number of Players

a. A team shall consist of male and female field players. A keeper may be either male or female. There shall never be more than five male field players on the field. There may be up to seven (7) female field players provided the keeper is a male.

b. In the event a male field player is sent off (red carded or second yellow), the offending team will be limited to a maximum of four (4) male field players (a total of six field players). Should a second male field player be sent off (red carded or second yellow), the offending team shall be limited to a maximum of three (3) male field players, and so on, including a keeper being suspended from the game.

c. A minimum of five (5) players is required to play a game (maximum of three (3) male, one (1) female field players and one (1) keeper). If a team has only five (5) players at the scheduled game time, they must start the game with those five players or forfeit. If for any reason a team falls below the five (5) player minimum, that team will forfeit the game. The game will be abandoned and a forfeit win will be awarded to the opposing team.

6.2.4 Substitution

a. Free substitution shall be allowed for either team at any stoppage of play at the discretion and consent of the referee.

b. Any player bleeding from a wound must leave the field and get permission from the referee before returning to the field of play.

6.2.5 Eligible Players

a. Players of any gender reaching the age of 19 as of December 31.

b. If a player is 18 years old and has graduated from high school, then the player may apply for a release from GLSA to play in the Adult League. Proof of graduation must be furnished to obtain a release.

c. A player who is 18 years old and still in high school is ineligible to play in the Adult League.

6.2.6 Misconduct/Discipline

6.2.6.1 All misconduct shall be reported in writing and deposited in score sheet box or emailed to the GLSA R&D person within 48 hours. The referee will also pull the playing card of the player being written up. The player card will be deposited with the misconduct write up. The GLSA Adult League Director shall have the authority to remove players, team officials or team spectators guilty of misconduct.

6.2.6.2 An ejection (being sent-off) during a game is an automatic suspension for the next scheduled game. Any red card (ejection) issued shall be a minimum 1 game suspension and a \$40.00 fine. Any card (red or yellow) issued during the last game of the season, the suspension and/or fine, will be carried over to the first game of the next season.

6.2.6.3 The Referee shall use the GLSA approved method to verify the sit-out. A player serving a sit-out shall not be verified if during the game the player who was sitting out, acted in a manner as a spectator that would have been cautioned by the Referee as provided by these rules. A coach that is serving a sit-out verification may not be at the field or parking lot.

6.2.6.4 Sit Out Verification Notification- The GLSA R&D chairperson shall inform the player how many games the player must sit-out. The player will not be able to return to their team until they pay the fine assessed with the sit-out requirement.

6.2.6.5 A violation of the Zero Tolerance Policy during a game is an automatic suspension for the next game and will carry a \$20 fine.

6.2.6.6 A fight between two people shall be a three-game suspension and a \$60 fine each. Any other players joining in to a fight shall be a four-game suspension and a \$75 fine each.

6.2.6.7 The use of offensive, insulting, or abusive language directed at an opponent, official, and/or spectators shall be a two-game suspension and a \$40.00 fine. Foul language not directed at an opponent, official and/or spectator shall to the discretion of the referee.

6.2.6.8 A send-off (second caution) will carry a one (1) game suspension and a \$40.00 fine.

6.2.6.9 Any team that accumulates 6 cards shall be suspended from the remainder of their games and those games be declared a forfeit. Said team will then have to appear before

the GLSA Adult A&D committee. A forfeited game by an opponent does not count toward game suspensions for discipline.

a. All fines must be paid in cash within seven (7) days of the infraction to the GLSA office. Nothing herein prevents the Association from enacting more severe sanctions. If a fine is not paid within the allotted time, then that player will be suspended until the fine is paid.

b. If a team abandons a game, then the following procedures will apply:

- The game will be ruled a forfeit.

- Each player who abandons a game will be fined \$20.

- The referee will list the names of the players who do not abandon the game on the score sheet.

c. A red card may be issued on or off the field, before or after the game.

d. All referee calls are final and shall not be protested (unless the referee makes a mistake in applying the laws of the game and admits to it).

e. Money collected from fines will be placed in the Youth Hardship Scholarship fund.

