

# **RSA Adult League Rules & Guidelines**

Unless specified, rules stated herein apply to all RSA Adult Leagues and all Divisions.

**As Adopted by:**

**Regina Soccer Association Board of Directors**

**October 7, 2008**

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## 1. Adult Leagues and Divisions

### 1.1. Adult League Structure

- 1.1.1. The RSA Adult League will consist of three sub-leagues: Men's League, Women's League, and Co-ed League. Each sub-league will provide support for divisions above.
- 1.1.2. Players may register in more than one league (Men's & Co-ed or Women's & Co-ed).

### 1.2. Divisional Structure

- 1.2.1. **The Men's League** will consist of five divisions, numbered: PSL/Premiere, Division 2, Division 3, Division 4, and Division 5.
- 1.2.2. **The Women's League** will consist of five divisions, numbered: PSL/Premiere, Division 2, Division 3, Division 4, and Division 5. A Women's Developmental Division, "Better-Than-Botox" will be offered during the indoor season.
- 1.2.3. **The Co-ed League** will consist of five regular divisions, numbered: Division 1 (Premiere), Division 2 (Competitive), Division 3 (Semi-Competitive), Division 4 (Recreational), and Division 5 (Novice), plus two special Co-ed Divisions that may be offered in the future called "Co-ed Junior" and "Co-ed Masters".
- 1.2.4. Players may only register with one team in one division within a league.

### 1.3. Competitive Divisions

- 1.3.1. Men's PSL/Premiere and Men's Division 2 are Competitive Divisions.
- 1.3.2. Competitive divisions will be limited to 8 teams per division, or if the divisions must be combined then 8 teams total for the combined division. (Note: for the 2008-2009 indoor season only, 10 teams will be permitted into the division as the RSA introduces competitive play)
- 1.3.3. The top 6 teams after the end of the regular season will automatically qualify for the division during the next season (outdoor to outdoor, indoor to indoor).
- 1.3.4. The bottom 2 teams after the end of the regular season (Note: 4 at the end of the 2008-2009 indoor season) must compete in a Pre-season Qualifying Tournament (PQT) to gain re-entry to the division during the following season (outdoor to outdoor, indoor to indoor). The top 2 teams in regular season standings from the division below (outdoor to outdoor, indoor to indoor) will also be invited to participate in the PQT, as well as any newly formed teams wishing to enter the Competitive Divisions.
- 1.3.5. A Pre-Season Qualifying Tournament will be held as needed at the start of each season. All teams eligible for the PQT may compete for the 2 available spots in the Competitive Division, and eligible teams can choose to drop a division and not compete in the PQT. After the PQT all teams that did not qualify will be placed in the highest division immediately below the Competitive Division.
- 1.3.6. The RSA is looking to expand the Competitive Division format to other top divisions, including Men's Division 3 and Women's PSL/Premiere and Division 2. At this time, any teams may enter these divisions.

### 1.4. Tiering of Teams

- 1.4.1. At the beginning of each season, teams must decide in which division they want to register. The RSA Adult League Competitions Committee reserves the right to move

teams (including Youth teams playing in the Adult League) into a more appropriate division. The RSA will consider such things as the team's standings from previous seasons as well as the calibre of players registered on the team.

- 1.4.2. Promotion/Demotion during the season will not usually occur except for the competitive divisions. Therefore, teams should carefully consider their divisional placement when registering their team. However, if warranted, the RSA still reserves the right to move teams or divisions mid-season.

