

# **SOUTH JERSEY SOCCER LEAGUE**

## **RULES AND REGULATIONS**

Recent rule changes in red, last update Apr 3, 2009

### **PLAYERS**

1.0 Players must hold a valid player's pass in the South Jersey Soccer League.

### **SEASONAL YEAR**

1.1 The period from 1 September through 31 August to following year.

### **AGE DIVISION**

1.2 Each Age Division shall be comprised of players who are before the 1st day of August of the current year, as follows:

Division I	under 19 years of age
Division II	under 16 years of age
Division III	under 14 years of age
Division IV	under 12 years of age
Division V	under 10 years of age

### **PLAYER ROSTER AND ROSTER CHANGES**

1.3 No 11v11 team shall have more than eighteen (18) players registered at one time, exception: Div I may have 22 players registered on a special roster with conditions. (See NJYS site). No 8v8 team shall have more than fourteen (14) players registered at one time. No team may sign more than three (3) transfer players during a seasonal year.

1.4 All players are required to have a valid United States Soccer Federation player pass. Proof of age is required, with photograph(s) of player. Players without passes are ineligible to participate in the game.

1.4.1 Secondary passes are not permitted in the SJSL.

1.5 Passes must be signed and sealed by the appropriate New Jersey Youth Soccer Association District Commissioner or his Alternate.

1.6 The Team's "Player Roster" must be maintained with the assigned New Jersey Youth Soccer Association District Commissioner. All additions or subtractions from the Player Roster are to be made through the assigned New Jersey Youth Soccer Association District Commissioner or his Alternate.

1.7 The appropriate New Jersey Youth Soccer Association District Commissioner or Alternate is the only authorized person to register United States Soccer Federation passes. He will process all the player passes for the Teams in his assigned District.

1.8 Opposing team coaches have the right to challenge the eligibility of a player and the validity of his pass, and may request the referee to retain the pass.

1.8.1 At the discretion of his coach, the player challenged may participate in the games; however, if the player is found ineligible or the player's pass invalid, the game will be forfeited.

1.9 A player may not be registered at the same time with more than one team in the South Jersey Soccer League during the same playing season.

## **COMPETITIVE PERIOD**

- 1.10 In regards to South Jersey Soccer League Competition only, no new players may be added to any team after the scheduled date for round 7 of the South Jersey Soccer League's Playing Season.
- 1.11 During the seasonal year, a "Player/Coach Add or Transfer Form" must be used to add or transfer a player from a team. To release a player a "Player/Coach Release Form" must be used.
- 1.12 Players transferring from one club to another club or from one team to another team within the same club during the seasonal year are required to present a fully executed " Player/Coach Add or Transfer Form " to the assigned New Jersey Soccer Youth Soccer Association District Commissioner.
- 1.13 Players transferring from one club to another club between seasonal years are free agents, but are required, however, to satisfy their obligations to their predecessor club or to obtain a "Player/Coach Release Form" from the predecessor club stating that it has no objections to arrangements to satisfy such obligations.
- 13.1 Players who do not obtain such Status Forms may be disciplined during the new seasonal year. Such discipline may include a fine and/or suspension.
- 1.14 If any player obtains a release to play for a different team during the seasonal year, that player shall abide by the then current NJYS rules and restrictions.
- 1.15 **All teams shall submit a copy of their state approved roster to the league registrar prior to playing any games in the South jersey Soccer League.**