6.2.7 Slide Tackling

a. Slide tackling is defined as a play where any player intentionally tackles an opponent who has control of the ball and meets the playing surface with any part of their body other than the soles of their feet. Slide tackling without any contact with either the opponent or the ball is a foul. Any person that is called for this infraction shall be issued a caution (yellow card). Slide tackling where contact is made on the opponent or the ball will be considered unsporting behavior and a caution (yellow card) will be issued to the offender. Any slide tackle that the referee feels is made using excessive force will be considered as a serious foul and will result in the offending player being shown a red card and that player will be dismissed from the field. The restart for all slide tackling offenses except where serious foul play was determined is an indirect free kick awarded to the opposing team. A direct free kick will be awarded to the opposing team on all offenses that were deemed by the referee as serious foul play.

b. Sliding to control a free ball, with no other player in the vicinity is not considered a slide tackle. The goalkeeper may slide tackle if the slide begins within the penalty area and that, in the opinion of the referee, the slide tackle does not put an opponent in danger of being injured.

c. All yellow cards will carry a \$20 fine.

6.2.8 Forfeits

a. A team may request a forfeit, but must notify the Adult Director at least 72 hours prior to the regular scheduled game in which they are forfeiting. The team forfeiting the game shall lose one (1) point in their point standings while the other team is awarded a three (3) goal win, without the bonus point for the shut-out. A team that does not timely advise the league or show at the field at the scheduled game time, will be considered a “no show” forfeit.

b. If a team has two (2) forfeits or one (1) no show forfeit within a season, they will be required to complete an explanation letter prior to participating in any future events.

c. The League Director will declare a game a forfeit for any of the following reasons:

- Not showing up at the published game start time unless a grace period has been approved by the referee.

- Use of illegal or ineligible player.

- ID cards were not presented to the referee for inspection before the published game start time and before the end of the 10-minute grace period.

- Lack of the minimum required number of players (as set forth in section 6.2.3.3.c) unless the referee allows a grace period.

- Non-compliance with league uniform standards. This includes, but is not limited to, improper numbering or if the home team is unable to provide alternate jerseys.

d. For this rule, a “team” shall be defined as any team registered by the same offending team manager or team captain or team consisting of any five (5) or more players from the prior team who register together as members of the same team, regardless of any change in name or roster. The only exception to this definition is when five (5) or more players join an existing team that has no negative forfeit history with prior approval from the Adult director.

6.2.9 Probation

Probation can be established by the GLSA Adult R&D Committee.

a. Any player, coach, or team may be placed on probation for violations of bylaws and ethics.

b. Any team that has been placed on probation or suspension by the Association shall still be considered on probation if that team registers with five (5) or more players from the probated or suspended team, regardless of team name change, etc.

- c. Any team whose conduct results in the loss of a field available to the Association, shall be ejected from the Association immediately and will forfeit the right to play any future games in the Association.

6.2.10 Duration of the Game

a. Games shall be two 30-minute halves. In the event of extreme heat, the referee may wish to give a water break.

b. All games must start on time. If a team not present with a minimum of five players as described (maximum of three (3) male, one (1) female players plus the keeper) the game shall be declared a forfeit and a 3-0 score shall be awarded to the opposing team. A maximum 10-minute grace period may be allowed when a team has five (5) players, at referee desecration. No shutout bonus will be awarded for any game declared a forfeit. If neither team has a minimum of five (5) players at the scheduled game time, the game will be declared a double forfeit team and no points shall be awarded and each team shall lose one (1) point in their total standings.

c. The clock must start at scheduled game time. The referee, at his/her discretion, may allow a 10-minute grace period. If the game does not start within the 10-minute allotted grace period, then the game will be listed as a forfeit by the team.

6.2.11 Regular Season Game Standings

A Division champion shall be established by using the following point system:

- 6 points for a win
- 1 point for each goal up to 3
- 3 points for a tie and 1 point for each goal up to 3
- 0 points for a loss and 1 point for each goal up to 3
- 1 point for a shutout (not awarded for a forfeit)

6.2.12 Scoring

- a. A woman's goal shall count as two (2) goals.
- b. A man's goal will always count as one (1) goal.
- c. In the event of a deflection by the defense, the last offensive player touching the ball will determine the number of points awarded.
- d. Any goal scored directly by a defender shall count as one goal.

e. Penalty kicks shall be taken by a female, but a penalty kick shall always count as one (1) goal.

