

SUBURBAN FRIENDSHIP LEAGUE

Rules and Administrative Items for the Fall 2013 Season

(Adopted August 9, 2013)

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SUBURBAN FRIENDSHIP LEAGUE

Rules and Administrative Items for the Fall 2013 Season

I. PURPOSE

- A. The Suburban Friendship League (SFL) was established to coordinate and provide competitive soccer amongst the various house league teams who desire to compete with teams from other clubs. Although limited travel is involved, the teams in the SFL are recreational teams as defined by the United States Youth Soccer Association and travel or *select* players may not participate. Coaches should discuss with each player on their team the prohibition of playing on a SFL team and a travel team and make sure that the team realizes that the identification of a travel player on that team will result in forfeiture of games and elimination from the SFL tournament.
- B. The SFL is set up and run “**For the GOOD of the PLAYERS**” first and foremost in all actions taken.
- C. The SFL recognizes that each soccer club has different operating procedures and that this is healthy for the league. The clubs are expected to adhere to their appropriate state soccer association (such as the Virginia Youth Soccer Association) guidelines and rules; their own operating procedures; and provide guidance, cooperation and, if necessary, discipline in carrying out the SFL’s requirements. The SFL Commissioner and SFL Age Group Commissioners are given authority to adjust to the various operating procedure differences, if it is in the best interest of the organization. A member’s club procedures and rules may be more stringent, but not any less stringent than those imposed by the SFL.
1. The SFL shall be notified in writing if a club does not comply with any rules and regulations issued by their applicable state soccer association.
 2. Payment of the team registration fee signifies that the club (1) is in compliance with applicable state soccer association rules and regulations, (2) has properly registered all players playing in SFL scheduled games with the applicable state association, and (3) agrees to abide by the rules imposed by the SFL.

II. PLAYER REGISTRATION, TEAM ROSTERS, AND ROSTER CHALLENGES

- A. A youth league player must be registered with an associated club, who registers them with the appropriate state soccer association (such as the Virginia Youth Soccer Association) and meet their requirements for being a recreational or house player. A player, therefore, cannot be on a select or travel team and participate in the SFL during the same season.
1. If a player played on a travel or select team during the previous season, the player should complete SFL Form 3 (Players No Longer Playing Travel or Select Soccer). This form should also be signed by the Coach and SFL Club Representative. A copy should be mailed to the SFL Age Group Commissioner with the original maintained by the coach. Players appearing on this form and complying with its certifications are not considered travel or select players.
 2. If a question is raised on whether a player should be considered a recreational player the definition used by the United States Youth Soccer Association shall be used.

- 1 3. Some travel leagues may allow recreational players to play on the travel teams as guest
2 players. This is allowed under the following conditions:
3
 - 4 a. The player does not routinely practice with the travel team. This does not exclude one
5 time “try outs” for the team.
6
 - 7 b. **Travel tournaments** – The player is playing for a travel team participating in a
8 tournament that occurs either (1) before the first game of the SFL season, (2) after the
9 last game of the SFL season, or (3) during a week when the SFL does not hold games,
10 e.g., holiday weekends. The SFL must be notified by Email of the player’s name and
11 date of birth along with the game dates that the player is playing for the travel team if
12 the game dates fall between the start and end of the SFL season, e.g., holiday weekends.
13
 - 14 c. **Regular season travel games** – Some travel leagues may allow recreational players to
15 play on a travel team during that team’s regular season travel games. The SFL does not
16 support this policy for many reasons including the potential that a player may end up
17 playing on a travel team and SFL team throughout the season which effectively
18 eliminates the prohibition against travel players playing on SFL teams. Accordingly, if
19 a SFL player participates in a regular season travel game, then (1) the club must notify
20 the SFL of the player’s name and birth date and (2) ensure that the player no longer
21 plays on the SFL team. Subsequent participation of the player in SFL games will result
22 in game forfeits and the team’s elimination from the SFL tournament.
23
- 24 B. As stated in Section I, PURPOSE, the SFL Commissioner and SFL Age Group Commissioners
25 can make adjustments in unique situations to accommodate the various club rules. The ruling
26 must be in the best interest of the *players and the league*.
27
- 28 C. A player must meet the USSF birth date requirements for their age group.
29
 - 30 1. The club may allow a player to play in an age group older than the player (commonly
31 referred to as playing up) but cannot play in a younger age group (playing down). It is up
32 to the club to assign players to teams in accordance with the SFL policy and guidelines for
33 age groups and divisions. These guidelines can be found at our web site
34 (www.sflsoccer.org) under SFL Documents. If a club needs to assign a player to a team
35 that would result in not complying with the applicable SFL policies, then the SFL Club
36 Representative should request a waiver **BEFORE** the season begins. The approval of this
37 request will be shown on the SFL Team Roster. Until the SFL Team Roster shows this
38 approval, the coach should not use the player.
39
 - 40 a. A club may request that a medical waiver from the appropriate SFL Age Group
41 Commissioner to allow a player to play in an age group younger than the player’s age
42 (commonly referred to as playing down) for medical reasons.
43
 - 44 (1) Requests for play down waivers are only granted for medical reasons and the SFL
45 Club Representative must provide the following information:
46
 - 47 (a) Signed statement from the club’s board of directors that they have reviewed
48 the application and believe that the player should be allowed to play down for
49 medical reasons. The individual signing this determination for the board must
50 (1) be a Board Member and (2) someone other than the SFL Club
51 Representative or a coach in the SFL.
52
 - 53 (b) Signed statement from a doctor explaining the medical condition that requires
54 the player to play down.

- (2) If the request is granted, the waiver shall state that the waiver is a medical waiver but not provide the reason the medical waiver was granted.
- (3) Clubs must submit a request each season for medical waivers even if a request has been approved in the prior season. This request must include a new determination by the applicable club's board that the player should be granted a medical waiver.
- (4) All requests for medical waivers must be submitted prior to March 31 for the spring season and August 31 for the fall season.

D. Player eligibility and roster questions should be directed to the appropriate SFL Age Group Commissioner by the appropriate SFL Club Representative. The Email addresses for the SFL Age Group Commissioners are as follows:

Under 12 Girls

John Paladino
Email: u14girls@sflsoccer.org

Under 12 Boys

Neil Krizek
Email: u12boys@sflsoccer.org

Under 14 Girls

John Paladino
Email: u14girls@sflsoccer.org

Under 14 Boys

Rick Reid
Email: u14boys@sflsoccer.org

Under 16 Girls

Frank Calcagno
Email: u16girls@sflsoccer.org

Under 16 Boys

Jim Rodden
Email: commis@sflsoccer.org

Under 19 Girls

Greg Giovanis
Email: u19girls@sflsoccer.org

Under 19 Boys

Jeff Rae
Email: u19boys@sflsoccer.org

E. The SFL has two player roster forms – Master Player Roster (SFL–4E) and SFL Team Roster (SFL–2E). The Master Player Roster is submitted to the SFL and used by the SFL to generate the SFL Team Rosters that are provided to the SFL Club Representatives for distribution to the teams. The paper copy of the SFL Team Roster is the form that is used in the roster exchange process between teams. **The SFL Club Representatives and coaches should not expect the SFL to distribute the SFL Team Rosters directly to the teams.**

1. The Master Player Roster is an Excel spread sheet and the instructions contained in the file and those contained in the Procedures and Processes – Master Player Roster Summary document discuss the data requirements for the Master Player Roster. Both of these documents may be obtained from the SFL web site on the SFL Forms and SFL Documents pages respectively. The following are the general requirements that apply to the Master Player Roster and Team Roster forms.
 - a. The SFL Club Representative is responsible for ensuring that (1) the Master Player Roster accurately represents the data on the player contained in the club's registration system which is expected to comply with applicable VYSA requirements, e.g., player birth dates are validated, (2) any problems identified by the SFL with the data submitted is corrected in a timely manner, and (3) the SFL is provided any changes to the Master