## **2.0 SOUTH JERSEY SOCCER LEAGUE COMPETITION**

- 2.1 The day and time of games will be as specified on the South Jersey Soccer League Schedule.
- 2.2 South Jersey Soccer League Games, except for New Jersey State Youth Soccer Association Cup Games, have priority over all other games.
- 2.3 Any team forfeiting a game shall not be eligible to win the conference championship.
- 2.4 The appropriate Game Commissioner is responsible for canceling games for the entire league. He or she will exercise this privilege to cancel the game no later than 10:00 AM on the day of the game. When this occurs he or she will notify the Clubs promptly.
- 2.5 A regularly scheduled game may be canceled due to unplayable conditions by the Home team by calling the appropriate Games Commissioner prior to 10 AM on the day of the game. Also, the Home Team is responsible for notifying the Visiting Team by 10:30 AM. If it fails to do so, the coach or club or both may be disciplined.
- 2.5.1 If a referee is assigned to a game and goes but the game is not played, the following fees are applicable:
  1. Due to weather conditions that have occurred since he left, he is entitled to a full game fee paid by the home team. This applies to all divisions. This fee is only paid for the first scheduled game.
  2. Due to teams not showing up, he is entitled to a full game fee, to be paid by the home team.
  3. Once a game has started, he is entitled to a full fee.
- 2.5.2 Should a referee terminate a match prior to completion, the game is not official until reviewed by the league.

- 2.6 Any changes in schedule or in location of home games, shall be **submitted to** the Games Commissioner or designated league official for **approval a minimum of 14 days** prior to the scheduled game. Each team shall notify the Games Commissioner of this change. If it fails to do so, the coach or club or both may be disciplined.
- 2.7 Should individual games be canceled due to rules 2.5 or 2.6, the Games Commissioner must be notified of the reschedule date within two (2) weeks, unless directed by the Games Commissioner to play at an earlier time. Each Team shall notify the Games Commissioner of the agreement. If the coaches are unable to agree, the Games Commissioner will schedule the game. The team or teams not appearing at the scheduled time shall forfeit the game.
- 2.7.1 The Referee Assignor shall be advised that only the designated league official may change the league schedule. Any calls from individuals to the Referee Assignor will be referred to that league official by the Assignor.
- 2.7.2 That games which are played that deviate from the league schedule, for which the change was not given prior approval by the Games Commissioner, shall be ruled as a forfeit for both teams.
- 2.8 The standing of teams shall be determined by points as follows:
- |      |                           |
|------|---------------------------|
| Win  | 3 points for winning team |
| Tie  | 1 point for each team     |
| Loss | no points for losing team |
- 2.8.1 After the first round of a playing season, in the event of the movement of teams, all teams involved shall receive one (1) point per game played.
- 2.9 All South Jersey Soccer League playoff games ending in a tie shall have two (2) sudden death overtimes which for Divisions I and II shall be two(2), fifteen (15) minute periods and for Division III and IV two, ten (10) minute periods. If after overtime, the game is still tied, then FIFA penalty kicks shall prevail.
- 2.9.1 In the event of a two way tie in conference play, a one game playoff at a neutral site shall determine the division champion as per rule 2.9. .
- 2.9.2 In the event of a three way tie in divisional play, a "round robin" playoff series will be played and the procedure as to a tie and penalty shall be employed as expressed in Rule 2.9. Conference Champion shall be determined by the best record in the round robin. First tie breaker will be goals for, FIFA penalty kick winner will be credited with one (1) goal. Second tie breaker will be fewest goals against.

### **3.0 GENERAL PROVISIONS**

- 3.1 Member Clubs must have liability and medical insurance as provided for by the New Jersey State Youth Soccer Association.
- 3.2 Each team will receive a player roster and the appropriate number of United States Soccer Federation player passes upon presentation of registration forms and payment of League fees.
- 3.3 Each coach, assistant coach, and trainer present on the sidelines will carry a valid pass issued by the New Jersey Youth Soccer Association and present it at each game.
- 3.4 Complaints regarding referees must be submitted in writing to the South Jersey Soccer League Ethics Committee Chairperson or other designated league official.
- 3.5 **If a coach's meeting is called, each team shall be represented at that time. Failure to be represented may result in a \$50 fine and/or a loss of 3 points in the standings.**

