

The First Touch Soccer League

Rules & Regulations

1.0 League Name - The name of the league shall be the First Touch Soccer League, hereinafter, referred to as the FTSL.

2.0 Divisions

2.1 The FTSL shall be divided into the following divisions:

Senior Men Senior Women

There must be a minimum of four (4) teams to operate a division.

2.2 The FTSL shall be open to all players registered with Codiac Soccer Inc in accordance with Soccer New Brunswick Rules & Regulations.

3.0 Management of the FTSL

3.1 The League Coordinator shall be responsible for developing the rules and regulations of the FTSL. The League Coordinator shall be the representative for all players registered in the FTSL at the Codiac Soccer Inc AGM.

3.2 Quorum for all meetings of the FTSL shall be fifty one percent (51%) of the paid, registered teams in the FTSL.

3.3 The League Coordinator shall be responsible for managing and implementing the operational functions of the FTSL.

3.4 The FTSL shall be operated in accordance with FIFA Laws of the Game and CSA Rules & Regulations, unless otherwise stipulated in this document.

4.0 Entering the FTSL

4.1 Teams shall register with Codiac Soccer Inc.

4.2 For every team created in the FTSL shall provide the following prior to the start of the season:

- name of team, subject to approval
- name, address, email address, and telephone numbers of the team's coach(es) and/or manager.
- team colours and alternate jersey colours (in the absence of alternate jersey colours, teams may use pinnies);
- a team list giving the names, in full, of preferred players. A tentative team roster is to be submitted to the league prior to the start of the season and the final roster by

July 15th of the year of competition. All players on the roster must be registered and in good standing with Soccer New Brunswick

- failure to submit the final team roster by July 15th will result in the cancellation and forfeiture of all games scheduled until such time as the team roster is submitted to the FTSL. Teams must advise the league if there are any changes to the original roster submitted prior to the start of the season; and
- teams that are not using fields provided by Codiac Soccer Inc are required to identify fields and times for their home games and submit this information, along with any requests for changes to the schedule, to the FTSL.

4.3 Player Eligibility

- 4.3.1 Teams, who play an ineligible player, as determined by the League Coordinator, will forfeit the game (by a score of 3-0) and all associated points.
- 4.3.2 Players 18 years of age as of December 31 of the current year may register for the league.
- 4.3.3 Each team may designate up to 2 spots for rostered Senior A players.
- 4.3.4 A player may not have played in more than six (6) games in the NBPSL in the same season for a Premier division team affiliated with any association. Exceeding this limit will result in disqualification from further play in the FTSL.

4.4 To participate in the FTSL playoffs a player must:

- (i) be registered by July 15th as an FTSL player and be placed on the roster of a specified team fixed at July 15th;
- (ii) be on the same specified team roster defined on July 15th that is advanced to the league executive for the playoff round;
- (iii) have played a minimum of 2 games in the FTSL schedule as a representative of the FTSL team on whose roster the player was placed on July 15th; and the league coordinator will check the names for eligibility.

Note: A player who is injured but who attends his/her matches and is recorded on the game roster as injured will qualify for playoffs under section 5.4 (iii) (this does not apply to a suspended player).

5.0 **Scheduling**

- 5.1 A draft schedule of all FTSL games will be issued by June 10th of the year of the competition.
- 5.2 The final FTSL schedule will be distributed a minimum of five (5) days prior to the start of the season.

5.3 Games in the FTSL will be held at the following times:

Senior Men – Friday at 6:30 pm or 9:00 pm and Sunday at 6:00 pm or 8:30 pm
Senior Women – Monday and Wednesday at 6:30 pm or 9:00 pm

5.4 The League Coordinator shall have the authority to change these days and times are, in their sole discretion, they deem advisable (re: scheduling, darkness, etc.).

5.5 Once the final schedule has been issued, changes will only be made if both teams agree, in writing (email, fax or registered mail), to reschedule the game. Any such requests must be submitted to the league coordinator, in writing, at least five (5) days prior to the scheduled game.