1 Player Roster in a timely manner. It is up to the club to address any issues identified by
2 the club or the SFL with the data contained on the Master Player Roster and submit a
3 revised Master Player Roster when required. Otherwise, the club's team may be unduly
4 penalized.
5

- 6 b. Clubs must submit the Master Player Roster on the SFL provided form. The current
7 SFL Form SFL-4E is the official form used for submitting Master Player Rosters. No
8 substitute forms may be used even if those forms provide the same information or were
9 allowed in previous seasons.
10
- 11 c. Master Player Rosters are Emailed to the general SFL Email address
12 (sfl@sflsoccer.org). The subject line should contain (1) Master Player Roster and (2)
13 the club's name, e.g., Master Player Roster – Reston. The SFL will make sure that this
14 roster is distributed to the appropriate SFL Age Group Commissioners.
15
- 16 d. The Master Player Roster contains the official information used by the SFL to resolve
17 roster issues such as whether a given player has been assigned to a specific team.
18
- 19 e. **Roster submission dates** – Each club is required to submit at least two Master Player
20 Rosters each season.
21
- 22 (1) March 15 for the spring season and August 15 for the fall season. This submission
23 is used by the SFL to validate that the club has a sufficient number of players to
24 support the registered teams. Valid uniform numbers are not required for this
25 submission and the player assignments to a team are not binding, i.e., the clubs are
26 free to reassign players to other teams.
27
- 28 (2) On the Monday preceding the first game week, the SFL must receive by 6:00 PM
29 the actual Master Player Roster that should be used to generate the SFL Team
30 Rosters. This submission must contain the actual player assignments and the
31 uniform numbers that are expected to be used by the players on a given SFL Team
32 Roster. The SFL Team Roster section discusses the process that should be used
33 when a club cannot provide accurate uniform numbers for this submission.
34
- 35 (3) Each week after the first game week the SFL Club Representative may submit one
36 (1) Master Player Roster update by Wednesday at 6:00 PM.
37
- 38 (a) Players may be added to the Master Player Roster until April 25 for the spring
39 season and September 25 for the fall season. No player additions may be
40 made after April 25 for the spring season or September 25 for the fall season
41 without approval of the appropriate SFL Age Group Commissioner.
42
- 43 f. A player may be listed on only one roster in a given season and each player on a given
44 team must have a unique uniform number that remains constant during a given season.
45 The Process and Procedures – SFL Team Rosters document discusses the process that is
46 used when a player shows up at a game wearing a different uniform number. This
47 document also includes a section discussing how to handle duplicate numbers when
48 teams are authorized to combine teams.
49
- 50 2. The SFL Team Roster (SFL Form 2E) is generated by the SFL based on the data contained
51 in the Master Player Roster. **The SFL does not deal with coaches on SFL Team Roster**
52 **issues. If a coach needs a SFL Team Roster or needs corrections made to the SFL**
53 **Team Roster, then the coach should contact their SFL Club Representative.** The
54 Process and Procedures – SFL Team Rosters provides additional information relating to the

1 generation and use of the SFL Team Rosters. The SFL Club Representatives and coaches
2 are expected to be familiar with the information contained in this document. It can be
3 obtained from the SFL web site on the SFL Documents page.
4

- 5 a. The SFL Team Roster produced by the SFL is the only acceptable form that may be
6 used. Modifications to the names, birth dates, and SFL provided comments may not be
7 made to the SFL Team Roster by either the coach or the club. For example, names may
8 not be added or changed, birth dates added or changed, and SFL comments relating to a
9 player or team may not be changed or deleted. All such changes are made by the SFL
10 using the Master Player Roster process and a new SFL Team Roster is provided to the
11 club for distribution to the coach. The SFL expects the club and the coach to take the
12 necessary steps to provide accurate uniform numbers on the Master Player Roster and
13 that the uniform numbers worn by the players agree with the SFL Team roster unless a
14 color clash between two teams exists. The Process and Procedures – SFL Team Rosters
15 document discusses exceptions to this rule and the process that is used when a color
16 clash exists. Unauthorized modifications to the SFL Team Roster may result in game
17 forfeitures and team elimination from SFL competition.
18
- 19 b. **Player comments** – The SFL Team Roster may contain comments relating to one or
20 more players on the roster. Depending on the comment, the player may not be able to
21 play even if they are shown on the roster. These comments may include whether the
22 player has been given a waiver to play in a certain age group and whether the player is
23 allowed to play on the team until an identified problem is resolved. The SFL Team
24 Roster contains an explanation of the comments and clearly indicates whether the
25 player is allowed to play. The Process and Procedures – SFL Team Rosters contains
26 additional information in this subject.
27
- 28 c. **SFL Team Roster preparation dates** – The process of generating SFL Team Rosters
29 is time consuming for the SFL and the clubs. It is critical that the clubs develop
30 adequate internal processes to reduce the burden on both parties. The SFL recognizes
31 that some of the information, such as the uniform number, on the Master Player Roster
32 may need to be provided by the coach and that changes may need to be made to the SFL
33 Team Roster during the season. The SFL also recognizes that sometimes players need
34 to be added just before the season starts or even after the season begins. The SFL is
35 committed to providing reasonable support to processing changes and providing revised
36 SFL Team Rosters to the club. However, do not expect to send an Email to the SFL on
37 Friday and have an updated SFL Team Roster for Saturday’s game. **Also, the SFL will**
38 **not provide SFL Team Rosters directly to the teams.** Electronic SFL Team Roster
39 files are provided to the SFL Club Representative and the coaches may obtain
40 additional copies from their SFL Club Representative. The following describes the
41 expected process and time frames.
42
- 43 (1) **Initial SFL Team Rosters** – As noted above, the SFL Club Representative is
44 expected to provide a Master Player Roster that can be used to generate the initial
45 SFL Team Rosters by 6:00 PM on the Monday preceding the first game week. By
46 Wednesday at 9:00 PM, the SFL expects to provide the SFL Club Representatives
47 the SFL Team Rosters for distribution to their teams. Once the SFL has generated
48 these rosters, no changes may be requested until the following week. For example,
49 if the SFL generates the SFL Team Roster on Monday after the Master Player
50 Roster has been received, then no changes may be requested later that week.
51
- 52 (2) **Revised SFL Team Rosters** – Each week the SFL Club Representative may
53 submit one (1) updated Master Player Roster and request revised SFL Team
54 Rosters. These submissions must be received by 6:00 PM on Wednesday. The

1 SFL is expected to process this request and provide the updated SFL Team Rosters
2 back to the SFL Club Representative by 9:00 PM on Friday for distribution to the
3 coaches.
4

- 5 (3) Master Player Roster submission after the dates and times described above may
6 result in the SFL not generating SFL Team Rosters until the following week.
7

8 3. **Exchanging rosters with the opposing team** – Coaches are required to provide a **paper**
9 **copy** of their approved SFL Team Roster to the opposing team before the start of every
10 game. If a team is unable to provide a paper copy of their approved roster the team is
11 assessed a forfeit. Therefore, it is a good idea to provide copies of the approved roster to
12 more than one individual on your team.
13

14 a. If a SFL Team Roster is requested but not provided and both teams agree to play, then
15 neither team can request a forfeit because a roster was not available. If a forfeit is
16 accepted because of a roster problem, then the teams should leave the field. In other
17 words, the teams **should not** use the game as a scrimmage.
18