- 3.7 Every club is required to be properly represented at every general membership meeting during the seasonal year (Seasonal year is August thru July). Clubs not represented shall be fined \$20.00 for the first offense and \$100.00 for the second offense, club rep and president shall appear before the general membership and meet with the Executive Board for the third offense, and every team in the club shall forfeit three (3) pts in the standings for fourth offense or failure to meet obligations of the third offense.
- 3.7.1 Should a Club, however, miss two (2) consecutive meetings, its voting privileges shall be suspended until the club has been represented at two (2) consecutive meetings.
- 3.7.2 If a club misses three (3) consecutive or a total of five (5) general membership meetings in a seasonal year, they shall be declared ineligible for play in the next appropriate playing season and shall be required to appear before the Executive Board for review.
- 3.7.3 If a club misses twelve (12) consecutive meetings and not played for twelve (12) consecutive months, that club shall be removed from the league.
- 3.8 The referee will be instructed to mail game reports including passes of players and coaches sent off the field to the Chairperson of the Grievance Committee within twenty-four (24) hours of the completion of the game.
- 3.9 Coaches not being informed of a Grievance Committee decision by the twenty-four (24) hour period prior to the teams next scheduled game, may call the Grievance Committee Chairperson and request the result. If a decision has not been rendered the coach may request and obtain the player's pass so that the player is eligible to participate in the games until the decision is rendered. Exception a) Parties sent off for violent conduct are automatically suspended a minimum of the next game; b) Parties sent off during a South Jersey Soccer League cup game sit out the next cup game; c) The Grievance Committee will review all offenses and may impose penalties additional to the above if warranted.
- 3.10 Game protests must be submitted in writing including a \$50 fee within forty-eight (48) hours after completion of the game to the Grievance Committee Chairperson. The appeal shall be filed with the Grievance Committee Chairperson. The fee will be returned if the appeal is upheld.
- 3.11 An appeal from a decision of the Grievance Committee to the Executive Committee must be in writing and accompanied by the sum of \$100 and submitted within forty-eight (48) hours of receipt of the decision of the Grievance Committee. The appeal shall be filed with the General Secretary. The fee will be returned if the appeal is upheld.
- 3.11.1 An appeal from an Executive Committee decision to the General Body must be in writing accompanied by the sum of \$100 and submitted within forty-eight (48) hours of receipt of the decision of the Executive Committee. The appeal shall be filed with the General Secretary. The fee will be returned if the appeal is upheld.
- 3.12 A team forfeiting a game may be fined up to \$100.00 (plus referee fees or other costs, if applicable), at the discretion of the executive committee, and may be required to pay the amount of the referee's fees.
- 3.12.1 Any team dropping from the South Jersey Soccer League after the rating committee meeting and prior to the first game shall be fined up to \$1,000.00 plus forfeit registration fee.
- 3.12.2 Any team dropping from the South Jersey Soccer League after the first game shall be fined \$100.00 per game for each of the remaining left in the schedule.
- 3.12.3 Any team requesting to enter the league after registration shall be charged a late fee of \$250.00 in addition to the regular fees. (Teams may be accepted on an as needed basis).
- 3.12.4 No team shall be accepted after the rating committee meets.

- 3.13 All fines shall be paid within thirty (30) days of notification, unless under appeal. Clubs with fines outstanding after that time period shall be declared not in “good standing” .
- 3.14 In order to maintain member club status, a club must enter 40% of their Div III, IV and V state registered coed traveling teams into the SJSL, with a minimum of 2 teams.
- 3.15 Small Sided 8v8 Team Promotion - The South Jersey Soccer League has established a small-sided program that focuses on the core values of player development, an orientation towards team play, and good sportsmanship. Member clubs and their teams are expected to function in a manner consistent with these core values and will be held accountable for actions inconsistent with such. The following policy guidelines have been developed for member clubs and their teams to provide a basis under which they can promote their small-sided teams.
- Public records of standings or game scores are not to be maintained. Only the small-games commissioner will maintain a record of game scores of each team to support the placing of teams in appropriate competitive brackets. These records are confidential and may be shared only with the ratings committee.
  - Unofficial standings or game scores are not to appear in newspapers, newsletters, emails, club websites, team websites or other publicly accessible media. Clubs may award participation awards. There are to be no jackets, trophies or other awards mentioning conference championships or first place.
  - Standings are not to be maintained by division coordinators and shared among the teams in any fashion. The division coordinator may only share game results with coaches of the teams in his/her division.
  - Teams may report game results in local newspapers with the inclusion of player names and that of their opponent. However, there are to be no references to the unofficial standing or game score of that team in the publication. Nor should there be any descriptive references to the score, e.g. “Team A buried team B in a South Jersey Soccer League contest in the North National Division”. The game should be referred to as “Team A beat Team B in a South Jersey Soccer League contest in the North National Division”. This can be done with a reference to the players who scored.