5.6 Games may be cancelled due to exceptional circumstances (i.e. unplayable field, weather, lightning, referee's decision, municipal or school district decision, etc.). Such games may:

- on mutual agreement of the coaches involved, be recorded as a 0-0 tie, with one point awarded to each team, and with a note in the standings indicating the reason for the cancellation: or
- in the absence of a mutual agreement of the coaches involved to record the game as a 0-0 tie, be rescheduled at a date, time and location agreed upon by both teams, acting reasonably (in the opinion of the League Coordinator). The rescheduled game must be played prior to the conclusion of the regular season schedule.

SPECIAL NOTE: If a game is begun and subsequently called by game officials for exceptional circumstances; that match will be considered official if, at anytime into the second half, the match is so terminated.

If a game is to be cancelled for any reason other than exceptional circumstances (in the opinion of the League Coordinator), the cancelling team must make such cancellation known to the opposing team and the league statistician a minimum of 24 hours in advance. Insufficient notice regarding the cancellation will result in the forfeit by the cancelling team of the game by a score of 3-0. If sufficient notice is not given, rule 5.6 will apply.

5.7 Teams failing to appear for a scheduled FTSL game or who are unable to field the minimum number of seven (7) allowable players shall:

- forfeit the game by a score of 3-0.

6.0 Home Team Responsibilities

6.1 In the event that the municipality closes the fields, notify the referees, the opposition, and the league statistician of the closure.

6.2 For regular season games, fax, e-mail or send a picture of the game sheet containing the score of the game, goal scorers and cards to the league coordinator prior to 5:00pm the following day of the game. If this is not possible, the score of the game, goal scorers and cards need to be called in to the league coordinator prior to 5:00pm the following day of

the game and the original game sheet needs to be mailed to the league statistician within seventy two (72) hours. Teams failing to meet these requirements within the stipulated time frames will be penalized with a 0-3 loss or the final score, whichever is greater, once the game sheet has been provided.

6.3 Provide:

- A FIFA quality match ball.
- a quality groomed and lined field as per the dimensions laid out in the SNB rules and regulations; and
- nets, sized as per the SNB rules and regulations for the applicable age group, and corner flags prior to the scheduled kick off.

7.2 Payment of game official fees to the game officials.

7.3 The visiting team must wear its regular colours and if the colours of the two teams are similar (as judged by the referee), the home team must wear alternate colours (or pinnies).

8.0 Game Officials

8.1 The FTSL will assign referees registered with the New Brunswick Soccer Referees Association to each game.

8.1.1 All referees officiating games under the authority of the FTSL must have currently valid certification appropriate for the level of play they are refereeing. Furthermore, copies of such certification must be filed with the FTSL prior to the start of the regular season.

8.2 Game officials assigned to FTSL games are required to be at the field of play at least fifteen (15) minutes prior to the scheduled kick off.

8.3 Game officials assigned to FTSL games are required to be attired in appropriate and distinctive uniforms.

8.4 All game officials assigned or who may be assigned to FTSL games will be issued copies of the CIHSL's Rules and Regulations and Code of Conduct.

9.0 Duration of Games & Ball Size

9.1 All games shall consist of two (2) equal halves. There will be no overtime play in regular season CIHSL games.

Age Classification	Duration of Match	Ball Size
Senior Men	2 x 45 minutes	Size 5
Senior Women	2 x 45 minutes	Size 5

Note: Commencing August 1st of each year, games on fields without lights shall be 2 x 40 minutes.

10.0 Substitutions

- 10.1 Unlimited substitutions are permitted (including playoff games) during a stoppage of play at the referee's discretion.
- 10.2 No substitution shall be allowed for a player who has been ordered from the field of play for misconduct.

11.0 Points and Standings

- 11.1 The winning team of each game will be awarded three (3) points.
- 11.2 In the case of a tie at the end of play, each team will receive one (1) point.
- 11.3 In the case of a default, the non-defaulting team will win by a score of 3-0 and be awarded three (3) points.
- 11.4 At the end of league play, total points will determine the standings. All teams participating in the CIHSL, are eligible for the playoffs.
- 11.5 The final standings will determine the teams' placement for CIHSL playoffs.

12.0 Tie-Breaking Procedures

- 12.1 FIFA Rule (6) Competitions Rules:

6.4.4 If two (2) or more teams have an equal number of points on completion of the round robin, the following criteria shall be used, to determine the final standings:

(a) Previous Match Results

The winner of the match between two (2) teams tied in points shall be awarded the higher position (not applicable if three (3) or more teams are tied);

(b) Goals Difference

Goal difference shall be calculated by subtracting the goals conceded from goals scored. A maximum difference of five (5) goals shall be awarded in each game. The team having the greater goal difference will be awarded the higher position.