19 b. The referee may also request a copy of each team’s SFL Team Roster.
20

- 21 (1) If either team does not have a proper Team Roster available when requested by the
22 referee, then the referee may declare a forfeit with the team not having a proper
23 SFL Team Roster being assessed the forfeit. If both teams do not have proper SFL
24 Team Rosters, then both teams will be assessed a forfeit. If a forfeit is awarded by
25 the referee because of a roster problem, then the teams should leave the field. In
26 other words, the teams **should not** use the game as a scrimmage.
27

28 F. **Roster Challenges – If a coach does not have a SFL Team Roster when challenged, they**
29 **will be assessed a forfeit.** Therefore, it is a good idea for coaches to provide copies of the
30 SFL Team Roster to more than one individual on the team. The SFL does not expect that
31 roster challenges will become a common practice and the number of challenges will be
32 monitored. If a coach appears to abuse this policy, then the appropriate SFL Club
33 Representative will be notified and appropriate disciplinary action suggested. Two types of
34 roster challenges may be made – field challenges and roster form challenges.
35

36 1. **Field Challenges** – The Process and Procedures – SFL Team Rosters document discusses
37 how to conduct a roster challenge on the field. As noted in this document, **in almost all**
38 **cases, the SFL will make a decision after the game is played whether a forfeit will be**
39 **awarded when a team has a SFL Team Roster. The referee is only expected to**
40 **perform the roster challenge process and is not expected to make a decision on a**
41 **forfeit since this decision is left to the applicable SFL Commissioner.**
42

43 2. **Roster Form Challenges** – A coach may challenge the accuracy of the Team Roster
44 provided by the opposing team through that coach’s SFL Club Representative. A copy of
45 the SFL Team Roster provided by the opposing team must be provided with the challenge
46 along with the reason for the challenge. The SFL will then validate that the information on
47 that form agrees with the latest version of the SFL Team Roster provided to the applicable
48 SFL Club Representative. As noted elsewhere, unauthorized modifications to the SFL
49 Team Roster may result in the forfeiture of games and team elimination from future SFL
50 games.
51

52 G. A club must register all their recreational teams in a given age group.
53
54

1 III. PLAYERS ASSIGNED TO TWO TEAMS AND COMBINING TEAMS

- 2
3 A. Some clubs may allow a player to play on two teams which is not in accordance with SFL rule
4 that a player may only appear on one roster
5
- 6 B. A club that has too many players for one team but not enough for two teams is allowed to form
7 two teams and mix players to ensure an adequate number are available for a game when the
8 SFL approves the combining of two teams.
9
- 10 1. The applicable SFL Commissioner will consider a request to combine teams when the
11 following conditions are met:
12
 - 13 a. The request must normally be submitted before the season begins.
14
 - 15 b. A club must make a good faith effort not to abuse this exception. For example, if a club
16 has 52 players, they should establish 3 teams to make sure that enough players will be
17 available to play each game. They should not establish 4 teams.
18
 - 19 2. When the SFL approves a request to combine teams, the SFL Team Roster will show (1)
20 when a team is authorized to “combine teams”, (2) the team rosters that are authorized to be
21 combined, e.g., Team 1 and Team 5 – Under 14 Girls, and any limitations or other
22 comments, e.g., only being allowed to combine teams during the regular season games.
23
 - 24 3. The coach combining teams must (1) provide copies of the SFL Team Rosters for both of
25 the teams being combined to the opposing coach during the roster exchange process and
26 (2) notify the opposing coach and the officials before the game which players will play and
27 which players are being added from the other team.
28
 - 29 4. If a player receives a red card during a game, the player must not play in the team’s next
30 scheduled game. If the player receives a red card during the game as a substitute player,
31 then they may not play in the next game that their regular team is scheduled to play. In
32 addition, they may not play with the other team as a substitute player until they are eligible
33 to play for their regular team. In other words, they must serve at least a 2 game suspension.
34
 - 35 5. A team is not allowed to add players from one team to the another team for tournament play
36 without express written permission of the appropriate SFL Age Group Commissioner.
37
 - 38 6. The SFL Club Representative must prepare a “tournament roster” using a SFL approved
39 team roster form before the tournament and provide it to the coach(es) of the teams
40 showing the players that are eligible to play on each team. A name may only be shown
41 once. For example, if Player A is shown on Team A’s roster, Player A may not be shown
42 on Team B’s roster. A copy of the “tournament roster” shall be submitted to the appropriate
43 SFL Age Group Commissioner at least one week before the first tournament game is
44 scheduled to be played by Email with a copy provide to the coach of each team. The SFL
45 Club Representative should make sure that the coach(es) understand that they are not
46 allowed to combine teams for tournament play.
47
 - 48 a. If a club decides that it cannot field all the teams that have been allowed to combine
49 players during the regular season for tournament play, then the SFL Club
50 Representative is responsible for notifying the SFL prior to the tournament scheduling
51 process the team(s) that should not be scheduled for tournament play. The players on
52 the regular season roster of the team(s) not scheduled to play in tournament may be
53 added to the other team(s) tournament roster.
54

- 1 (1) Only players on the teams that are allowed to combine players during the regular
2 season may be merged onto a single team without the express written permission
3 of the appropriate SFL Age Group Commissioner.
4

5 **Example 1**

6
7 Teams A and B are allowed to combine players during the regular season and Team A
8 decides that it cannot play in the tournament. Players from Team A may be added to
9 Team B's tournament roster. However, players from Team A may not be added to any
10 other team's roster without express written permission from the appropriate SFL Age
11 Group Commissioner.
12

13 **Example 2**

14
15 Teams A and B are allowed to combine players during the regular season and Team C
16 decides that it cannot play in the tournament. Players from Team C **MAY NOT** be
17 added to either Team A's or Team B's tournament roster without express written
18 permission from the appropriate SFL Age Group Commissioner.
19

- 20 7. The Process and Procedures – SFL Team Rosters document discusses other requirements
21 that apply to combining teams including (1) a limitation on the number of players that may
22 play on the combined teams and (2) how to address the duplicate uniform issues that may
23 arise.
24

25 **IV. GAME REQUIREMENTS**

- 26
27 A. All games will be played in accordance with "FIFA Laws of the Game" as modified by the
28 USSF for youth play and as clarified in these operating instructions.
29
30 B. Nothing in these rules precludes a club from imposing more stringent rules on their own teams.
31
32 C. All players in good standing must play at least 50 percent of the game. The applicable club is
33 responsible for defining what is considered good standing.
34
35 D. **Regular Season Game Times** – The following game times were approved at the preseason
36 meeting:
37
38 1. Under 12 Boys and Girls: two 30 minute halves.
39 2. Under 14 Boys and Girls: two 35 minute halves.
40 3. Under 16 Boys and Girls: two 40 minute halves.
41 4. Under 19 Boys and Girls: two 40 minute halves.
42

43 **Note:** Several clubs needed to schedule games into 1 1/2 hour time slots. Therefore, we
44 reduced the amount of time for the Under 16 and Under 19 age groups to 40 minute
45 halves. However, if time is available and both teams agree, then the Under 16 and
46 Under 19 age groups may play 45 minute halves.
47

- 48 E. **Tournament Game Times** – The following game times were approved at the preseason
49 meeting:
50
51 1. Under 12 Boys and Girls: two 30 minute halves.
52 2. Under 14 through Under 19 Boys and Girls: two 35 minute halves.
53

1 **Note:** These times are subject to change depending on the tournament format that is selected
2 for a given site. See the section on tournament schedules for additional information.
3