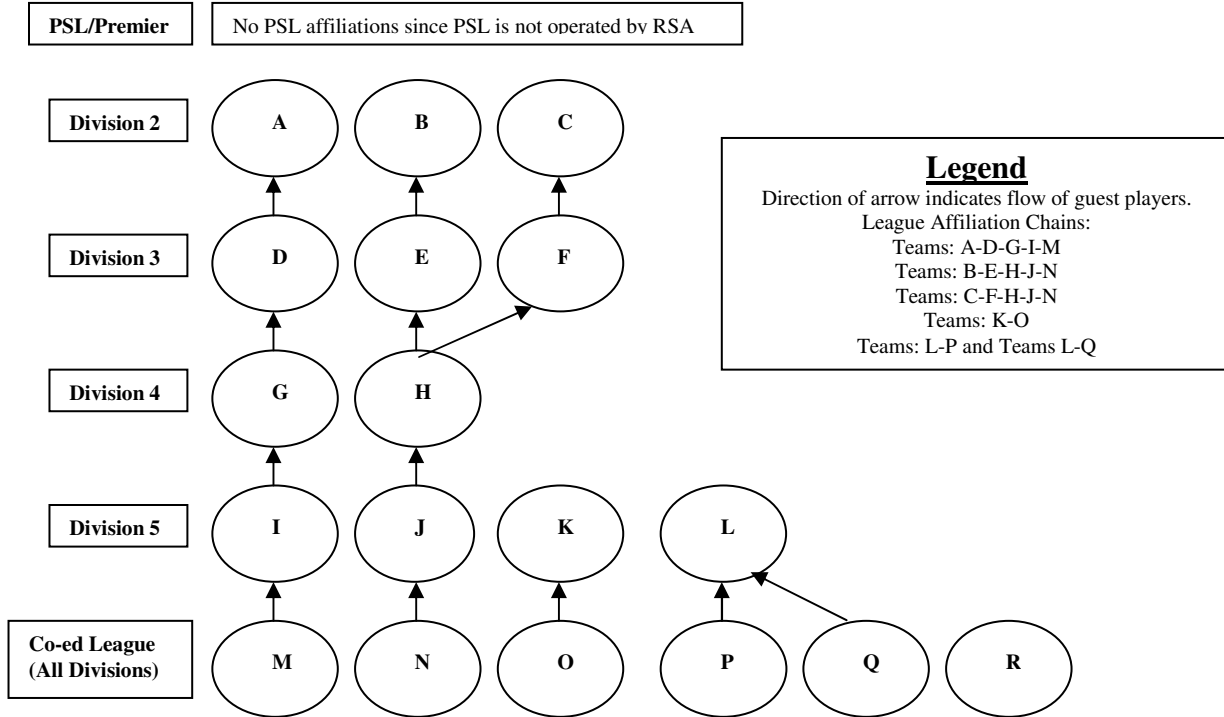
## 1.5. Divisional Play

- 1.5.1. Due to lack of teams in certain divisions, all divisions may not be viable, in which case the RSA will move teams to different divisions, or combine divisions, or use cross-divisional play as necessary. A viable division will consist of at least five teams. If a team is required to move to a different division, the registration fees may differ and the team will be charged or reimbursed accordingly.
- 1.5.2. If there are only one or two teams registered in a division, then the non-viable division will be combined with the next division at the discretion of the RSA.
- 1.5.3. If there are only three or four teams registered in a division, cross-divisional play will be used at the discretion of the RSA.

## 1.6. Affiliation

- 1.6.1. Affiliation for all teams in the Men's & Women's League is mandatory.
- 1.6.2. Affiliation is designed to reduce the number of defaulted games, by providing a pool of guest players to draw from when a team is short; and to promote a "club" mentality among teams in different divisions, allowing for greater flexibility in player movement and greater co-operation in fundraising or sharing practice time.
- 1.6.3. All Men's and Women's League Division 2-4 teams must formally affiliate with one and only one team in the division immediately below. For all exhibition and regular season games a team will be allowed to call-up guest players from their affiliated team in the division immediately below them or from a lower division team in their "affiliation chain" (see sample affiliation chart below).
- 1.6.4. All Men's and Women's League Division 5 teams must affiliate with at least one team from the Co-ed League (from any Co-ed division). More than one Co-ed affiliate is encouraged since the number of eligible Co-ed players may be limited (see section 9.9).
- 1.6.5. All teams in the Men's and Women's League are allowed to affiliate with one eligible team playing in the Youth League, however, it is not mandatory and note that there are certain restrictions with using Youth guest players (see section 7.5). If a Youth team is playing in the Adult League schedule, the team is not eligible for a separate affiliation.
- 1.6.6. The use of guest players for the purposes of player movement is subject to certain rules (see section 3 *Guest Players and Player Movement*).
- 1.6.7. All affiliations must be formalized by submitting an Affiliation form to the RSA office.
- 1.6.8. Once team affiliations are submitted for the season, no affiliation changes may be made until the next soccer season (indoor or outdoor).

## Sample Affiliation Diagram



### 1.7. Scheduling Policy

1.7.1. In order to facilitate player movement between affiliated teams, the RSA office will try to schedule each division on different days. For example, the RSA office will try not to schedule a Division 2 game on the same night as a Division 3 game so that guest players may be used without creating a conflict.

## **2. Player & Team Registration**

### **2.1. General Player & Team Registration Requirements**

- 2.1.1. All players, including guest players, must be properly registered with the RSA and hold a valid picture player card.
- 2.1.2. All players must have all of their fees paid up to the RSA before playing any games. Any fines levied against an individual player will mean that the player is ineligible to play until the fines are paid in full.
- 2.1.3. All teams must have all of their fees paid up by the stated deadlines, otherwise they will forfeit games until the fees are paid in full. This includes any fines that are levied against a team. Note that late fees will be applied to late payments or late team registrations.
- 2.1.4. Teams owing money to the RSA at the end of the season will have the debt divided equally among the players on the roster and the debt will become the responsibility of each individual player.
- 2.1.5. No player with an outstanding debt to the RSA will be allowed to register for any RSA team in any division in future seasons until the player's outstanding debt has been paid in full to the RSA.

### **2.2. Mid-season Player Registration**

- 2.2.1. Individual players wishing to register on a team may do so at any time throughout the season by registering online or at the RSA office. Note the registration deadline for playing in playoffs - players must be registered on a team by the date specified in the Manager's Package in order to be eligible to play in the playoffs. New players are required to obtain a player card from the RSA office and must pay all the required fees either online or directly to the RSA office at the time of registration prior to playing any games.

### **2.3. Out-of-District Player Registration**

- 2.3.1. Players who are currently registered in another soccer district are welcome to play in the RSA Adult Leagues or in any RSA sanctioned tournament provided they have paid all the applicable RSA registration fees and are not currently serving a suspension received in another district.