(c) Goal Average

Goals divided by goals against. A maximum difference of five (5) goals per match will be used for purposes of this rule (e.g. a 7-1 result will be counted as 6-1). The team having the greater goal average will be awarded the higher points.

(d) Least Goals Against

The team having the fewest number of goals against will be awarded the higher position; and

(e) Penalty Kicks

If two (2) teams are still tied under criteria (a) – (d), then the higher standings shall be decided by kicks from the penalty spot as follows:

i. Two teams tied:

As per FIFA Laws of the Game, at a time and place decided by the League Coordinator.

ii. Three teams tied:

Each team is designated A, B, or C. Three mini games shall be played (A v B, B v C, C v A) consisting of five (5) penalty kicks at a time and place to be decided by CSHSL. The standings after these three (3) mini games shall be ranked according to the criteria (a) – (d) above; and

iii. Four teams tied:

Each team is designated A, B, C or D. Six mini games shall be played (A v B, C v D, A v C, B v D, D v A, and C v B) to decide the final rankings as in the three (3) team case.

13.0 FTSL Playoffs

13.1 Final league standings will determine the team placements for FTSL Playoffs.

13.2 The FTSL Playoffs shall be held on dates established by the league coordinator.

13.3 FTSL Playoffs Format

13.3.1 In the event of a 4 to 7 team division:

- (a) the top four (4) teams will advance to the FTSL Playoffs;
- (b) the team ranked in first (1st) place will compete in a single-round knock out game against the team ranked in fourth (4th) place. The game will be held on the home field of the 1st place team;
- (c) the team ranked in second (2nd) place will compete in a single-round knock out game against the team ranked in third (3rd) place. The game will be held on the home field of the 2nd place team; and
- (d) the winner of (a) will play against the winner of (b) for the Championship. The game will be held on the home field of the highest-ranked team.

13.3.2 In the event of an 8 team or more division:

- (a) the top eight (8) teams will advance to the FTSL Playoffs;
- (b) the top 4 teams will vie for the Tier 1 title and the next 4 teams will vie for the Tier 2 title.
- (c) playoffs will follow the 4-team playoff format in 13.3.1.

- 13.3.3 All FTSL playoff games will adhere to the following format:
- (a) two halves of equal length (as outlined in FTSL Rule 9.1); and
 - (b) if the score remains tied, the winner shall be declared by the taking of kicks from the penalty spot, in accordance with FIFA Laws of the Game.

15.0 Code of Conduct

- 15.1 Players, team officials and other persons involved in the FTSL are required to conduct themselves in a manner which will bring credit to the competition and the sport as a whole.
- 15.2 Every captain will receive a copy of the FTSL's Rule and Regulations and Code of Conduct.
- 15.3 Violations of the Code of Conduct will be reviewed by the Codiatic Safe Sport Committee and League Coordinator.

16.0 Protests

- 16.1 Consideration of all protests shall be made by the league coordinator.
- 16.2 Protests shall be sent to the league no later than twenty-four (24) hours after the conclusion of the game in question.
- 16.3 All protests shall be submitted, in writing, to the league accompanied by a fee of \$25.00.
- 16.4 In the event the protest is upheld, the fee will be refunded.

17.0 Discipline

- 17.1 The Codiatic Soccer Safe Sport Committee, consisting of a minimum of three (3) and a maximum of five (5) people, will be established in order to deal with all FTSL related disciplinary matters involving FTSL players and/or team officials in accordance with SNB rules and regulations. If the case being reviewed concerns one of the teams, representatives from the team in question will not sit on the Codiatic Soccer Safe Sport Discipline Committee.
- 17.2 A red card (ejection) will result in a minimum of a one (1) game suspension.
- 17.3 Two (2) yellow cards (cautions) in the same game will result in a minimum of a one (1) game suspension.
- 17.4 The accumulation of three (3) yellow cards (cautions) in the same season will result in a minimum of a one (1) game suspension.
- 17.5 The accumulation of four (4) red cards (ejections) in the same season will result in banishment from the FTSL for a minimum of the remainder of the season.