4 **F. Substitutions** – Substitutions may be made with the consent of the referee, at the following
5 times:

- 6
- 7 1. Prior to a throw-in when the ball is in possession of the team substituting. The opposing
8 team may substitute as well if the team in possession is making a substitution.
- 9 2. Goal kick by either team.
- 10 3. After a goal by either team and prior to the succeeding kick-off.
- 11 4. During the half-time interval.
- 12 5. After an injury (the injured player may be replaced and the opposing team may also
13 substitute one player).
- 14 6. After a caution has been issued, at the request of the player's coach, for the cautioned
15 player.
- 16

17 **G. Team Size**

- 18
- 19 1. **Minimum** – Team must field a minimum of seven (7) players at game time when the game
20 is being played using an 11 v 11 format. If the game format is 8 v 8, then a team must field
21 at least 5 players.
- 22
- 23 2. **Maximum** – Although there is no maximum, the SFL suggests that no more than eighteen
24 players be assigned to one team when that team normally uses 11 players for a game (11 v
25 11) and 12 players when the team normally uses 8 players for a game (8 v 8). This is
26 because of the fifty percent playing time rule (section IV.C.)
27

28 **H. Team Colors** – Teams must have matching colored jerseys with a unique number assigned to
29 each player. If a color clash between two teams exists, it is the responsibility of the home
30 team to change colors by using an alternate colored jersey. Required numbers will be waived.
31

32 **I. Equipment** – Shin-guards are mandatory and each player must wear FIFA acceptable sport
33 shoes or sneakers are required. Metal cleats shall not be worn.
34

35 **J. Play Down Rule** – If one team has less than 11 players (8 players for 8 v 8 games), the
36 following rules shall be used:
37

- 38 1. For games where the game format is 11 v 11:
39 a. A team must have seven players to play a game.
40 b. If one team has seven players, then the opposing team is required to play no more than
41 nine players.
42 c. If one team has eight players, then the opposing team is required to play no more than
43 ten players.
44 d. If one team has nine or ten players, the other team may play all eleven players.
45 2. For games where the game format is 8 v 8:
46 a. A team must have at least 5 players to play a game.
47
48
49
50
51
52
53

1 b. If one team has 5 players, then the opposing team is required to play no more than 7
2 players.

3
4 c. If one team has 6 or 7 players, the other team may play all eight players.

5
6 3. The above play down rules also apply when players from the team with the lesser number
7 of players leave a game due to injury or illness. In these circumstances, the opposing team
8 should not continue play with more than two players over the number that the other team
9 has on the field of play.

10
11 4. Red carded players on the short sided team do not cause the team with more players to play
12 down. For example if Team A has 11 players and Team B has 9 players and Team B
13 receives a red card, Team A is not required to play down.

14
15 K. Coaches are required to reduce the number of players on the field once a team has scored 5
16 goals more than the other team until the minimum number of players for a game is reached (7
17 for 11 v 11 games and 5 for 8 v 8 games). For example, if a team is winning the game 5 – 1
18 and scores another goal, they must reduce the number of players on the field down by at least
19 one player, if it scores another goal, then another player must be removed, etc. Should the
20 goal differential be reduced after a player is removed, then the team with the higher score may
21 add back a player. For example, if the goal score differential is 6 the team with the higher
22 score will have removed 2 players. If the other team scores a goal, then the team with the
23 higher score may add back one player, i.e., they will still be playing one player down. A game
24 score of 10 – 0 provides no more benefits than a game score of 3 – 0 since goals scored is not
25 used in any of the ranking factors.

26
27 1. Mercy rule – The losing coach has the option to terminate a game without penalty when the
28 winning team has a 6 or more goal lead. The game is terminated once the referee has been
29 notified by the losing coach or the captain of the losing team that the mercy rule is being
30 invoked. The losing coach has the sole discretion when to implement the mercy rule. The
31 score reports filed for the game should also include a statement that the game was
32 terminated early because of the mercy rule.

33 34 L. Home Team Responsibilities – Regular Season Play

35
36 1. Providing a suitable game field for the given age group (for example, for the Under 14 age
37 group the field shall be a minimum of 50 yards X 100 yards), goals with nets, lines, corner
38 flags, and game ball.

39
40 a. The SFL web site (under SFL Documents) contains the field guidelines for 8 v 8 games.
41 Clubs registering teams playing the 8 v 8 format are expected to provide fields that
42 comply with these requirements. For example, these guidelines state that the field of
43 play shall be rectangular, its length being not more than 90 yards nor less than 70 yards
44 and its width not more than 50 yards nor less than 40 yards.

45
46 (1) If a team does not believe that a game is being played on a field that is not
47 compliant with the US Youth Soccer guidelines, the coach should play the game
48 and then notify the appropriate SFL Club Representative of the problems. The
49 SFL Club Representative may then request the SFL to review the matter and make
50 a decision on whether a forfeit should be awarded.

1 (a) Forfeits will normally not be awarded for the following conditions:
2

3 (i.) Fields that are properly sized (e.g., the field is between 70 and 90 yards
4 long and between 40 and 50 yards wide for an 8 v 8 game) but the
5 markings are not entirely compliant with the US Youth Soccer
6 guidelines.
7

8 (ii.) Corner flags not being present.
9

10 2. Providing either three USSF certified referees (one Center Referee and two Assistant
11 Referees) using the Diagonal System of Control (DSC); or two USSF certified referees
12 using the DSC with one “club” Assistant Referee provided by one of the two teams; or, in
13 an emergency, a single USSF certified referee. If the proper number of officials are not
14 present by game time plus 15 minutes, the game will be forfeited by the home team.
15

16 a. Referees should not be immediate family members to team officials except in an
17 emergency.
18

19 Discussion 20

21 It is recognized that, in most cases, the coach of the home team has very little, if any,
22 control over whether officials will be present for a game. Therefore, should a situation
23 arise in which at least one USSF certified official is not present by game time plus 15
24 minutes, the visiting team is encouraged to select one of the following options rather
25 than accepting the forfeit and leaving the field of play. One option is to reschedule the
26 game for a later date. (In this situation, the home team may want to consider offering to
27 play at the visiting team’s home field.) A second option is to play the game and use
28 team officials and consider the results binding.
29

30 If the two coaches believe that a safe and effective match can be played, then they
31 should play as long as the safety and the rules of the sport are not sacrificed. If either
32 coach believes that the match cannot be safely and effectively played, then the coaches
33 should consider a rematch. However, the visiting coach does have the right to accept a
34 forfeit. If a forfeit is accepted because either coach does not believe that a safe and
35 effective game can be played, then the teams should leave the field. In other words, the
36 teams **should not** use the game as a scrimmage.
37

38 b. Center referees shall be at least two (2) years older than the age group they are
39 officiating except as noted in section (1) below. For example, the referee shall meet at
40 least the Under 14 age criteria to officiate Under 12 games or meet the Under 16 age
41 criteria to officiate Under 14 games. Therefore, individuals meeting the Under 13 age
42 criteria or lower may not act as a center referee for Under 12 games.
43

44 (1) It is recognized that some clubs have a referee training program that allows
45 referees that do not meet the two (2) years or older requirement to officiate games
46 to facilitate their training. This practice is acceptable when (1) the referee is at
47 least the age of the game they are officiating, e.g., an Under 16 game must be
48 officiated by a referee who meets at least the Under 16 age criteria and (2) at least
49 one adult of 21 years or older and is a qualified referee serves as an assistant
50 referee.
51

52 (2) Clubs are expected to provide adequate officials for the games. If adequate
53 officials cannot be provided, then (1) the visiting team should be notified by Friday

1 night that the game cannot be played and (2) a forfeit will be assessed to the home
2 team.