### 3. Format of Game Play and General Rules

#### 3.1. Indoor Soccer General Rules

- 3.1.1. All divisions will consist of two 25 minute halves and a 3 minute half-time break.
- 3.1.2. Men's and Women's PSL/Premiere and Division 2 are 8v8 format (including goalkeeper) on a half-field size. Throw-ins are used. Substitutions are unlimited on-the-fly at the half-field line. Slide tackles are allowed. A player receiving a yellow card must sit a 4 minute penalty. A player receiving a red card (or 2 yellow cards in a game) must leave the game, but a member of the player's team must serve a 6 minute penalty.
- 3.1.3. Men's and Women's Divisions 3-5 are 6v6 format (including goalkeeper) on a quarter-field size. Kick-ins are used. Substitutions are unlimited on-the-fly at the half-field line. Slide Tackles are not allowed. A player receiving a yellow card must sit a 4 minute penalty. A player receiving a red card (or 2 yellow cards in a game) must leave the game, but a member of the player's team must serve a 6 minute penalty.
- 3.1.4. All Co-ed Divisions are 6v6 format (3 male, 2 female, and a goalkeeper of either sex) on a quarter-field size. Kick-ins are used. Substitutions are unlimited on-the-fly at the half-field line. (See section 9 *Co-ed League Rules*).
- 3.1.5. There is no off-side rule in effect in all Men's, Women's and Co-ed Divisions.

#### 3.2. Outdoor Soccer General Rules

- 3.2.1. All Divisions in Men's and Women's will consist of two 45 minute halves for games and all Co-ed games will consist of two 35 minute halves and a 5 minute half-time break.
- 3.2.2. All Men's and Women's Divisions are 11v11 format with off-sides being used. Substitutions are maximum two-at-a-time at the half-field line when allowed by the referee, and are unlimited per game.
- 3.2.3. All Co-ed Divisions are 8v8 format (4 male, 3 female, and a goalkeeper of either sex). There are no off-sides in Co-ed. Substitutions are unlimited on-the-fly at the half-field line. (See section 9 *Co-ed League Rules*).

#### 3.3. Overview of General Rules

	Game Format	Field Size	Min # of Players on Field	Game Length	Throw-in Kick-in	Ball Hits Roof	Subs	Off-Sides	Slide Tackles	Free Kick Space	Yellow Card	Red Card or 2 Yellows
<b>Indoor Soccer</b>												
Mens & Womens Div2	8v8	1/2 field	6	2 x 25 min	Throw-in	Free-kick from below where ball hit roof	on-the-fly	No	Yes	6 m	Player serves 4 minute penalty	Player leaves field and diff player serves 6 min penalty
Mens & Womens Div3-5	6v6	1/4 field	4	2 x 25 min	Kick-in		on-the-fly	No	No	3 m		
Co-ed (all divisions)	6v6	1/4 field	4	2 x 25 min	Kick-in		on-the-fly	No	No	3 m		
<b>Outdoor Soccer</b>												
Mens & Womens Div2	11v11	Full-field	11	2 x 45 min	Throw-in	N/A	2-at-a-time	Yes	Yes	10 m	No penalty to be served	Player dismissed and must leave field of play
Mens & Womens Div3-5	11v11	Full-field	7	2 x 45 min	Throw-in	N/A	2-at-a-time	Yes	Yes	10 m		
Co-ed (all divisions)	8v8	U12 field	6	2 x 35 min	Throw-in	N/A	on-the-fly	No	No	6 m		

#### 3.4. Overtime and Shootouts

- 3.4.1. Overtime will only be used when a winner must be determined (e.g. playoffs).
- 3.4.2. Overtime will consist of two "golden goal" five-minute halves, and if no winner has been determined, then a shootout will take place.
- 3.4.3. Shootouts will be as per FIFA's Laws of the Game.

## **4. Schedules, Points, Playoffs, Awards, and Tie-Breaking**

### **4.1. Points Accumulated During Regular Season**

- 4.1.1. Teams receive three points for a win and one point for a tie for all regular season matches.
- 4.1.2. Teams will also be given sportsmanship points (+1 or 0 or -1) by the game officials after each game. Teams who have cumulative sportsmanship points of less than zero may be subject to disciplinary action by the RSA. Rewards may be given to teams with high cumulative sportsmanship points.

### **4.2. Playoff Schedule and Format**

- 4.2.1. Playoffs will be held at the end of regular season play.
- 4.2.2. All teams will be given the opportunity to participate in the playoffs.
- 4.2.3. Single elimination format will be the norm. Teams will be ranked according to final results in the regular season.

### **4.3. Awards and Prizes**

#### **Regular Season**

- 4.3.1. The team with the most points at the end of the regular season in each division will be considered the “Regular Season Champion” for that division. (If teams are tied, see section for tie-breaking rules.)
- 4.3.2. Prizes will be awarded to the regular season champion and finalist.

#### **Playoffs**

- 4.3.3. The winning team for each division in the playoffs will be considered the “City Playoff Champion”.
- 4.3.4. Prizes for the “City Playoff Champion” and Finalist will be awarded.
- 4.3.5. The “City Playoff Champion” team name will be added to the banners displayed at the indoor soccer facility.
- 4.3.6. When possible, all City Playoff Championship games will occur on a weekend to allow for the league to have a championship day or days – to aid in marketing the events. Each Championship game will conclude with the presentation of awards. Awards may include team and individual awards such as: leading scorers, all-stars, etc.