**4.0 SOUTH JERSEY SOCCER LEAGUE PLAYING RULES:**

4.1 F.I.F.A. Laws of the Game apply except as modified herein:

4.1.1 A minimum of seven (7) players constitute a valid 11v11 team. A minimum of six (6) players constitute a valid 8v8 team.

4.1.2 Ball size

Division I, II & III	SIZE #5
Divisions IV & V	SIZE #4

4.1.3 Duration

Division I	Two- 45 minute halves
Division II	Two- 40 minute halves
Division III	Two- 35 minute halves
Division IV	Two- 30 minute halves
Division V	Two- 30 minute halves

- 4.1.4 Unlimited substitutions are permitted (substitutes must be at midfield and prepared to come in):
- a) prior to a throw-in in your favor
  - b) prior to a goal kick by either team
  - c) after a goal by either team
  - d) at half-time
  - e) after stoppage for an injury (injured players attended to on the field, must be substituted for, except for keeper)
- 4.1.4.1 **For all 11v11 games (U11-U19):** When a team (A) is awarded a throw-in in their favor, the opposing team (B) may also substitute at the same time should team A request a substitution. If team A does not take advantage of the substitution opportunity in their favor, team B may not substitute palyer(s). **Does not apply to U8-U10 small sided games.**
- 4.1.5 Substitutions are permitted as follows:
- a) yellow carded player(s) only - carded player(s) must be substituted immediately.
  - b) upon the ejection of the goalkeeper, a goalkeeper may be selected from among the available substitutes to replace one of the remaining players on the field at that time.
- 4.1.6 FIFA Laws of the Game which apply to players shall also apply to coaches and club officials.
- 4.1.7 Both teams (players and all coaches) shall occupy the same side of the field. All spectators shall be on the opposite side of the field from the teams.
- 4.2 When a player is sent off the field by the referee the referee shall allow no substitution, except as provided for in 4.1.5, note cause on game card, pull player's pass and send both to the Grievance Committee Chairperson.
- 4.3 Forfeit time will be fifteen (15) minutes after scheduled starting time of game. The team present need only to submit passes and be inspected. It is not necessary to kick off, score one goal, etc.
- 4.4 The coach of each team will present game fees, coaches passes, the player passes and game card, which shall include the players' name, pass number and uniform number to the referee and opposing coach prior the start of the game.
- 4.4.1 Games cards incorrectly filled out will result in a \$25.00 fine for each offense. (Game cards must contain club name, team name, correct SJSL team number, team player's names, numbers and pass numbers.)
- 4.4.2 **If a team is unable to produce player passes by game time, the game shall not be played and the offending team shall receive a 1-0 loss in the standings. Referee fees shall be paid in full by the offending team and that team may be subject to further disciplinary action by the league.**
- 4.5 The opposing coach has the right to inspect the player and their passes prior to the start of the game, unless a player is late. If so, the inspection may take place prior to the player's admittance into the game.
- 4.6 Players or coaches without passes are ineligible to participate in the game.
- a) If a carded coach is not available at any time prior to the completion of the game, the game will be abandoned and depending on the circumstances may be declared a forfeit by the Executive Board.