3
4 (a) If a question on whether the center referee is of the appropriate age arises on
5 game day, then the game should be played unless the home team coach has
6 positive knowledge that the center referee does not meet the age requirements.

7
8 (i.) If the home team coach has positive knowledge that the center referee
9 does not meet the age requirements, then the game should not be played
10 and the home team is assessed a forfeit upon verification of the referee's
11 age.

12
13 (ii.) If the home team coach does not have positive knowledge of the center
14 referee's age, then the visiting coach may then file a protest through
15 their SFL Club Representative and request the SFL to determine whether
16 the center referee for the subject game was of the appropriate age. Once
17 the SFL receives this request, it will request the home team's club to
18 confirm that the center referee was of the appropriate age. If the referee
19 was not of the appropriate age, then the home team will be assessed a
20 forfeit.

21
22 (iii.) Under no circumstances may a coach, team official, or other individual
23 request the referee to provide evidence of their age.

24
25 (b) Clubs that are unable to provide center referees of an appropriate age will be
26 penalized if the SFL determines that two (2) or more games actually played
27 are officiated by center referees that do not meet the age requirements.
28 Specifically, all home games for the given age group and above will be
29 cancelled and the home team(s) assessed forfeits for those games. For
30 example, if Club A does not provide appropriately aged center referees for
31 two of the Under 16 games actually played, then all Under 16 and Under 19
32 home games for teams associated with Club A will be cancelled and those
33 home teams will be assessed forfeits.

34
35 (3) Forfeits assessed for referee problems may be removed if the both teams agree to
36 play the game at a later date.

37
38 Example

39
40 Team A notifies Team B that its club cannot provide proper officials on Friday
41 night for Saturday's game. Team A is assessed a forfeit. Team A and Team B
42 then agree to play the game at a later date. Once this game is played, the forfeit
43 against Team is removed and the actual game result is used.

44
45 **3. The home team is required to call the visiting team by the Wednesday preceding the**
46 **game to confirm the game time, team colors, location, directions, and any other**
47 **information they may need.** In addition, both teams should discuss how the team roster
48 exchange process will be handled. If a coach does not have the information needed to place
49 this call, then the Club Age Group Commissioner or SFL Club Representative should be
50 called.

51
52 a. If you have not been contacted by a coach and do not know the name or phone number,
53 then you should call either the Club Age Group Commissioner or the SFL Club
54 Representative that applies for that age group. For example, if you are scheduled to

1 play Reston 1 and you are in the Under 14 Girls age group and you do not know the
2 coach's phone number, then you would first call the Reston Under 14 Girls Age Group
3 Commissioner. If you cannot reach the appropriate Club Age Group Commissioner,
4 then you should call the SFL Club Representative. A listing of Club Age Group
5 Representatives and SFL Club Representatives is provided in the regular season
6 mailing.
7

- 8 4. Determining if a color clash exists. In case of a color clash, the home team must change
9 colors. The requirement for unique uniform numbers is waived for the team required to
10 change colors.
11
- 12 5. Notifying the visiting team if a game is postponed due to weather. The home team should
13 call the visiting team at least 3 hours before the scheduled start time. The home team
14 should then call the Age Group Commissioner and notify them that the game has been
15 postponed and, if possible, the makeup date. Games will not be played if the field has been
16 closed by either the Department of Recreation, the local club, or referee. (See section on
17 Game Rescheduling for additional information on how games are rescheduled.)
18

19 M. Other

- 20
- 21 1. Slide tackling is permitted unless otherwise stated, however, the referee will have the final
22 decision as to whether the tackle was properly executed. Coaches are directed to instruct
23 their players on proper technique and the potential of injury to other players and themselves
24 when improperly done.
25
- 26 2. Under 12, Under 14, Under 16, and Under 19 girls are allowed to place their arms across
27 their chest for protection. The referee has the final decision as to whether the action was
28 legally executed.
29
- 30 3. A team must be ready to play the game within 15 minutes of the scheduled game time. If a
31 team is not ready to play, then the opposing team has the right to request a forfeit or have
32 the game rescheduled. If a forfeit is accepted because a team is not ready to play, then the
33 teams should leave the field. In other words, the teams **should not** use the game as a
34 scrimmage.
35
- 36 4. Teams are required to check the web site after Friday at 8:00 PM to ensure that no changes
37 have been made to their Saturday (or Sunday) game schedule for that week.
38

39 V. GAME CONDITIONS AND WEATHER RELATED CANCELLATIONS

- 40
- 41 A. The home team should call the visiting team as soon as possible that a game has been canceled
42 because of weather. This notice should be at least 3 hours before the game time. In the case
43 of inclement weather, the home team should also notify the visiting team that a game will be
44 played. Unless otherwise shown below, the decision of Fairfax County Parks Authority will
45 apply to all game fields regardless of whether the field is actually managed by the Fairfax
46 County Parks Authority. The following phone numbers can be used to check field conditions:
47

- 48 • Fairfax County Parks Authority – (703) 324-5264
- 49
- 50 • Games played at Alexandria – (703) 746-5597
- 51
- 52 • Games played at Arlington – (703) 228-4715 and Press 1
- 53
- 54 • Games played at Bles Park (Ashburn) – (703) 729-7050 or www.ashburnsoccer.org

- 1 • Games played at Ashburn – use Loudoun – (703) 777-5897
- 2
- 3 • Games played at Braddock Road – (703) 354-7101 or www.brycsoccer.org.
- 4
- 5 • Games played at Burke Athletic – 1-866-855-4BAC (1-866-855-4222) (Sat./Sun.)
- 6
- 7 • Games played at Chantilly – (703) 830-1272 or www.cyaweather.com
- 8
- 9 • Games played at Clarke County – (540) 955-9002 or www.clarkesoccer.org
- 10
- 11 • Games played at Fairfax – (703) 385-7976) (This is a Fairfax City recording)
- 12
- 13 • Games played at Falls Church – (703) 248-5125
- 14
- 15 • Games played at Fauquier – (540) 349-8722 and go to mailbox #94
- 16
- 17 • Games played at Gunston – (703)360-7013
- 18
- 19 • Games played at Haymarket – www.vsa-heat.org
- 20
- 21 • Games played at Herndon – (703) 318-8552
- 22
- 23 • Games played at Lee-Mt. Vernon – (703) 799-1112
- 24
- 25 • Games played at Loudoun – (703) 777-5897
- 26
- 27 • Games played at McLean – www.mcleansoccer.org/page/show/38975
- 28
- 29 • Games played at Northern Virginia – Ben Lomond – (703) 792-3281, Hellwig – (703)
- 30 792-3283, Nokesville (703) 792-3294
- 31
- 32 • Games played at Prince William – Tyrell – (703) 792-3285, Chinn (703) 792-3291
- 33
- 34 • Games played at Reston – (703) 859-6267
- 35
- 36 • Games played at Nottoway – (703) 938-7532
- 37
- 38 • Games played at Southwestern – (703) 644-8046
- 39
- 40 • Games played at Sterling – (703) 729-8728

41
 42 **Note: Sometimes the numbers for field closures are changed after the rules are prepared**
 43 **and mailed. Therefore, you should check the SFL Web Site (www.sflsoccer.org) to**
 44 **make sure that the number above is current.**

45
 46 Example 1

47
 48 You are scheduled to play on a field that is not controlled by Fairfax County Parks Authority
 49 and the field is not listed above, if the Fairfax County Parks Authority closes its fields, then
 50 the field you are scheduled to play on is also considered closed.

