



## **LEAGUE RULES**

APPROVED MAY 6, 2007

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All games will be played under the Canadian Soccer Association and FIFA Rules and the New Brunswick Soccer Association Rules and Regulations.

All rules apply to all Divisions unless specified.

Only teams playing in their Division may vote on decisions that effect their division.

## **1. DETERMINATION OF HOME TEAM**

1.1 Home Team will be as listed first on the schedule unless otherwise indicated.

## **2 RESPONSIBILITIES OF HOME TEAM**

2.1 The League Statistician and the Assigning Referee will arrange for referees for all scheduled games

2.2 The Home Team will:

2.2.1 pay the referee(s)

2.2.2 supply the game ball, and

2.2.3 supply the game sheet.

2.3 The Home Team will arrange and pay for Referee(s) for all unscheduled games.

2.4 If no game sheet is supplied and completed prior to leaving the field, then:

2.4.1 the home team will not be credited for playing the game; nor,

2.4.2 will the players get credit for having played the game.

2.4.3 visiting team players will receive full credit for playing the game.

2.5 A game sheet will not be considered completed and official unless signed by the representative of both the home and visiting team and the referee.

2.6 The Home Team will submit (fax, deliver or e-mail) a copy of the official game sheet to the League Statistician with within one week from the date of the game.

2.7 Failure to submit a game sheet within one week will result in the Home Team:

2.7.1 losing three (3) additional points in the standings

2.7.2 being fined fifteen (15) dollars.

2.8 Division I teams will be required to use:

2.8.1 a referee and two (2) linesmen for all games; and,

2.8.2 corner posts and net mesh for all games.

2.8.3 Failure to supply corner posts and/or mesh will result in:

2.8.3.1 The referee making a notation on the game sheet

2.8.3.2 The Home Team being fined a ten (\$10) dollar fine.

2.9 Division I Home Teams will not be penalized should sufficient officials be unavailable.

### **3 PAYMENT OF FINES**

3.1 Fines will be paid from the teams performance bond

3.2 The fines will be split 50/50 between the league and the League Statistician.

### **4 AWARDING OF POINTS**

4.1 Three (3) points will be awarded for a win; and one (1) point will be awarded for a tie.

### **5 REGISTERING OF TEAMS**

5.1 All teams and players must be registered with Soccer New Brunswick prior to playing their first league game.

5.2 Teams or players playing any league games without being registered with Soccer New Brunswick will forfeit all points and be suspended until registered.

5.3 The annual league registration fee for each team will be set at the annual meeting.

5.4 Each team will be required to post a performance bond the amount of which will be set at the annual general meeting.

5.5 Each team whose performance bond was reduced due to fines from the previous year, are required to top-off their bond to the required amount.

5.6 Any team whose performance bond goes below forty (\$40) dollars could be suspended by the league executive and will be required to bring their performance bond back to the amount set at the beginning of the year.

5.7 Registration and Performance Bonds are payable in full before May 20 of each year unless an alternative date be chosen at the annual general meeting.

5.8 To accommodate scheduling, the last date for teams to register will be the Monday prior to the long weekend in May.

5.9 Teams who are late paying their registration and/or performance bond will be fined ten (\$10) dollars a week for every week they miss the league fee deadline, but any teams not paid in full by July 1<sup>st</sup> will be suspended until their fees and fines are paid.

5.10 Teams may pay their registration and performance bonds, plus any late fees, by post-dated cheque, dated no later than the first Monday in June.

## **6 ELIGIBILITY OF PLAYERS**

6.1 All players must be registered with Soccer New Brunswick before playing any league games.

6.2 Any Team using an ineligible player will forfeit to the opposing team any points earned for those games, and will be suspended by the league until re-instated by the league executive.

6.3 Each player must provide an official picture Identification when asked to do so by the opposing team manager.

6.3.1 The requesting team manager reserves the right to protest the game if a player refuses to show a picture Identification

6.4 A game protested because a player refuses to show picture identification will be reviewed by the disciplinary committee with a recommendation for a penalty to the board of directors.

6.5 No players registered with one team in the same division may transfer to another team without the consent of the league executive, but no transfers will be allowed after July 1 of each year.

6.6 The League Executive may allow the transfer of a player to another team for league play after July 1 in certain unusual circumstances.

6.7 Any player registered to play in the Challenge or Jubilee Cups are considered by the Codiac Senior Soccer League as an "A" Player.

6.8 Any player registered for the Challenge or Jubilee Cups, are ineligible to play in the Codiac Senior Soccer League.

6.9 Any Men's Division I players may play two (2) "A" league or exhibition games as an "A" Player, but if they play a third (3) league or exhibition game are ineligible to play in the Codiac Senior Soccer League.

6.10 Men's Division II or Women's Division I and II players are not permitted to play in "A" league or exhibition games.

6.11 Men's Division II players may play two (2) games in Men's Division I without penalty, but if a player plays a third (3) game in Men's Division I he cannot play again in the Men's Division II.

6.12 Women's Division I and II players may play two (2) games in Men's Division II without penalty, but if a player plays a third (3) game in Men's Division II she cannot play again in the Women's Division.

6.13 Women's Division I and II players are not allowed to Play in Men's Division I games.

## **7 FORFEITURES**

7.1 Every team registering with the Codiac Senior Soccer League will make every effort to field at least eleven (11) players for every game.

