



BY LAWS

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Rules and Regulations

As run by
**Fredericton City
Old Boys' Soccer Club**

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1 Master's Soccer League (MSL) and Classic's Soccer League (CSL)

- 1.1 The League will include teams made up from Club members who wish to play in the MSL or the CSL. (The actual number of teams may vary depending on the number of potential players.) Each team will have one Manager who is appointed by the Executive and has been formally announced as holding that position at the AGM. Each Manager will appoint an Assistant Manager from his team roster.

Note: Assistant managers do not have a vote in any executive decisions. In addition, discussions regarding Club/League issues and/or e-mails among the executive will not include the assistant managers.

- 1.2 Each team will be made up of registered club members who are **35 years of age or older; as of January 1st of the current playing season**. This cannot be altered unless by a majority vote by the general membership at an AGM. All players must be registered with SNB. Registration with SNB will be completed by the Club.

No drop-in players will be permitted to play in either league play or exhibition games.

- 1.3 Each team will have a maximum number of players as decided upon by the executive. This maximum will include the Manager if he is a playing manager.

2 Club and League fees

- 2.1 Fees are made up of the following:
 - 2.1.1 Annual Club Membership fee of \$25.00 which will entitle this person to one of our annual t-shirts.
 - 2.1.2 SNB fees.
 - 2.1.3 League Operating Costs fee which are based on a cost recovery basis. These operating costs will include but are not restricted to: field rental charges, referee fees, team equipment purchases and the number of league and exhibition games.
- 2.2 Club and League fees must be paid by the time of the Secondary Draft. Any exceptions to this must be authorized by the President.
- 2.3 Refund of League fees. If a player incurs a season ending injury within one month of the date that he/she is drafted, they shall be credited 50% of their next year's MSL or CSL fee. The credit will be determined at the end of the MSL and CSL season in which the injury occurred.

3 Playing Rules

- 3.1 The League will operate under the FIFA Laws of the Game unless otherwise stated. (See the web site www.oldboys.ca for a link to FIFA Rules.)
- 3.2 There will be no slide tackles accepted in the League. However if the slide is only to stop a ball and not interfere with an opposing player it is not deemed a slide tackle.
- 3.3 A "clean" slide tackle that would **not** normally cause a foul in open play under the FIFA umbrella, will be penalized with an **indirect free kick** and no card being issued, this includes infractions in the penalty area. A slide tackle that **would** normally result in a foul, will be penalized with a direct free kick and a card to be issued at the match officials discretion.
- 3.4 If a player has not paid their league and Club fees at the time of the Secondary Draft, those players will not be permitted to play until such

time when these fees have been paid. Any exceptions to this must be authorized by the President.

4 **Goalkeeper Rules**

4.1 Offenses committed against goalkeepers

4.1.1 It is an offence for a player to prevent a goalkeeper from releasing the ball from his hands.

4.1.2 A player must be penalized for playing in a dangerous manner if he kicks or attempts to kick the ball when the goalkeeper is in the process of releasing it.

4.1.3 It is an offence to restrict the movement of the goalkeeper by unfairly impeding him, e.g. at the taking of a corner kick.

4.2 Six Yard Box Keeper Protected Zone

In the event that a player challenges the keeper for the ball within the 6 yard box, the referee at his or her discretion may choose to penalize the attacking player if in his/her judgement felt that the keeper's safety was in jeopardy by the attacking player. Any goals resulting from the play would be disallowed and a free kick be awarded from the location of the foul. Officials will be asked to track offenses in the 6 yard box on the game sheet to allow the league monitor of repeat offenders. Any player challenging for the ball in the remaining portion of the 18 yard box will be subject to FIFA rules. Officials will be asked to assess the severity of the challenge and discipline as per rules of the game. In simpler terms, goalies have the right of way in the 6 yard box and will be given the benefit of doubt in all challenges.

4.3 Offenses committed by the Goal Keepers

Slide Tackles are not permitted in the MSL and CSL Old Boys League. As such this rule is extended to Keepers who challenge for the ball. Keepers must challenge for the ball using their hands. If a Keeper goes to ground and challenges for the ball by means of sliding using their feet this would be subject to an Indirect Free kick awarded to the opposing team at the location of the infraction. If the infraction would have otherwise warranted a Penalty Kick based on the FIFA Laws of the Game, i.e. keeper makes contact with the player more than the ball that would have otherwise been a foul regardless of the "Slide Tackle" rule.

5 Games

5.1 Games (league) will be ninety (90) minutes in duration with no overtime unless the games must have a required result (play-off). In this case, a ten minute overtime will be played and if at that point there is still no game winner the teams will proceed to a penalty shoot-out with a coin toss to decide which team takes the first penalty shot. The format will be 5 penalty shots per team - if still no winner after five penalty then sudden death will determine the result with alternating penalty shots taken.