### **4.4. Tie-Breaking**

#### **Ties in Points During Regular Season or Round Robin of Tournament**

- 4.4.1. Teams are considered tied when they amass an equal number of points at the end of regular season league play or a tournament round.
- 4.4.2. The tie breaking procedures outlined below are to be evaluated one rule at a time starting with the first rule listed. Once a rule breaks the tie then no further rules are applied.
- 4.4.3. Once ties have been broken, team rankings will be adjusted accordingly (i.e. if two teams are tied for 2nd place, then once the tie is broken the team that was in 3rd prior to the tie is now ranked 4th).

#### Unequal Games Played

- 4.4.4. If teams have played an unequal number of games, then winning percentage will be used to determine the standings. Winning percentage is calculated: (Total number of points received) divided by (total number of games played x 3). Forfeited games are considered games played.
- 4.4.5. If teams are tied in terms of winning percentage, then equal game played rules apply.

#### Equal Games Played or Equal Winning Percentage

- 4.4.6. If teams are tied in terms of points or winning percentage, then the following tie-breaking procedures are used to determine placing. Once one team has been separated from the other tied teams, the list is continued (e.g. you do not start at the top of the list again to rank the remaining tied teams).
- 4.4.7. Previous match results (wins) – the team who won the regular season matches involving the two teams shall be awarded the higher position. This is not to be used when more than two teams are tied.
- 4.4.8. Previous match results (goal differential) – the team who had the higher goal differential in the regular season matches involving the two teams shall be awarded the higher position. This is not to be used when more than two teams are tied.
- 4.4.9. Goal difference – The team who had the higher goal differential for all games during the regular season shall be awarded the higher position. Goal difference shall be calculated by subtracting goals conceded from goals scored. A maximum difference of five goals shall be awarded in each game.
- 4.4.10. Goal average – The team who had the higher goal average for all games during the regular season shall be awarded the higher position. Goal average is calculated by goals for divided by goals against. A maximum difference of five goals shall be awarded in each game.
- 4.4.11. Least goals against – The team having the fewest number of goals against for all games during the regular season will be awarded the higher position.
- 4.4.12. Most goals for – The team scoring the most number of goals for all games during the regular season will be awarded the higher position.
- 4.4.13. If two or more teams are still tied, then the higher ranking shall be decided by kicks taken from the penalty mark, as outlined by FIFA Laws of the Game and at a time and place decided by the RSA.

## **5. Cancellation of Games and Rescheduling Games**

### **5.1. Cancellation of Games**

- 5.1.1. The City of Regina posts on its website and has a phone hotline if fields are to be closed due to inclement weather. All outdoor games and practices are therefore cancelled if the City of Regina closes their fields, with the exception of artificial turf fields. This includes games at the University of Regina.
- 5.1.2. The referee may also decide to abandon a game even if the City of Regina has not officially closed the field. Abandonment of a game is at the referee's discretion so please note the RSA's policy on lightning and severe weather.
- 5.1.3. If a game is required to be abandoned (due to poor weather conditions or any other reason not including team forfeitures), the game will count only if the second half has started and the score at the point of abandonment will be considered the final score. If a game is abandoned prior to the second half being started, then the game does not count and the RSA will try its best to reschedule it.

### **5.2. Re-scheduling Games**

- 5.2.1. Any team requiring a game to be re-scheduled must put the request in writing to the RSA office at least three weeks prior to the date of the scheduled game.
- 5.2.2. Teams cannot request playoff games to be re-scheduled.
- 5.2.3. In order to allow players to play in both Co-ed and Men's or Women's Leagues, the RSA office will use best efforts to ensure there are no scheduling conflicts between the Co-ed League and the Men's or Women's Leagues. The RSA will not attempt to manage conflicting schedules with other leagues such as PSL or high school soccer.
- 5.2.4. Games will be re-scheduled as fields and referees become available, so occasionally this may result in short notice. Due to shortages in fields & referees, and due to weather or other unpredictable events, the RSA may be forced to re-schedule games requiring teams play twice on the same day or otherwise at less-than-desirable times.
- 5.2.5. Forfeited games will not be re-scheduled.

## **6. Youth Players and Youth Teams in the Adult League**

### **6.1. Youth Players – General Definition**

6.1.1. A Youth player is defined as being eligible to play U18 or a younger age group.

### **6.2. Youth Player Eligibility in the Adult League**

6.2.1. No Youth player under the age of 14 (as of the date of the game) is allowed to play in the Adult League. This includes guest players.

6.2.2. All Youth players must receive written permission to be released from their Youth Zone prior to registering with any Adult Men's or Women's League team.

6.2.3. No release is required for Youth playing in the Co-ed League as players are allowed to play in both Leagues.

6.2.4. For Youth guest player eligibility in the Adult League, see section 7.5.

### **6.3. Youth Team Eligibility in the Adult League**

6.3.1. Youth teams (U18 or U16) will be considered for inclusion in the Adult League on a season-by-season basis (due to lack of teams in their own age group). Applications for inclusion in the Adult League must be approved by the RSA prior to the start of Adult League scheduling.