7.2 Should circumstances dictate, a team may start and/or continue to play a league game with seven (7) players.

7.3 Any team unable to field seven (7) players will forfeit the game under the following circumstances:

7.3.1 Referee fees will be paid out of the teams bond, whether they are the Home Team or not. (The Home Team should pay the referee and ask the League Treasurer for a refund from the forfeiting teams bond.)

7.3.2 A fine of twenty-five (\$25) dollars will be levied against the forfeiting teams bond.

7.3.3 The opposing team will be awarded three (3) points with a score of two (2) goals for, and nil (0) goals against.

## **8 GAME TIMES**

8.1 All teams are responsible to check the schedule for the date and time of the game and field it will be played upon.

8.2 Game times may vary.

8.3 All kick-off times are to start sharply on time.

8.4 At the referee's discretion, a 15 minute grace may be allowed for teams not having seven (7) players to start the game.

8.5 No grace will be allowed for teams having seven (7) players, and the grace will end as soon as the seventh (7) player is dressed to play.

## **9 CANCELLATIONS**

9.1 Shortage of players is not a reason to cancel a game, as due to the shortness of the season and the availability of fields, all teams are expected to field a team for all scheduled games.

9.2 If, due to unforeseen circumstances, it becomes necessary to cancel a game, the following procedures must be followed:

9.2.1 At least forty-eight (48) hours prior to game time the canceling team will notify:

9.2.1.1 .the opposing team

9.2.1.2 the league statistician and

9.2.1.3 the referee's assignor

9.2.2 The canceling team must propose another suitable date, time and field to the opposing team.

9.2.3 The canceling team must make arrangements with the League Statistician to rent the field.

9.2.4 The canceling team must call the referee's assignor to arrange for officials.

## **10 SUSPENSIONS**

10.1 The Codioc Senior Soccer League Disciplinary Guidelines approved May 10, 1995 and revised May 1996 will apply .

10.2 Any player receiving a red card will receive an automatic one (1) game suspension without prior notice from either the League or the League Statistician.

10.3 Further punitive action may be determined by the League's Disciplinary Committee after a review of the circumstances surrounding the application of a red card.

10.4 Any suspensions of more than one game will take effect upon notice of the suspension by the League Statistician to the team's representative.

10.5 Further punitive action may be taken against the team or the team's representative should the affected team delay submitting a game sheet to the League Statistician to avoid a suspension

10.6 Any team using a player who is suspended will forfeit the game(s), and the League's Disciplinary Committee may recommend punitive action against any coach who uses a suspended player.

10.7 All cards and Suspensions will carry over from the regular season into the playoffs.

10.8 Each player will start each season without any cards registered against them, however, the Disciplinary Committee has the right to make punitive action suspensions carry over from season to season.

10.9 Players have a right to appeal a suspension as the result of the issuance of a red card, provided the appeal is made to the League President, or in his/her absence one of the Vice-Presidents, within 24 hours of the infraction, but players need to be aware that the League takes the decision of the referees very seriously, and turning-over any suspension as a result of a red card would be highly unusual.

## **11 ALL-STAR GAME**

11.1 It will be determined at the general meeting whether or not there will be all-star games played half way through the season

11.2 Should the League agree to hold All-Star games, the President will form a committee to determine the time and place of any or all All-Star games, and who the players will be.

## **12 REGULAR LEAGUE AND PLAYOFF PRIZES AND TROPHIES**

12.1 A set of T-Shirts and the League Trophy will be awarded to each team finishing with the highest points in each Men's Division I and II and Women's Division I and II teams.

12.2 A set of T-Shirts and the Championship Trophy will be awarded to each team winning the playoff championship in all Divisions.

12.3 One (\$100) dollars and the Consolation Trophy will be awarded to the team losing the Championship in all Divisions.

## **13 PLAYOFFS**

13.1 Player Eligibility - Each player must complete half (50%) of their team's regular season schedule in order to play in the playoffs.

13.2 Players in order to be eligible for 50% of the games, included most injured players, must be physically present at the start of the game for their name to appear on the game sheet

13.3 Players arriving after the games starts and staying only long enough to have their name added to the game sheet, will not be allowed to do so.

13.4 Players who are seriously injured and cannot be present at the field, may contact the League President, and in his/her absence one of the League Vice Presidents, to request the League Executive review the circumstances to determine playoff eligibility.

13.5 Playoff format – subject to Rules 13.5 and 13.6, due to the circumstances during the annual general meeting as to the actual number of teams that will play in the league, the League Statistician in consultation with the President will determine the playoff format.

### **13.6 MEN'S DIVISION I –**

13.6.1.1 All Play-off games will be on Tuesdays and Thursdays

13.6.1.2 Any quarter final games will consist of a single game elimination to be played at the home field of the team finishing higher in points in the regular season standings.

13.6.1.3 Semi-final and final games will be a total aggregate of scores of home and home games, and when teams are tied, the tie will be decided by a shootout.

### **13.7 MEN'S DIVISION II and WOMEN'S DIVISION I and II**

13.7.1.1 Any quarter finals will consist of a single game elimination to be played at the home field of the team finishing higher in points in the regular season standings.

13.7.1.2 Semi finals and finals will consist of a single game elimination to be played at a date, time and field determined by the Executive.

13.7.1.3 After each round of playoff games, teams will be reseeded according to points earned in the regular season.

13.7.1.4 Any Home Team advantage will go to the team with the highest points during the regular season.