51
 52 Example 2

53
 54 You are scheduled to play on a field which is not controlled by Fairfax County Parks
 55 Authority and the field is not listed above. When you call the Fairfax County Parks Authority

1 you find out that it has closed some of its fields while others are open. In this case, then the
2 field you are scheduled to play on is also considered closed unless you are contacted by the
3 home team or your club and notified that the game is still scheduled to be played. Both teams
4 must be notified at least 3 hours before the scheduled game time of this decision.
5

6 A. If either coach does not believe that a game should be played because of the game conditions,
7 they have the right to request a forfeit from the other team. This request must be in writing
8 and mailed to the SFL within 12 hours of the scheduled game time. The appropriate SFL Age
9 Group Commissioner will make a ruling on which team will be assessed a forfeit and notify
10 the SFL Commissioner and Administrator. If a game is played, neither team can protest the
11 game conditions unless both coaches agree before the game begins to play the game under
12 protest. If a game is agreed to be played under protest, then both coaches must document the
13 reason for the protest and signify their agreement by printing and signing their names.
14 Examples of items that would normally result in a forfeit being charged to the protesting team
15 include:

- 16 1. only having a properly qualified center referee,
- 17 2. poorly lined fields, and
- 18 3. field conditions when the referee has made a determination that the field is playable.

19
20
21
22
23 B. **Games Halted** – A game halted at half time or later due to unsafe playing conditions will
24 stand as indicated by the score when the game was halted.

- 25 1. If due to unsafe playing conditions a regular season game is halted prior to half-time, it
26 will be replayed unless waived by the SFL Age Group Commissioner.
- 27 2. If a tournament game is halted due to unsafe playing conditions after being started, the
28 game result at the time of termination will be used as the final game result unless waived by
29 the SFL Age Group Commissioner.

30 Example

31 A regular season game is terminated 30 minutes into the first half due to weather
32 conditions. The game is rescheduled to be played at a later date unless waived by the
33 appropriate SFL Age Group Commissioner. On the other hand, a tournament game
34 terminated 5 minutes into the first half because of weather conditions would use the game
35 results at the time of termination. The SFL will decide how to handle tournament games
36 ending in a tie that are scheduled using the in single elimination format.
37
38
39
40
41

42 VI. REGULAR SEASON SCHEDULE

- 43 A. The regular season play will consist of 7 or 8 games with a post season tournament.
- 44 B. Game points will be awarded for each game played. Game points are awarded as follows: 4
45 points for a win, 2 points for a tie, 1 point for a loss, and 0 points for a forfeit. The game score
46 for a forfeited game is 1 – 0 unless both teams are assessed a forfeit. When both teams are
47 assessed a forfeit, then the game score is 0 – 0. Bonus points will also be awarded based on
48 the goal differential up to a maximum of 3 points per game. For example, a game score of 5 –
49 1 would result in 3 bonus points.
- 50 C. The SFL web site displays team rankings in the following order: game point percentage, game
51 points, bonus points, and goals allowed.
52
53
54

- 1
2 1. The game point percentage is calculated as follows: game points earned divided by total
3 games played times maximum number of points that can be earned for a game. For
4 example, if a team plays 4 games, wins 2 games, ties 1 game, and loses the remaining
5 game, its game point percentage would be calculated as follows: (11 game points earned (4
6 + 4 + 2 + 1) / 16 game points (4 games X 4 points per game)) = 68.8 percent.
7

8 VII. REPORTING GAME RESULTS AND RESCHEDULING GAMES 9

- 10 A. The following three methods are acceptable for reporting scores: Email (sfl@sflsoccer.org),
11 voice mail (703-476-6610), and through the Web site (www.sflsoccer.org). **The preferred**
12 **method of reporting game results is Email.** Both teams are responsible for reporting the
13 game score, regardless of the outcome, by 6:00 PM on the Monday following the game.
14
- 15 1. If a score is not received by 6:00 PM on Monday, both teams will be assessed a 1 game
16 point penalty. Therefore, failure to promptly report a score will effect game points and may
17 affect a team's standing.
18
 - 19 2. Teams are required to provide the following information when reporting scores: name of
20 individual reporting the score, team name, game number, score for each team, and
21 **information on any yellow or red cards awarded.** For example, Sam Jones, Reston 1,
22 Game 4421, Reston 1 – 2, Reston 2 – 0, no red or yellow cards. In addition, if the opposing
23 team did not provide a roster when requested, this should also be included with the game
24 report. **When reporting scores by Email, please put the game number in the "Subject"**
25 **field. It makes filing the scores easier for us.**
26
 - 27 a. When a report is received that a team did not have a roster, then this report shall be sent
28 to the appropriate SFL Age Group Commissioner, SFL Club Representative, and other
29 individuals that are considered appropriate by the SFL for their information. The
30 individuals receiving these reports are not required to respond to the SFL on whether
31 any actions were taken or the actions that were taken. Repeated offenses may result in a
32 team being suspended from the tournament by the appropriate SFL Age Group
33 Commissioner.
34

35 Instructions for Using 36 the Voice Mail System 37

38 Call (703) 476-6610 and you will hear the following greeting:
39

40 Hello, this is the SFL. Press 1 to leave scores for boys games, 2 to leave scores for girls
41 games, 3 for general messages, and 4 to leave a message for a SFL Commissioner. You
42 may press your selection at any time. When leaving scores, please speak slowly and
43 state your name, age group, team name, game number, and score for each team. For
44 example, Joe Smith, Under 14 Girls, Reston 1, Game 4421, Reston 1 – 2, Reston 2 – 0.
45 Thank you.
46

47 Press the proper number and leave your message.
48

- 49 B. The process and procedures used to reschedule regular season games are discussed in the
50 **Process and Procedures – Rescheduling Regular Season Games.** This document may be
51 obtained from the web site under SFL Documents.
52
53
54

1 **VIII. TOURNAMENT GAMES**

2
3 A. **The Process and Procedures – Tournament Scheduling** document discusses the following
4 topics:

- 5 • General tournament requirements
- 6
- 7 • Teams eligible to participate in the tournament
- 8
- 9 • Placement of teams in tournament divisions
- 10
- 11 • Tournament format
- 12
- 13 • Actions taken when tournament games cannot be played as scheduled
- 14

15 This document may be obtained from the web site under SFL Documents.

16
17
18 B. **Tournament Ranking** – The following methods will be used to rank teams unless otherwise
19 stated the **Process and Procedures – Tournament Scheduling** document which discusses
20 how tournament game cancellations and handled.

- 21
- 22 1. **Round Robin Divisions** – When the tournament schedule is played as expected and teams
23 within a tournament division are scheduled using the round robin format, they will be ranked
24 in the following order: (1) tournament game points, (2) head to head competition during the
25 tournament, (3) tournament bonus points, (4) least goals allowed during the tournament, (5)
26 whether the team received a regular season award (if applicable), (6) head to head
27 competition during the regular season games if they have played each other, (7) least
28 average goals allowed during the regular season, and (8) shoot out. A 3 or 4-way tie is
29 broken in the following order: (1) tournament bonus points, (2) least goals allowed during
30 the tournament, (3) whether the team received a regular season award (if applicable), (4)
31 least average goals per game allowed during the regular season, (4) regular season game
32 point percentage, and (5) coin flip. After one team is eliminated, then the remaining teams
33 will be ranked by starting at the top of the appropriate tie breakers. Note: Normally head to
34 head results are not used in breaking 3 or 4-way ties since one team will not have defeated
35 all the other teams during the tournament. However, if one team has beaten all the other
36 teams that are tied in the tournament, then that team will be placed ahead of all the other
37 teams that it is tied with based on game points.