6.2.13 Play-off Format

a. In the event of a tie at the end of regular season play, tiebreakers shall be:

1. Head-to-head competition (if applicable)
2. Fewest number of goals allowed.
3. The greatest number of goals scored.
4. An arranged meeting for FIFA penalty kicks.
5. A coin toss, if both teams prefer.

b. Each Division will go into a semi-final (4-team division). 1st will play 4th and 2nd will play 3rd, with two winners going to the finals. Semi-finals must have a winner. Semi-finals games shall consist of 2-25-minute halves. If the score is tied, then one (1) 5-minute overtime period will be played (No Golden Goal Rule). If still tied, then kicks from the mark will decide the winner. The setup of the kickers shall be as stated in rule 6.2.14.c.

c. In the event the game is suspended due to weather or any other unforeseen event, regardless of the score, the game will be replayed in its entirety by reverting to a 0-0 at the start of the rescheduled game. If the game is into overtime or kicks from the mark, then only the overtime and kicks from the mark will be replayed. If there is no available date or field, then the winner will be decided by a coin toss.

d. The championship games shall determine the final position of first and second.

e. Any team that forfeits a semi-final game shall receive a forfeit loss, will be eliminated from the final game, and will lose all points received during the current season.

6.2.14 Championship Games

a. A champion game cannot end in a tie.

b. Over-time shall be fifteen (15) minutes, divided into two (2) periods of seven and one-half minutes each. Over-time periods will be played in their entirety (No Golden Goal).

c. If the game is still tied after the over-time, the game will be decided by FIFA penalty kicks. A total of six (6) players (three (3) male and three (3) females) are to be lined up in the order they will take their shots. The kickers must rotate in the following manner: male, female, male, female, male, if five kicks are necessary. If sudden death (more than five (5) kickers) is necessary, the sixth kicker must be female. If still tied after six (6) kicks, then the kickers will revert to the original order and rotate male, female until the tie is broken. If a

team does not use a female kicker when one is due to kick, then the kick will be scored as a no goal.

d. In the event of pending field conditions (darkness, weather, etc.), both captains, prior to overtime, may elect to modify the length of the overtime or go directly to FIFA kicks. (Must be noted on both score sheets).

e. In the event the game is suspended due to weather or any other unforeseen event, regardless of the score, the game will be replayed in its entirety by reverting to a 0-0 at the start of the rescheduled game. If the game is into overtime or kicks from the mark, then only the overtime and kicks from the mark will be replayed. If there is no available date or field, then the winner will be decided by a coin toss.

f. Any team that forfeits a championship game, regardless of point standings going into the final game, will be replaced by the team with the next greatest point total prior to the final. No awards will be issued to the team being replaced.

6.2.15 Protests and Appeals

a. The Adult League Rules and Discipline board shall consist of the GLSA Vice-President-Fields, the GLSA Rules and Discipline Person and the Adult League Director.

b. A protest or appeal shall be in writing and delivered to the GLSA office within three calendar days of the game being protested. Any protest or appeal must be accompanied by the appropriate cash fee and shall be heard within the following week.

c. The fees are:

- Regular season games - \$75.00.

- All other matters, including play-off and championship game - \$100.00.

d. There will be no appeals of the decision made by the Adult Rules and Discipline board. No money will be returned if a case is not reversed.

6.2.16 Conflict of Interest

If a conflict of interest exists on any playing rule, that situation must be referred to the GLSA Executive Board for review.

6.2.17 Special Circumstances

a. The Association reserves the right to act on these Rules and Regulations or any event of circumstances not covered by these Rules and Regulations where an unexpected or unforeseen event occurs that may cause undue hardship. If strict interpretation of these Rules and Regulations are applied, however, it will require an official Executive Board action to implement the change.

b. All drop balls must be taken by two (2) female players.