Note: Only players on the playing field at the end of the overtime period will be eligible to take part in the shootout.

Note: For scheduling purposes any game requiring a result will be booked for two and one half hours.

5.2 Each team is responsible for ensuring that corner flags are brought to the field and in place before the scheduled kick-off.

5.3 The home team must supply a game sheet with the “header” information completed at a minimum (i.e. date, location, etc.). Results of the game, including all infractions and goal scorers, will be sent to the Executive and all Managers the following day.

5.4 The home team must provide two game balls.

5.5 Both teams must complete the game sheet including team name, all players/substitutes & numbers and the signature of the coach/manager. The completed sheet must be legible and given to the referee before the start of the game. Game sheets are required even if the game becomes a forfeit.

5.6 The white game sheet should be collected by the home team manager and passed on to the league statistician at their earliest convenience. (The referee is not required to take a copy of the game sheet).

5.7 The winning team will be responsible to forward game results, scores, cards and the referee’s name to all league executive. In the case of a draw this responsibility goes to the home team.

- 5.8 Unlimited substitutions are permitted during the game, at any stoppage in play, at the discretion of the match official.
- 5.9 All games will start promptly at the appointed time. The required number of players needed to start a game is eight (8). If a team does not have the required number of players to start a game within a grace period of 15 minutes, the game is forfeited.
- 5.10 Games that result in a forfeit will not be rescheduled. The result of a forfeit will be recorded as a 3-0 win in favor of the non-offending team. If both teams do not have the required number of players and both teams forfeit the game, a 0-0 loss will be recorded for each team with no points awarded to either team.
- 5.11 Any game terminated by the official, prior to having played a full sixty seven (67) minutes, will result in the game being rescheduled. If a game is terminated after playing sixty seven (67) minutes or more, the match will be considered official and the result will stand. Games will not be rescheduled for any other reason than the official termination of a game.
- 5.12 Games must be rescheduled at a time outside the regular league schedule and cannot be piggy backed with an existing scheduled game. Thus there will be **NO** six point games allowed.
- 5.13 Since it is often very hard to reschedule a game at the convenience of both teams the President after attempting to do so may simply announce the time and place of the rescheduled game. The onus is then on the teams to play the game.
- 5.14 No restrictions will be placed on the schedule due to long weekends, except where the Monday is the Holiday.
- 5.15 The team with the most points at the end of regular season play will be awarded the Rogue Cup.
- 5.16 Playoffs – At seasons end the top four teams in league standings will enter the playoffs for the Clancy Cup. Team 1 and 4 and teams 2 and 3 will play each other in a home and home total goal series to determine who will advance to the final for a one game match for the cup.

Note: If teams are tied in the league standings goal difference will decide the rankings.

6 Code of conduct

Players are expected to always give their best effort and are required to follow the instructions of the managers. Players must maintain a positive TEAM attitude at all times. Proper conduct and language is expected of all players both on and off the field. All players are required to show respect for managers, teammates, opponents and officials.

Players, team officials and other persons involved in the Fredericton City Old Boys Soccer Club are required to conduct themselves in a manner which will bring credit to the competition and the sport as a whole.

Poor sportsmanship will not be tolerated. Players are expected to play the game and let the officials officiate the game. In addition, players are to respect their opponents regardless of the score.

7 Discipline

- 7.1 All players are responsible for their own actions and teams are responsible for their players. Any infractions will be dealt with using the information below, with any exceptional circumstances reviewed and decided upon by the Executive.
 - 7.2 **All decisions are final**, with **no appeals** permitted, and no refunds given for missed playing time.
 - 7.3 All suspensions must be served starting with the league match immediately following the suspension. A forfeited game does not count as a game suspension if the player is from the forfeiting team.
 - 7.4 Yellow Cards. For every three individual yellow cards a player accumulates during the season, an immediate one-game suspension will be served the match following the third yellow card. This includes all League matches and the playoffs, with card totals being reset for the playoffs.
 - 7.5 Two yellow cards in one game (red card). An immediate one-game suspension will be served the next match. The two yellow cards do not count towards the individual card total identified above in item 7.4.
 - 7.6 Red card, non-violent conduct. An immediate one-game suspension will be served the next match.
 - 7.7 A player accumulating nine (9) penalty points based on cards received during the season will be suspended for the remainder of the season.
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Points will accumulate in the following manner.