6.3.2. Youth teams that are playing in the Adult League may register Adult players on their team for games played in the Adult League schedule, but doing so the Youth team will forfeit their Youth status as per SSA and CSA rules.

6.3.3. Registering Adult players or using Adult guest players on a Youth team will disqualify the team's Youth status for Youth Provincials

## 7. Guest Players, Player Movement, and Changing Divisions

### 7.1. Guest Players – General Description

- 7.1.1. A guest player is a player who plays for a team but who is not officially registered on the team's roster.
- 7.1.2. All guest players must be eligible to play for the team and must be identified on the game sheet in which the player participates.
- 7.1.3. All guest players must have a valid player card at the game.
- 7.1.4. A maximum of five guest players may be used by a team in any particular game.
- 7.1.5. There are two types of guest players – “Affiliated” and “Non-affiliated”.

### 7.2. Affiliated Guest Players (AGP)

- 7.2.1. An Affiliated Guest Player is a player who is registered on an affiliated lower division team. Affiliated Guest Players must be identified on game sheets as “AGP”.
- 7.2.2. An Affiliated Guest Player is eligible to play up to a maximum of five games for an affiliated higher division team. If the guest player wants to play up a sixth game, then the player must be officially transferred to the roster prior to the sixth game and the player will no longer be eligible to play on his/her original team. If there is a higher fee charged for the higher division, then the player must pay the additional fee when being transferred.

### 7.3. Non-affiliated Guest Players (NGP)

- 7.3.1. A Non-affiliated Guest Player is a player who is not officially registered on any particular team but wishes to play some games. Non-affiliated Guest Players must be identified on game sheets as “NGP”.
- 7.3.2. A Non-affiliated Guest Player is eligible to play up to a total of five games, or one tournament, for one or more teams in the RSA. This type of guest player must pay the RSA Non-affiliated Guest Player fee of \$55 (which covers their SSA fee, RSA District fee, and insurance) prior to playing any games. A player card with five guest player stickers will be given to the player at this time. The player card is needed to play and the guest player stickers should be placed on each game sheet the player participates in.

### 7.4. Eligibility of Adult Guest Players

- 7.4.1. Teams in the Men's and Women's League wishing to use Affiliated Guest Players may only use players from lower division teams within their “affiliation chain” (see section 1.3 *Affiliation* or for Co-ed League affiliation see section 9.9).
- 7.4.2. The use of affiliated or non-affiliated guest players during playoffs is not allowed. Players must be registered on a team by the date specified in the Manager's Package in order to be eligible to play in the playoffs.

### 7.5. Eligibility of Youth Guest Players

- 7.5.1. Teams in the Men's and Women's League wishing to use guest players from a team playing in the Youth League must have an official affiliation with the Youth League team subject to the following rules.

- 7.5.2. Youth Premier/PSL players are not eligible to guest play for Men's or Women's Division 4 or Division 5 teams.
- 7.5.3. A maximum of two Youth guest players per game are allowed.
- 7.5.4. A five game maximum applies per guest player (as per section 3.1.7).
- 7.5.5. All players must be at least 14 years of age (as of the date of the game) to play in the Adult League, including guest players.

7.6. Players Transferring Divisions Mid-season

- 7.6.1. Individual players may not move down a division within a league after the start of regular season play. Special case applications from players may be considered.
- 7.6.2. Individual players may move up a division within a league at any time during the regular season. If there is a higher fee charged for the higher division, then the player must pay the additional fee when being transferred.
- 7.6.3. Individual players may not "transfer" between leagues (i.e. players can not transfer from the Men's League to the Co-ed League). If a player wishes to play in a different league, they must pay the applicable fee for that league.

7.7. Teams Transferring Divisions Mid-season

- 7.7.1. Teams may not transfer to a different division after league scheduling has been completed unless required to do so by the RSA (see section 1.3 *Tiering of Teams*). Special case applications from teams may be considered.

## **8. Picture Player Cards, Equipment, Protests, Forfeited Games, and Fines**

### **8.1. Picture Player Cards and Picture Roster Sheets**

- 8.1.1. The RSA issues all players registered in the Adult League with a picture player card. The RSA also has each player's picture printed on an official "picture roster sheet".
- 8.1.2. Picture roster sheets or player cards will be matched with players' faces, by a member of the referee team, prior to game start.
- 8.1.3. Opposing teams reserve the right to verify picture rosters or player cards prior to or immediately following a game.
- 8.1.4. Players are not eligible to play in a game without either having a player card or being on the picture roster sheet.
- 8.1.5. Note that in addition to forfeiture of games, there are stiff suspensions and fines for players found guilty of playing illegally, unregistered, or otherwise ineligible.

### **8.2. Player Equipment**

- 8.2.1. Player equipment (i.e. shin-pads, shoes, jewellery, etc...) is subject to FIFA's laws of the game. If a player is not properly attired (as determined by the referee), the player cannot play.