- 4.7 The Home Team is responsible for:
- a) If only one referee, Two (2) assist referee flags
  - b) Goal nets (secured), corner flags and properly anchored goal posts
  - c) Correct lining of the field including a spectator & team restraining line, preferably a different color than the touch line that is parallel to the touch line and 10 feet from it.
  - d) Proper game ball, properly inflated
  - e) Changing jerseys in the event of duplication of colors.
- 4.7.1 Coaches are responsible for their parents on the side lines. Coaches may be penalized/carded for not controlling their sidelines.
- 4.8 Each team is responsible entering their game results on-line at [www.sjssl.org](http://www.sjssl.org), in accordance with Commissioner's instructions. Failure to report scores (in accordance with the Commissioner's instructions) will result in disciplinary measures.
- 4.8.1 Any club not reporting game results by 12:00 noon the following day shall be fined five (5) dollars for the first offense, \$10.00 for the second, \$15.00 for the third, \$20 for the fourth, et al.
- 4.9 Referees are directed to send the completed game cards and passes of players and/or coaches sent off the field, as well as challenged player's passes to the South Jersey Soccer League Grievance Committee Chairperson within twenty-four (24) hours of completion of the game. The completed game card shall include a concise explanation of the reason why players and/or coaches were sent off the field by the referee.
- 4.10 If the assigned referee does not appear for a match, the two coaches may mutually agree on a competent person to referee the match, but are not required to do so. (Div III, IV, and V should attempt to play the game.) If the referee, subsequently appears after the start of the game, he/she shall take the field at the first dead ball opportunity.
- 4.10.1 If a game in Divisions III, IV or V is not played because of 4.10, the game must be rescheduled and played within two (2) weeks.
- 4.11 Any game abandoned by a referee because of interference, harassment, or any actions by a team (including coach, players, or spectators) which prohibit the referee from continuing the match shall result in a forfeit(s) by the offending team(s), as determined by the Executive Committee. The offending team(s) may be subject to additional penalties also determined by the Executive Committee.
- 4.12 **SJSL DRESS CODE**
- 4.12.1 All players participating in the SJSL must wear shin guards and must be outfitted with matching color/pattern socks which shall be secured so that the shin guards are completely covered by the socks during the game.
- 4.12.2 All team players must be outfitted with matching shorts. Individual players may wear clothing under their uniform shorts that may exceed the hemline of the shorts as long as they are hemmed and the same solid color as the shorts. All long johns worn must be of the same color throughout the team and must be tucked into the socks.
- 4.12.3 All team players must be outfitted with matching uniform tops, with at least four (4) inch numbers, which shall be tucked into the shorts during the entire game. Individual players are permitted to wear long sleeve shirts or jerseys under a short sleeve jersey so long as shirts are of the same solid color. Jerseys shall be tucked in at all times.

- 4.12.4 A referee has the authority to require a player to remove any article of clothing he/she deems to be dangerous to that player or to other players on the field.
- 4.13 Under no circumstances should the goal differential in a SJSL sanctioned game become 7 or more goals. In order to minimize such unsportsmanship like behavior, in games where the coach allows the goal differential to become 7 or more goals at some point during the first half of play, for example, 7-0, 8-1, 9-2, etc., the game will be allowed to continue to first allow the coaches an opportunity to remedy the situation. If the second half starts with the goal differential being 7 or more goals, or if at any time during the second half of play the goal differential reaches 7 or more goals, the referee will immediately signal the end of the game and leave the field. Whenever a game is terminated for a mercy rule violation, the referee(s) is to be paid the complete game fee and he/she must report the game as a mercy rule termination on his/her report to the League. A resumption of the game is NOT permitted.

## **5.0 SELECT TEAM PROGRAM**

5.1 The criteria for a Select Team Coach is as follows:

- a) He or she should be the best candidate for the position;
- b) His or her selection should be based on merit.

The criteria for a Select Team Player is as follows:

- a) He or she possess the qualifications of one of the finest soccer players in the age bracket so that the team is composed of the best of all the candidates;
- b) His or her selection should be based on merit.
- c) he/she must tryout for his/her age appropriate team.

5.2 During the entire playing year (fall and spring) immediately following a Program year, no Div II through IV teams will be permitted to participate in any SJSL sponsored play, if that team has added more than two (2) players who participated at any age level in the Program during the previous year.

- a) This rule applies equally to newly-formed teams as well as to teams which had participated in SJSL play during the previous year.
- b) If a "new team" is formed from the nucleus of a "team" which had participated in SJSL play during the preceding year, players who had been rostered to that "team" during the preceding year will not be considered to be "added" to the team for the purpose of this rule. For the purpose of this rule, such a "new team" must have at least ten (10) players on the team who had been rostered to the "team" the previous year.
- c) However, Select players who in the immediately subsequent playing year will be playing for the same club for which they had been rostered in the previous year will not be considered to be "added" players.
- d) The Executive Board will review each set of circumstances in which the provisions of this rule appear to have been violated and will render a decision as to whether or not this rule has been violated. This decision will be final and will not be subject to a hearing or appeal. However, should the Executive Board decide that, because of violation(s) of this rule, a particular team will not be permitted to enter or re-enter the SJSL, the established provisions for appeal of that decision to the General Membership will apply.