38
39 **Notes:** Normally, the results of the first 2 games a team plays in a 6 team round robin
40 division with mini groups are used to determine (1) the two teams that play for first
41 and second trophies and (2) the two teams that play for third place trophies. If
42 either of the two games used to determine the trophies end in a tie, then a shoot-out
43 will be conducted to determine the winner of the game. The games used to
44 determine which teams may play for trophies can end in ties.

45
46 Normally only the Under 19s are provided regular season awards. Furthermore,
47 coaches should ensure that a shoot out is not required before dismissing their
48 players.

- 49
- 50 2. **Single Elimination Tournament Divisions** – When the tournament schedule is played
51 using the single elimination format, the teams will be ranked as follows:
52
 - 53 a. **Three, Four, Five Team Divisions** – The winner of the final game receives the first
54 place trophies while the loser receives the second place trophies.

1
2 b. **Six Team Divisions** – Teams scheduled for 6 team divisions are ranked as follows:
3

4 (1) **Original tournament game schedule played** – In 6 team divisions, the two teams
5 winning the second round games, play for first and second place trophies with the
6 winner of this game receiving the first place trophies and the loser receiving the
7 second place trophies. Fields and officials permitting, another game to decide the
8 winner of third place trophies will also be played. The teams playing in the game to
9 determine who wins the third place trophies are the losers of the second round
10 game.
11

12 3. Should a game be tied at the end of regulation play **AND** the tournament division is
13 scheduled as a single elimination tournament, then a shoot-out will be conducted.
14 Therefore, games in divisions scheduled using the round robin format may end in a tie. The
15 winner of a shoot out will be awarded one goal to their game score regardless of the number
16 of goals scored in the shoot out. For example, if the game score is tied 2 – 2, and one team
17 scored 5 goals during the shoot out while the other team scored 3 goals, then the final game
18 score will be 3 – 2 with the team winning the shootout having the 3 goals.
19

20 a. **Shoot Outs** – If a shoot out is required, the FIFA Procedures to Determine the Winner of
21 A Match – Kicks from the Penalty Mark will apply, in accordance with applicable USSF
22 guidance, except as noted below.
23

24 (1) Players who participate in the shoot out:
25

26 (a) If the tournament is scheduled as a single elimination tournament, then only
27 the players on the field at the end of the game may participate in the shoot out.
28 This is consistent with the FIFA rules.
29

30 (b) If a shoot out is required for some other reason, such as to determine the
31 ranking of teams who are not playing each other in the final games, then the
32 coaches may select the 11 players who will participate in the shoot out. This
33 rule is very rarely used and generally only applies in tournament divisions
34 scheduled using a round robin format where all other tie breakers have been
35 exhausted.
36

37 (2) Coaches may stay with the players in the midfield circle.
38

39 C. **Tournament Responsibilities** – A coach may be assigned to be a Site Coordinator, Division
40 Commissioner, and/or Trophy pickup person.
41

42 1. The SFL Club Representative must provide **positive** confirmation by Email that a team
43 eligible to play in the tournament is willing to participate in the tournament and that the
44 club, if 4 or more teams are registered, can provide game field(s) and referees. This includes
45 confirmation that the coach is willing to serve as a tournament division commissioner and/or
46 pick up trophies. (As discussed elsewhere, if a club cannot provide adequate fields and
47 officials, then its teams may be excluded from the tournament.) In addition, if a coach is
48 unable to serve as a division commissioner or pick up trophies, then that team may be
49 eliminated from the tournament.
50

51 a. Since the tournament format for most groups is a single elimination tournament, it is
52 possible that the original division commissioner assigned to a given division may not
53 play in a subsequent tournament game. If this happens, the coach of the team beating the
54 division commissioner's team becomes the division commissioner for trophy purposes.

1 However, other division commissioner responsibilities, such as phoning the other teams
2 in case of weather cancellations, remain with the originally assigned division
3 commissioner unless the tournament site coordinator decides otherwise.
4

- 5 2. The Site Coordinator is responsible for (1) providing the fields and nets (2) ensuring that the
6 field(s) are properly lined, (2) ensuring that adequate officials have been assigned for the
7 fields provided, (3) notifying the League Commissioner (703-406-8550) or the SFL
8 Administrator (703-476-6611), and the Division Commissioners for their site in case of
9 game cancellations due to the weather. Generally, the site coordinator is the SFL Club
10 Representative for the club hosting a given tournament site.
11
- 12 3. The Division Commissioner is approved by the applicable SFL Club Representative and is
13 responsible for the following.
14
- 15 a. Preparing a game board (round robin tournament divisions only) for their division and
16 ensuring that the scores are posted. (The SFL Web site has a sample game board on the
17 SFL Documents page.) If the division commissioner's team loses, then the board is
18 given to the new division commissioner who assumes this responsibility. In some cases,
19 the division commissioner's team may not play until later in the day. Therefore, the
20 game board may not be available until the division commissioner's team plays its game.
21
- 22 b. Notifying the teams in their division of game cancellations. In the case of inclement
23 weather, the division commissioner should also notify the teams in their division if
24 games are going to be played and of any schedule changes. This responsibility remains
25 with assigned division commissioner even if the division commissioner's team loses
26 before the final tournament division game unless the site coordinator performs these
27 duties.
28
- 29 c. Distributing the trophies for their division. Generally the site coordinator is assigned the
30 responsibility for picking up trophies. However, in some cases, in order to reduce the
31 travel requirements, other individuals are assigned this responsibility.
32
- 33 d. The division commissioner is **NOT RESPONSIBLE** for collecting rosters. However, as
34 noted elsewhere, each team is required to present their roster to the other team **BEFORE**
35 the start of their game. **IF A TEAM DOES NOT HAVE A ROSTER, THAT TEAM**
36 **FORFEITS THE GAME**, the referee is notified that the game will not be played, and
37 both teams leave the field of play.
38
- 39 e. In the case of teams playing the "round robin" tournament format, determines the final
40 team rankings for the division.
41
- 42 4. The individuals assigned for Trophy Pickup are also approved by the SFL Club
43 Representative. The SFL sends these individuals an Email on how to pick up the trophies
44 and when they are ready for pickup. All trophies should be picked up by the Friday night
45 preceding the first tournament game. All trophies should be taken to the first tournament
46 game.
47
- 48 a. When the SFL Rules call for the trophies to not be distributed because of cancellation of
49 one or more tournament division games (see section on tournament game cancellations),
50 then the SFL Club Representative responsible for the trophies assigned to that
51 tournament division must return those trophies to the SFL in accordance with the
52 guidance received from the SFL.
53
54

1 D. Other
2

- 3 1. In order to keep the tournament games on schedule, the referee will normally keep a running
4 clock, i.e., the clock is not stopped for injuries, substitutions, etc. However, the referee may
5 decide to stop the clock if the referee believes that it will not adversely affect the overall
6 tournament game schedule. This is a decision made by the referee and may not be
7 protested.
8
- 9 2. The referee is allowed to use their discretion on when it is too dark to play safely.
10 Therefore, the last games of the day may be shortened because of darkness. This is a
11 decision made by the referee and may not be protested.
12