Yellow Card – One point

Red Card – Three Points

Two yellows in one game will count as a Red Card i.e. Three Points

- 7.8 For any red card received, the match official will be consulted if there is no incident report attached to the game sheet, to determine whether or not the card was issued for violent conduct or not. If the red card was issued for violent conduct an immediate three-game suspension will be levied starting the following match. In addition to this, a hearing may be held to see if further sanctions should be taken depending on the severity of the incident.
- 7.9 Any further sanctions beyond a three game suspension handed out in item 7.7 above may be appealed. This appeal will be referred by the executive to an impartial body such as the FDSA standing discipline committee. It will be recommended by the executive that the referee and the player receiving a red card will be called to the hearing to present evidence of the incident and answer questions from the committee. The player's team manager will be notified of the hearing. The player receiving a red card may bring witnesses to present evidence on his behalf regarding the incident. In addition, this player may have one and only one "character" witness. Upon evaluating all the evidence the committee will immediately render a decision and report this decision to the Old Boy's executive.
- 7.10 All players' card count will be erased at the end of the regular season and will start back at zero at the beginning of the playoffs. Cards do not carry over to the playoffs but any resulting suspensions do carry over. The rules of discipline shall follow that outlined above in points 7.4 - 7.9.

8 Alcohol and Tobacco

- 8.1 No alcohol or its consumption or smoking will be permitted by Club members within the fenced in area of any playing field where an MSL or CSL game is being played. A player violating this rule will be dealt with by the executive. This practice is unacceptable and celebrations after the game are encouraged to be held at a location sponsored by the Club.
- 8.2 **FYI** - Drinking of alcohol outside the playing field (parking area or in a vehicle in the parking area) is strictly forbidden as per the Liquor Control Act.
- 8.3 All other rules and regulations as posted by the owners of the playing fields are to be respected.

9 Trophies & Awards

9.1 The Rogue Cup Trophy

9.1.1 This trophy is awarded to the team with the most points during the regular season as determined by the league standings.

9.1.2 The trophy will be awarded at the awards ceremony at a pre-determined date and venue at the end of the MSL season.

9.2 The Clancy Cup Trophy

9.2.1 This trophy is awarded to the team winning the league final in the playoffs.

9.2.2 The trophy will be awarded at the awards ceremony at a pre-determined date and venue at the end of the MSL season.

9.3 The League Cup Trophy

9.3.1 This trophy is awarded to the team with the most points during the regular season as determined by the league standings.

9.3.2 The trophy will be awarded at the awards ceremony at a pre-determined date and venue at the end of the CSL season.

9.4 The Champion's Cup Trophy

9.4.1 This trophy is awarded to the team winning the league final in the playoffs.

9.4.2 The trophy will be awarded at the awards ceremony at a pre-determined date and venue at the end of the CSL season.

9.5 MVP Award

9.5.1 This award is awarded to the player who is the best performing player during the regular season as voted on by the Team Managers.

9.5.2 Prior to the conclusion of League play the President will canvas team managers to seek nominations for the MVP Award. Prior to the final playoff game, the Team Managers will vote on the nominated players. The votes will be counted by the President.

9.5.3 The award will be awarded at the awards ceremony at a pre-determined date and venue at the end of the MSL and CSL

season.

9.6 Golden Boot Award

9.6.1 This award is awarded to the player scoring the most goals during the regular season as determined by the league standings.

9.6.2 The award will be awarded at the awards ceremony at a pre-determined date and venue at the end of the MSL and CSL season.

9.7 Golden Glove Award

9.7.1 This award is awarded to the Goalkeeper with the best goals against average during the regular season. The goals against by straight math – goals allowed divided by games played.

9.7.2 The award will be awarded at the awards ceremony at a pre-determined date and venue at the end of the MSL and CSL season.

9.8 Mark Lawrence Trophy

9.8.1 This trophy is awarded to the player who best exemplifies the special character Mark brought to the club.

The Old Boys Executive focus on three of Mark's attributes: **HARDWORK, DEPENDABILITY & ATTITUDE.**

9.8.2 Prior to the conclusion of League play the President will canvas team managers to seek nominations for the Mark Lawrence trophy. Prior to the final playoff game, the Team Managers will vote on the nominated players. The votes will be counted by the President.

9.8.3 The award will be awarded at the awards ceremony at a pre-determined date and venue at the end of the MSL season.

9.9 Jean-Marc Ouellette Award

9.9.1 This award is awarded to the leagues best defensive player as voted by the Team Managers.

9.9.2 Prior to the conclusion of League play the President will canvas the Team Managers to seek nominations for the

Jean-Marc Ouellette Award. Prior to the final playoff game, the Team Managers will vote on the nominated players. The votes will be counted by the President.

- 9.9.3 The award will be awarded at the awards ceremony at a pre-determined date and venue at the end of the MSL season.