### **8.3. Team Equipment**

- 8.3.1. Both teams must provide one net and three flags (outdoor soccer only).
- 8.3.2. The home team must supply a game ball and wear an alternate jersey or distinct pinnie if there is a colour conflict with the "away" team.
- 8.3.3. Within a team, jerseys must have matching colour and unique numbers corresponding to those on the game sheet. Where alternate uniforms are used, the uniforms need not be numbered. Goalkeepers shall wear jerseys to distinguish themselves from all players other than the opposing goalkeeper.
- 8.3.4. Both teams must ensure the game sheet is properly filled out prior to the start of the game. Changes may be made to the game sheet at half-time if necessary. For outdoor soccer, the home team is responsible for bringing a game sheet to the game along with a picture roster sheet for both teams.
- 8.3.5. If the required team equipment is not provided and the referee indicates on the game sheet that team equipment is missing, then the team will be charged a fine. Referees can show some flexibility here and that flexibility should increase for divisions that are more recreational in nature such as Co-ed. Opposing teams should also show good sportsmanship and, for example, lend the other team a corner flag if one is missing.

### **8.4. Protests – General Protests, Equipment/Field Conditions, Player Eligibility, Discipline**

- 8.4.1. All protests initiated by a team playing in the Adult League schedule will be dealt with by the Adult League Competitions Committee – which is a volunteer committee made up of Adult League players – see section 11 for an overview of the process.
- 8.4.2. All general protests arising from RSA sanctioned games must be made in writing to the RSA office, within two business days of the game.

- 8.4.3. All protests with regards to team equipment or field conditions must be made to the referee prior to the kick-off. If the cause of the objection cannot be corrected the referee has the authority to determine whether the game will be played or cancelled.
- 8.4.4. For all protests regarding player eligibility, if the eligibility of a player is disputed prior to the start of the game or during play, the game will proceed. The referee must mark on the game sheet which player(s) is under dispute and must submit the disputed player's card to the RSA office. If the eligibility of a player is disputed after the referee has left the field after the conclusion of a game, then the team must follow the general protest rules outlined in section 8.4.2.
- 8.4.5. For all protests involving Discipline matters, only a game official has the authority to write a report to the RSA – unless the protest is with regards to racism or threats/acts of physical violence – in which case anyone can submit a protest. These protests will involve the Adult League Competitions Committee but will be dealt with by the Discipline Committee as per the RSA's Discipline Guidelines.
- 8.4.6. All protests regarding a game official must be submitted to the Referee's Association.

#### 8.5. Appeals

- 8.5.1. Teams or players may appeal a decision by the RSA by paying a \$50 appeal fee to the RSA within 2 business days. The appeal fee is refunded if the appeal is successful. Once the Appeal Committee has made a ruling, no further appeals to the RSA are allowed.

#### 8.6. Forfeiting Games

- 8.6.1. Teams must meet the following player minimums on the field at kick-off time and throughout the game: at least seven players for 11v11 format; at least six players for 8v8 format; and at least four players for 6v6 format. If these player minimums are not met at kick-off time or at any time during the game, then the referee must declare a forfeit. See section 7 for information on the use of Affiliated Guest Players.
- 8.6.2. A "15 minute grace rule" does not exist. However, the opposing team may agree to allow for some flexibility, but they are not required to do so.
- 8.6.3. A team who forfeits a game for any reason will forfeit the game with a loss of 5-0. Also, a fine will be charged to the forfeiting team. If the forfeiting team notifies the RSA office in writing of their intent to forfeit at least two business days prior to the game, then no fine will be charged, but a 5-0 forfeit loss will still be recorded.

#### 8.7. Fines

- 8.7.1. Forfeit fines (without 2 business days notice) are paid to the RSA as follows: Division 2: \$200; Divisions 3-5: \$100; Co-ed: \$50. The RSA will then pay half of the forfeit fine to the opposing team to compensate them for the inconvenience. After three forfeits in a single season the offending team will be removed from all league and playoff games for the remainder of the season.
- 8.7.2. Teams without the proper team equipment as determined by the referee's comments on the game sheet (see section 8.3) will be fined \$25 by the RSA.
- 8.7.3. Teams found guilty of using ineligible players will be fined \$200 by the RSA.

- 8.7.4. If a fine is charged to a team, then it must be paid prior to the team's next game or else that game will be automatically forfeited as well and an additional fine will be charged. Continued forfeiting of games will result in expulsion of the team from the league.
- 8.7.5. Teams owing money to the RSA at the end of the season will have the debt divided equally among the players on the roster and the debt will become the responsibility of each individual player. No player with an outstanding debt to the RSA will be allowed to register until the player's outstanding debt has been paid in full to the RSA.

## 9. Co-ed League Rules

### 9.1. Philosophy and General Vision of the Co-ed League

- 9.1.1. The purpose of the Co-ed League is to provide an opportunity for everyone to play recreational soccer in a fun environment. Everyone is welcome to play in the Co-ed League provided his or her play is sportsmanlike.
- 9.1.2. Everyone is welcome to play Co-ed, but it is recognized that players of comparable skill level should play together. Lesser skilled or beginner players should not have to play against highly skilled or more aggressive players.
- 9.1.3. The cost to play in the Co-ed League should be kept as low as possible.
- 9.1.4. The Co-ed League is a separate league from the Men's or Women's Leagues but players are allowed to play both in the Co-ed League as well as the Men's or Women's League. In order to enable players to play in both leagues, the RSA office will use best efforts to ensure there are no scheduling conflicts between Co-ed and the Men's/Women's Leagues.