- e) Notwithstanding all of the above, no coach or assistant coach of a SJSL Select Team will be permitted to add to his/her SJSL club team any select player at any time during the three full playing years immediately following the playing year (up and including U-15) during which he/she participated in the Select Program as a coach or assistant coach.

## **6.0 EXPULSION FROM THE GAME, SUSPENSION AND FINES**

A player or team official who has been ordered from the field of play or from the sidelines by the referee for violent conduct, serious foul play, the use of foul or abusive language, or for persistent misconduct after having received a caution shall incur the penalty or penalties for the given offense or offenses as stipulated in the table. The referee's game report shall automatically initiate the action against the offending individual. However, the Grievance Committee shall be required to notify the Club Representative of the penalized team of receipt of the referee's game report and suspension of the player or team official prior to the next regularly scheduled game. Notification by telephone shall be considered adequate.

In the event that the player's or coach's pass of the offending individual is not received by the Grievance Committee, the coach of the offending team shall be required to forward such pass by mail immediately. Such pass shall be returned to the coach of the offending team immediately following conclusion of the suspension. In the event that insufficient time exists for the pass to reach the coach prior to the next regularly scheduled game following conclusion of the suspension, it shall be the responsibility of that coach to procure the pass.

An individual under suspension shall not, during the period of suspension, participate in any game under the direct jurisdiction of the South Jersey Soccer League.

A player while under suspension shall not be released by his club. A team official while under suspension shall not change his club affiliation. All periods of suspension shall run continuously. Game suspensions shall only be effective for games under the jurisdiction of the South Jersey Soccer League. Game suspensions in effect at the termination of one playing season or registration year shall remain in effect, even into the following playing season or registration year, until the full period of suspension has been satisfied.

## **PENALTIES**

### **a. Use of Ineligible Player:**

A club which, without league sanction, fields a player ineligible because of improper or non-registration shall suffer forfeiture of all games played, plus a fine of fifty dollars (\$50) per ineligible player per game for the first offense and one hundred dollars (\$100) per ineligible player per game for the second offense or more during a given registration year.

A club which fields a suspended player shall suffer forfeiture of that game plus a fine of two hundred fifty dollar (\$250) per ineligible player per game and suspension of the coach as determined by the SJSL Executive Board.

A player, who during a given registration year, registers to play for a second club without first having obtained a release from the first club shall be suspended for four (4) games.

### **b. Ejections for Violent Conduct:**

Players sent off for violent conduct shall suffer the suspensions listed in the Table of Standard Penalties for Violent Conduct for the first offense during any seasonal year. Suspensions may be doubled for the second offense in any one seasonal year.

### **c. Accumulation of Cautions:**

A player who, in any given seasonal year, accumulates three (3) individual cautions may be suspended for one (1) game. A second accumulation of three (3) individual cautions within the seasonal year may result in an additional suspension of two (2) games. Further, misconduct on the part of the same individual may be sufficient cause of the Grievance Committee to consider additional penalties of increased severity. In each case, action against the individual is initiated by the referee's game report.

### **d. Accumulation of Cautions for Dissent:**

A player who, in any given seasonal year, accumulates two (2) individual cautions for dissent shall be suspended for one (1) game. Further cautions for dissent on the part of the same individual may be sufficient cause of the Grievance Committee to consider additional penalties of increased severity. In each case, action against the individual is initiated by the referee's game report.

### **e. Conduct Detrimental to the Good and Welfare of the Game:**

Any player, coach or team official, or club officer, whose conduct is considered to be detrimental to the good and welfare of the game, is subject to a fine and/or suspension as determined by the Executive Committee of the South Jersey Soccer League.