10 Team Selection (Draft)

- 10.1 There will be two team drafts; Primary and Secondary.
- 10.2 The Primary Draft will be held no later than two weeks prior to the start of the season, or as soon as confirmation of all players is available. The Primary Draft will be held in a private location.
- 10.3 Managers of MSL teams will not be included in the draft.
- 10.4 A player who is unknown to the Club or the MSL managers will be required to demonstrate in some fashion his knowledge and skill of the game before his name goes into the Primary Draft.
- 10.5 Prior to the Primary Draft, the President will provide all Managers with a potential player list including any notes about players which will assist in the draft process. This information will be solicited from managers at the end of the previous season. Managers, with this information and using their own personal knowledge will identify two categories of players as follows.
- 10.6 Keepers – All those that want to play in this position.
- 10.7 Level A – Managers will identify players who are considered to be the strongest in the draft. The actual number identified will be approximately four (4) times the number of teams in the league. It is recognized that this will be a subjective list and the players so identified will not be part of any “special” draft group. This list will only be created to assist those managers who may not know these players or their abilities.
- 10.8 The Primary Draft**
- 10.8.1 **Keepers:** The Managers will select a keeper based on a random draw of numbers. Thus the manager who selects # 1 from the draw will draft first from the keepers pool. Following this process each manager will select one keeper. Keepers not selected at this time will be added to the draw for outfield players.

Note: Any player indicating they wish to be a keeper must be notified of this guideline (9.6) immediately upon receiving their intent to play as a keeper.

10.8.2 Outfield players: The Managers will select out field players based on a second random draw of numbers. Thus the manager who selects # 1 will draft first from the out players pool. Once each manager has selected a player from this pool the draft order will reverse and continue in this fashion until all players are selected or team limits as determine by the Executive under Item 3.3 are reached. (This team limit will include the team Manager, if also a player.) Thus the draft process will proceed in this order: 1, 2, 3, 4, 5, 6, n, n, 6, 5, 4, 3, 2, 1, 1, 2, 3... and etc.

Note: “Once an Old Boy always an Old Boy.” A potential new player cannot bump an existing Old Boy player from the draft.

10.8.3 Once the teams have been determined at the Primary Draft, player trading is permitted immediately following this draft. This may be done to accommodate requests under our Green Policy (players who want to travel together) or for personal reasons. Trading, if carried out between teams, shall take place between individual managers and input from neutral managers is neither required nor allowed unless requested.

When Managers depart at the conclusion of the Primary Draft, no additional trading will be permitted.

Note: Requests under the Green Policy will be considered where possible but there will not be any guarantee by the Club that a request will be granted.

10.8.4 A list of all players drafted will be submitted to the Web Manager at the conclusion of the draft so teams can be posted on our web site.

10.8.5 No new players will be permitted to join any team for any reason, prior to the Secondary Draft.

10.9 The Secondary Draft

10.9.1 The Secondary Draft will occur approximately four weeks after the start of the season. The date and location will be determined by the Executive. All players that have asked to join the League after the Primary Draft will be made

available for selection, including those players not selected in the Primary draft (if any.) As with the Primary Draft a player who is unknown to the Club or the MSL managers will be required to demonstrate in some fashion his knowledge and skill of the game before his name goes into the draft. A manager who enters the secondary draft must draft at least one player, if numbers warrant.

10.9.2 If any player is selected at the Secondary Draft, full Club fees will be owed by the player. There will be no reduction in league fees for games already played by the league.

10.10 The Third Draft

10.10.1A third draft will be carried out close to June 15th if there are players who wish to join the league and there are teams who wish to draft new players. The date and location will be determined by the Executive. All players that have asked to join the League after the Secondary Draft will be made available for selection, including those players not selected in the Secondary draft (if any.) As with the Primary Draft a player who is unknown to the Club or the MSL managers will be required to demonstrate in some fashion his knowledge and skill of the game before his name goes into the draft. A manager who enters this draft must draft at least one player, if numbers warrant. This draft is being conducted to accommodate teams who need players not players who wish to play.

Note: A player selected in the Third Draft will be required to pay his full Club Fees and his full SNB fees plus a pro-rated fee based on the games remaining in the MSL season.

10.11The process for selecting players in the Secondary and Third Drafts will be based on team standings. The last placed team will have the opportunity to pick first, the 2nd to last place team will have the opportunity to pick second, this order will continue until all teams wishing to pick a player have been given the opportunity. Thus the draft process will proceed in this order: n, 5, 4, 3, 2, 1, next round 1, 2, 3, 4, 5, n, next round n, 5, 4, 3, 2, 1 and so on until all players eligible for the draft have been drafted. (**Note:** “n” being equal to the last place team in standings on the date of draft). All the players identified in the Secondary and Third Draft will be placed in one category.

10.12 For any players not selected in the Secondary or Third Draft the Club will extend a thank you to them for showing interest in the Club and invite them to apply again in the following season.

10.13 At the conclusion of the Third Draft, no new players may enter the League during the season. New players showing interest will be required to wait until the following season to register.

11 Player Injuries

Team Managers are responsible to provide injured players with the necessary paperwork to complete, i.e.: SNB Insurance forms. Forms must be completed and submitted within 30 days of the injury. Please contact SNB at admin@soccernb.org to request the necessary forms.