### 9.2. Co-ed Divisions and Divisional Skill/Age Restrictions

- 9.2.1. The Co-ed League shall be divided into five regular divisions plus two special divisions that may be offered in the future. In order to ensure that teams of similar skill level are in the same division, all teams must adhere to the restrictions for each division.

#### Division 1 (Premiere)

- 9.2.2. All players are welcome to play in this division.

#### Division 2 (Competitive)

- 9.2.3. No player registered in Men's PSL/Premiere may play on a team in this division.
- 9.2.4. Maximum 2 players registered in Men's Division 2 may play on a team in this division.

#### Division 3 (Semi-Competitive)

- 9.2.5. No player registered in Men's Division 2 or higher may play on a team in this division.
- 9.2.6. Maximum 2 players registered in Men's Division 3 may play on a team in this division.

#### Division 4 (Recreational)

- 9.2.7. No player registered in Men's Division 3 or higher may play on a team in this division.
- 9.2.8. Maximum 2 players registered in Men's Division 4 may play on a team in this division.

#### Division 5 (Novice)

- 9.2.9. This division is meant for teams who are almost entirely made up of beginner recreational players. Teams who do not appear to belong in this division will be moved to a higher division at the discretion of the RSA.
- 9.2.10. No player registered in Men's Division 4 or higher may play on a team in this division.
- 9.2.11. No player registered in Women's Div 3 or higher may play on a team in this division.

#### Masters Division

- 9.2.12. This division is meant for teams made up entirely of players of men over 35 and women over 30.

### 9.3. Divisional Play

- 9.3.1. Due to lack of teams in certain divisions, some divisions may not be viable, in which case the RSA will move teams to different divisions, or combine divisions, or use cross-divisional play as necessary. A viable division will consist of at least five teams (see section 1.4).
- 9.3.2. When a game involves teams from different divisions, the team in the lower division will not be subject to skill level restrictions for guest players for that game only.
- 9.3.3. When a game involves teams from different divisions, the team in the higher division will be awarded 1 point for every girl-goal scored, while the team in the lower division will be awarded the usual 2 points for every girl-goal scored.

### 9.4. Format of Play

- 9.4.1. Normal rules of soccer apply except for the following differences.
- 9.4.2. Indoor format is 6v6 on a quarter-sized field with the “standard” being 3 male players + 2 female players + 1 goalkeeper (who may be either female or male). Teams must have 2 players of each gender (excluding goal keepers) on the field at all times, otherwise rule 9.5.2 will apply.
- 9.4.3. Outdoor format is 8v8 on a U12 sized field with the “standard” being 4 male players + 3 female players + 1 goalkeeper (who may be either female or male). Teams must have 3 players of each gender (excluding goal keepers) on the field at all times, otherwise rule 9.5.2 will apply.
- 9.4.4. There are no “off-sides” in Co-ed.
- 9.4.5. Co-ed teams may substitute an unlimited number of players at any time during the game from the centre-field line.
- 9.4.6. Halves are 25 minutes each for indoor and 35 minutes each for outdoor.

### 9.5. Other Co-ed Specific Rules

- 9.5.1. If a female player scores a goal, 2 points are awarded. This applies to any goal during regular and any potential overtime play including penalty shots. When a goal is deemed by the referee to be scored by ones own team, regardless of whether it is scored by a male or female player, the goal will count as 1 point. Deflections by one’s own team (as determined by the referee) are not considered “own-goals”. The difference between a deflection and an own-goal is at the referee’s discretion.
- 9.5.2. If a team is short a female player, the team must also play a male short as well. This rule penalizes the team, but helps avoid forfeiture of the game. Teams without the required minimum number of female players are only exempt from this rule if the shortage is due to an injury sustained during the game. (Note: If your team is short players, consider using guest players from another co-ed team. – see section 9.6)
- 9.5.3. Slide tackles are not allowed in any Co-ed division – however, a slide is allowed. The difference between a “slide tackle” and a “slide” is at the referee’s discretion.
  - 9.5.3.1. A “slide tackle” is an attempt by a player to take the ball away from a ball carrier by sliding on the ground feet-first into the ball.
  - 9.5.3.2. A “slide” is an attempt by a player to control or kick the ball by sliding on the ground feet-first and no other player is in the immediate vicinity.

- 9.5.4. Same rules apply for Co-ed League shootouts as for the Men's/Women's League except that 3 male players and 2 female players must be chosen as the first 5 players.
- 9.5.5. Unsportsmanlike behaviour is not tolerated in any co-ed division. A team will be requested to leave the league if the behaviour of the team, or some of its players, is deemed overly unsportsmanlike by the RSA.

9.6. Use of Guest Players Within the Co-ed League

- 9.6.1. All players (including guest players) must be registered in the Co-ed League in order to play co-ed. Teams can not use a guest player registered on a Men's or Women's team without that player also being properly registered in the Co-ed League.
- 9.6.2. Co-ed teams may use guest players from any co-ed team in any co-ed division subject to the skill level and age restrictions for the division. For example, a Co-ed Division 4 team can not use a guest player who also plays in Men's Division 2. A Co-ed Masters team can not use a guest player younger than the age requirement for the Division.
- 9.6.3. When a guest player is used from another co-ed team, the game sheet must indicate that the player is a guest player. There is no maximum number of times a Co-ed League guest player can play for another co-ed team.
- 9.6.4. No guest players are allowed for playoff games.
- 9.6.5. A maximum of five guest players can be used per game.