### **f. Repetitive Detrimental Conduct:**

A coach or team official, who in any given seasonal year, accumulates two (2) individual cautions, shall be fined up to two hundred fifty dollars (\$250) and/or a suspension by the Grievance Committee.

### **g. Ejection:**

Should a team official or coach be ejected from the game, the penalty for the first offense shall be a two game suspension (minimum), up to five hundred dollars (\$500) fine and appearance before the Grievance Committee.

### **h. Period of Limitation:**

Any charge permitted to be brought by the Constitution and the South Jersey Soccer League Rules and Regulations shall be brought within four (4) months of the alleged offense and not thereafter.

**TABLE OF STANDARD PENALTIES FOR UNACCEPTABLE CONDUCT**

Fighting (engaged in combat with an opponent, colleague, or spectator by means of mutually exchanged blows delivered by hand, head, fist, or other portion of the body).	Div I - II      3 games	Div III - V      2 games
Aggression - engaging in combat with an opponent, colleague, or spectator (as in fighting) in which the other party does not take part by returning blows.	Div I - II      3 games	Div III - V      2 games
Assault- striking. Strike an opponent, colleague, spectator or official with any object (rock, stick, etc.) which could be expected to result in serious injury.	Div I - II      4 years	Div III-V      2 years
Deliberately pushing, striking, kicking, or attempting to kick, strike, or push a referee or assist referee.	Div I - II      2 years	Div III-V      1 year
Deliberately pushing, striking, kicking, or attempting to kick, strike, or push a referee or assist referee by a coach or club official.	Div I - V      5 years	
The throwing of objects (soccer balls, snow or ice balls, mud, dirt, or rocks) at an opponent, colleague or spectator.  Note: In the event that such object strikes the target, the player could be charged with assault.	Div I - II      2 games	Div III - V 1 game
The throwing of objects at a	Div I - II      2 years	Div III - V      1 year

referee or linemen.		
Spitting at or on a player or spectator.	Div I - II      3 games	Div III - V      2 games
Spitting at or on a referee or linemen.	Div I - II      2 years	Div III - V      1 year
Verbal threat of bodily harm or property damage delivered to an opponent, colleague or spectator.	Div I - V      1 game	
Verbal threat delivered to a referee or assist referee.	Div I - II      4 games	Div III - V      2 games
Gesturing or signaling obscenely or the use of profane language toward an opponent, colleague, or spectator.	Div I - V      1 game	
Gesturing or signaling obscenely or the use of profane language toward a referee or assist referee by a player.	Div I - II      3 games	Div III - V      2 games
Gesturing or signaling obscenely or the use of profane language toward a referee or assist referee by any member of the coaching staff or club official.	Up to 10 games	
Pushing which results in an ejection.	Div I - V      1 game	
Serious foul play which results in an ejection from the game.	Div I - V      1 game	

## Standard Table of Fines and Monetary Charges

Note: Some offenses carry additional penalties, see rules.

	1 <sup>st</sup> Offense	2 <sup>nd</sup> Offense
Club missing meeting (3.7)	\$20.00	\$100.00
Game protest to Grievance (3.10)	\$50.00	
Game protest to Executive Committee (3.11)	\$100.00	
Game protest to General Body (3.11.1)	\$100.00	
Forfeiting a game (3.12)	Up to \$100.00 per game	
Team dropping from league before season starts (3.12.1)	\$1,000.00, plus forfeit registration fees	
Team dropping from league after season starts (3.12.2)	\$100.00 per game schedule game remaining in season	
Late registration (3.12.3)	Up to \$250.00	
Incorrectly filling out of game card (4.4.1)	\$25.00 per offense	
Mercy rule violation (4.13)	11v11 - \$200.00 8v8 - \$100.00	11v11 - \$400.00 8v8 - \$200.00
Not reporting scores (4.8.1)	\$5.00	\$10.00 (+\$5 each after)
Using an ineligible player (6A)	\$50.00 per player	\$100.00 per player
Fielding a suspended player (6A)	\$250.00 per player per game	
Coach accumulation of two (2) yellow cards (6F)	Up to \$250.00	
Coach or team official ejected from game (6G)	Up to \$500.00	
Good and Welfare	To be determined by Executive Committee	