17.6 The accumulation of cards (yellow or red) carries over to the playoffs.

17.7 Serving Suspensions

17.7.1 A suspended FTSL player must serve his/her suspension during the next scheduled FTSL game.

17.7.2 The suspended person's name shall be put on the game sheet with suspended written beside it.

17.7.3 A player suspended by the FtSL may participate in exhibition games or tournaments while serving a suspension from the FTSL, however, a suspended player may not sit out in an exhibition game or a tournament game in order to serve his/her FTSL suspension.

17.8 The FTSL shall keep a database of all cautions and dismissals and will convey the information regarding suspensions to the coaches and referees.

17.9 The following mandatory minimum suspensions shall be rendered for misconduct occurring in FTSL games (NOTE: any penalty stipulated below is the minimum for the cited infraction and the Safe Sport Committee reserves the right to increase the consequences of the punishment parallel to the severity of the incident):

a) **Players**

Three cautions (within the same CSHSL season)	1 game suspension
Dismissed for receiving a second caution in the same game (neither offence was directed at the game official(s)) <ul style="list-style-type: none"> ➤ First seasonal offence ➤ Second seasonal offence 	1 game suspension 3 game suspension
Dismissed for receiving a second caution in the same game (either offence was directed at the game official(s)) <ul style="list-style-type: none"> ➤ First seasonal offence ➤ Second seasonal offence ➤ Third seasonal offence 	2 game suspension 4 game suspension 8 game suspension
Dismissed for offensive, insulting or abusive language (not directed at the game official(s)) <ul style="list-style-type: none"> ➤ First seasonal offence ➤ Second seasonal offence 	1 game suspension 3 game suspension
Dismissed for offensive, insulting or abusive language (directed at the game official(s)) <ul style="list-style-type: none"> ➤ First seasonal offence ➤ Second seasonal offence ➤ Third seasonal offence 	2 game suspension 6 game suspension 3 month suspension
Dismissed for denying an opponent a goal or an obvious goal-scoring opportunity by deliberately handling the ball <ul style="list-style-type: none"> ➤ First seasonal offence ➤ Second seasonal offence 	1 game suspension 2 game suspension
Dismissed for denying an opponent a goal or an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or penalty kick <ul style="list-style-type: none"> ➤ First seasonal offence ➤ Second seasonal offence 	2 game suspension 4 game suspension
Dismissed for serious foul play (all other types of serious foul play) <ul style="list-style-type: none"> ➤ First seasonal offence ➤ Second seasonal offence 	2 game suspension 4 game suspension
Dismissed for spitting at an opponent or any other person	

	➤ First seasonal offence	4 game suspension
	➤ Second seasonal offence	8 game suspension
Dismissed for violent conduct	➤ First seasonal offence	3 game suspension
	➤ Second seasonal offence	6 game suspension

b) Team Officials

Persisting in misconduct "after receiving a warning 'for misconduct' from the game official" (neither offence was directed at game official)	➤ First seasonal offence	1 game suspension
	➤ Second seasonal offence	2 game suspension
Persisting in misconduct "after receiving a warning 'for misconduct' from the game official" (at least one offence was directed at game official)	➤ First seasonal offence	2 game suspension
	➤ Second seasonal offence	4 game suspension
Using offensive, insulting or abusive language (not directed at the game official)	➤ First seasonal offence	1 game suspension
	➤ Second seasonal offence	2 game suspension
Using offensive, insulting or abusive language (directed at the game official)	➤ First seasonal offence	2 game suspension
	➤ Second seasonal offence	4 game suspension

18.0 Penalties

18.1 Penalties

Failing to submit team's final roster to league executive by July 15 th	All games scheduled will be forfeited until such time as the final roster has been submitted.
Use of an ineligible player (as determined by the FTSL league coordinator) in an FTSL game	Forfeit the game in question by a score of 3-0 and all associated points
Failing to appear for a scheduled FTSL game	Forfeit game in question by a score of 3-0;
Failing to meet all Home Team responsibilities	As deemed appropriate by the FTSL League Coordinator

At the discretion of the league coordinator, any other fees, fines, bonds and penalties may be assessed against a team or its players, coaches, managers, and administrators.