9.7. Use of Co-ed League Guest Players to the Men's/Women's League

- 9.7.1. Section 1.4 of the Adult League Rules describes how teams may use Affiliated Guest Players within their "affiliation chain". All Men's and Women's Division 5 teams must be affiliated with at least one team from the Co-ed League.
- 9.7.2. Affiliated Guest Players from the Co-ed League may be used by affiliated teams in the Men's or Women's League. A Men's or Women's team may only use an individual Co-ed guest player for a maximum of five games.
- 9.7.3. Men's or Women's teams are not allowed to use Co-ed guest players who are already also registered on another Adult Men's or Women's team in the same or higher division.

9.8. Use of Men's/Women's League Guest Players to the Co-ed League

- 9.8.1. No player movement is allowed from Men's or Women's League to the Co-ed League (see section 9.8.2.1). Players must be registered in the Co-ed League to play Co-ed.

## 10. Overview of RSA Discipline Process

This is meant as an overview of the discipline process and do not supersede the Discipline Guidelines.

**Player receives a red card during game or there is a reported incident during or after a game.**

Referees must submit red card reports or special incident reports within 2 business days of the incident.

Any other individual wishing to file an official complaint against another individual must do so within 2 business days of the game. Note that complaints from individuals who are not part of the referee team will only be considered if they are related to racism or threats/acts of physical violence.

**The RSA will inform all affected parties within 2 business days of receiving the report or complaint.**

All affected parties will be informed through the email of the official team contacts and will be emailed a copy of the referee's report or complaint allegation.

**All affected parties will be provided an opportunity to submit a written statement and must do so within 5 business days of being informed about the incident.**

Interested parties must submit in writing any statements of defence or allegations (including witness statements) to the RSA office within 5 business days of being informed about the incident.

**The accused must miss the next game after being notified about the incident. Being shown a "red card" by the referee serves as notice to the player.**

Alternatively, the accused may request an immediate hearing by notifying the RSA office in writing within 2 business days of the incident, thus allowing the accused to play until the hearing.

**If a hearing is requested by the accused, then Discipline Hearing Committee will come to a decision after hearing all statements at the hearing.**

**If a hearing has not been requested by the accused, then the Discipline Committee will automatically rule on the matter using all information collected after the 5 business-day waiting period.**

**The RSA will inform all interested parties of the decision.**

For matters involving Youth players, only the accused and his/her Club will be notified of the decision.

**The accused may chose to appeal the decision by notifying the RSA office in writing and paying a \$50 appeal fee within 2 business days of being informed of the decision.**

**If the accused requests an appeal, then an Appeal Hearing is conducted by the RSA.**

The RSA Appeal Hearing Committee will rule on the matter using all information submitted to the RSA within the initial 5 business-day period and will consider any statements made at the hearing.

**If the accused does not request an appeal hearing then they must serve their suspension immediately.**

**The RSA will inform all interested parties of the decision of the RSA Appeal Committee.**

For matters involving Youth players, only the accused and his/her Club will be notified of the decision.

**All decisions by the RSA Appeal Committee are final and the accused must serve their suspension.**

## 11. Overview of RSA Protest and Appeal Process

**A team emails, phones, or visits in person the RSA office with a protest or a request for an exemption to the rules.**

The RSA office will provide the team with preliminary information based on the staff's best judgement.  
The RSA office will ask the team if they wish to lodge an official protest or request an official exemption to a rule.

**If a team decides to pursue a protest or request for a rules exemption, then the team must email a formal statement within 2 business days following the game. The statement should indicate the team wishes to have the RSA Adult League Competitions Committee formally consider their protest or request. If the issue doesn't relate to a specific game already played, then the protest or request must be emailed within a reasonable time-frame as determined by the RSA.**

The RSA office will review the protest and will compile the necessary background information including requesting an email statement from other affected parties such as the opposing team(s) involved. All statements must be emailed to the RSA within 2 business days of being informed of the official protest or request.

The RSA office will email the official protest or request including background material to the RSA Adult League Competitions Committee for a decision on the matter.

**The RSA Adult League Committee members will discuss the issue, usually via email or web blog, and will arrive at a decision.**

The RSA Committee will provide the RSA office with a written decision (and rationale) usually within 2 business days.  
The RSA office will inform all affected parties of the decision via email.

**Any affected party may chose to appeal the decision by notifying the RSA office in writing and paying a \$50 appeal fee within 2 business days of being informed of the decision.**

The RSA will arrange for an independent Appeal Committee of at least 3 people to hear the case in person.

**If an affected party appeals, then an appeal hearing is conducted within a reasonable time-frame and the RSA Appeal Committee will hear arguments from all affected parties either in person at the hearing or in writing submitted prior to the hearing.**

The RSA Appeal Committee will rule on the matter using all information submitted to the RSA and will consider statements made at the hearing. The comments from the RSA Adult League Committee will also be taken into consideration.

The RSA Appeal Committee will arrive at a decision and email the RSA office with their decision and rationale.

**The RSA will inform all interested parties of the decision of the RSA Appeal Committee.**

**All decisions by the RSA Appeal Committee are final.**