13 **IX. DISCIPLINE, PROTESTS AND APPEALS**
14

- 15 A. It should be remembered that the SFL is governed by the principle that all actions are ***For the***
16 ***Good of the Player*** and unsporting behavior or violation of the Laws of the Game cannot be
17 tolerated. It should also be noted that the SFL is primarily a scheduling organization and that
18 the resolution of complaints, disciplinary actions, and protests is primarily the responsibility of
19 the affected clubs. The role of the SFL is to help facilitate the resolution of complaints,
20 disciplinary problems, and protests.
21
- 22 1. **Quality of Officials** – The SFL has no role in assigning the officials to a game since this is a
23 club responsibility. However, the SFL provides a mechanism for coaches to report on the
24 quality of the officials provided for their games. Comments can be sent directly to the home
25 team’s SFL Club Representative using the standard Email address that is contained in the
26 season package. When you report on the officiating, please provide the game number,
27 teams, game field, and game time. For those that would like a form, the web site has one
28 suggested form that can be used. (The form on the SFL Documents page.)
29
- 30 B. At the older age levels, the coach assumes an increased level of responsibility regarding team
31 leadership and maintenance of order and discipline of the team members and team spectators.
32 The SFL expects each of its coaches to set a positive example for their players and spectators in
33 promoting good sportsmanship and self-control. Accordingly, coaches are expected to be
34 present at every game with their team or to ensure that responsible adult leadership is present
35 for the team in their absence. A history of disciplinary infractions by one team can be grounds
36 for team, coach, and/or player dismissal from the league. Such decisions will not be made
37 lightly or hastily and will only be made after a careful review of the facts by a Disciplinary
38 Panel to resolve disputes.
39
- 40 1. Team demerits are used to identify teams and individuals that have a history of infractions
41 related to discipline issues. A team that averages one (1) team demerit per regular season
42 game scheduled is (1) suspended from all tournament games and (2) all remaining regular
43 season games. For example, if the regular season is eight (8) games and a team accumulates
44 eight (8) team demerits in week 2, then it would be suspended from the remaining six
45 regular season games and the tournament. On the other hand, if it accumulates the eight (8)
46 team demerits in week 8, it would be suspended from the tournament. Teams receiving an
47 average of one (1) team demerit per regular season game scheduled are automatically placed
48 on probation.
49
- 50 a. A team with a history of infractions may be placed on probation by the club or the SFL.
51 If a team is placed on probation, its conduct will be closely watched by the applicable
52 SFL Age Group Commissioner.
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- (1) The SFL Club Representative is responsible for ensuring that a team is notified that it is considered on probation and aware of the rules that can affect their continued participation in the SFL.
 - (a) team on probation has any of the following conditions, the remainder of its regular season games shall be forfeited and team considered ineligible for tournament play:
 - (i.) Accumulation of four (4) team demerits.
 - (ii.) A game terminated because of the team's conduct.
 - (iii.) Any other disciplinary reason that the SFL Age Group Commissioner deems significant to warrant suspension from the SFL.
 - (2) Any team on probation that is suspended is considered ineligible to return to the SFL for at least two (2) seasons.
 - (a) The applicable SFL Age Group Commissioner is responsible for determining whether the members associated with a team constitute the team ineligible to participate.
 - (i.) It is up to the SFL Club Representative to notify the appropriate SFL Age Group Commissioner when any members of the suspended team or coaches associated with the suspended team are placed on team(s) that will be registered. The SFL Age Group Commissioner must approve of each of these player(s) or coach(es) returning to the SFL before the 2 (two) season suspension is served.
 - b. The following are examples of the team demerits awarded for various discipline issues.
 - (1) **Red cards** – One (1) team demerit is assessed for each game that the player (or anyone else receiving a red card) is suspended because of the red card. For example, if an individual is suspended for two (2) games, then the team is assessed two (2) team demerits. Under FIFA rules, the game where the red card is shown does not count under any circumstances as a game where the player is suspended. Accordingly, a team demerit is not assessed for the game where the red card is shown.
 - (2) **Inappropriate behavior towards a game official** – Two (2) team demerits will be assessed to a team anytime a referee report received by the SFL includes a reference to the referee being harassed during or after the game by players, coaches or spectators. Examples include, verbal threats, being followed to the parking lot in an inappropriate manner, or other actions that would make a referee fear for his/her safety. This penalty also applies to referee assault incidents. However, additional disciplinary actions would also be required to be considered by the offending club in those cases, e.g., referring the incident to VYSA, conducting a club disciplinary hearing, etc.
 - (3) **Game Suspensions and Terminations** – Two (2) team demerits will be assessed should a referee terminate a match due to disciplinary problems. These team demerits are in addition to any other team demerits awarded that may have led up to the game termination. For example, a player on Team A receives a red card warranting a two game suspension and the spectators storm the field. The referee

1 then terminates the match. At least four (4) team demerits will be awarded – two
2 (2) for the player that received the red card and two (2) for the game being
3 suspended early because of disciplinary problems.
4

5 (a) The applicable SFL Club Representative shall notify the SFL whenever a game
6 is terminated early for disciplinary reasons along with the actions that the club
7 plans on taking to review the matter.
8

9 (i.) A written report will be provided to the SFL of the actions taken by the
10 club.
11

12 a) The applicable SFL Age Group Commissioner will make a decision
13 on whether a SFL Disciplinary Panel is needed to investigate the
14 circumstances and notify the SFL Commissioner of his/her decision.
15

16 b) The SFL Commissioner may direct additional actions at the SFL
17 Commissioner's sole discretion.
18

19 (4) **Non player (coach or spectator) is asked to leave the field by the official**
20 **regardless of whether a red card is shown** – At least two (2) team demerits are
21 assessed to the team each time a non player (coach or spectator) is asked to leave
22 the field by a game official regardless of whether a red card is shown. In addition,
23 each person asked to leave the field is also automatically suspended for at least that
24 team's next two (2) games.
25

26 **Example**

27
28 A coach and a spectator are asked to leave the field by the game official. Each
29 individual is suspended for at least the next two games and at least four (4) team
30 demerits will be awarded to the team.
31

32 (5) **Failure to properly report red cards or coaches and spectators being asked to**
33 **leave the field** – As discussed below, a red card is considered properly reported by
34 the team when the report is received on time and includes the (1) player's name, (2)
35 player's jersey number, (3) nature of the infraction, and (4) recommended
36 suspension period. A report on an individual being asked to leave the field is
37 considered properly reported when the individual's name is provided. If a team
38 does not properly report (1) a red card or (2) a coach or spectator being asked to
39 leave the field, then the team will be assessed additional penalties.
40

41 (a) A forfeit for that game.
42

43 (b) An additional three (3) team demerits are assessed for each offense in addition
44 to the team demerits assessed for the offense for not properly reporting the red
45 card or the request to leave the field.
46

47 (c) An additional two (2) team demerits are assessed for each game that a team
48 plays before properly reporting a red card or request to leave the field.
49

50 (d) Forfeiture of any additional games played after the original game until the red
51 card or request to leave the field is properly reported.
52

53 (i.) When the next game is two (2) or more days in advance of the subject
54 game, then any reports received one (1) day or later before that game are

1 considered to be received after the game since the report does not allow
2 adequate time for the SFL to notify the other team of the suspension
3 where applicable.
4

5 **Example A**

6
7 A player on Team A receives a red card that warrants a one game suspension during
8 a game on Saturday of week one. However, the red card is not properly reported to
9 the SFL until the Friday before Team A's next game which is on Saturday of week
10 two. The team will be assessed (1) one team demerit for the red card offense, (2) a
11 forfeiture for the game where the red card was issued, (3) three team demerits for
12 not properly reporting the red card, (4) a forfeiture for the game being played on the
13 following week, and (5) two additional team demerits. In summary, since the
14 report was not submitted more than 1 day in advance of the next game being
15 played, the team is assessed two game forfeits and six (6) team demerits for an
16 offense that would have only warranted one (1) team demerit and no game forfeits
17 if it had been properly reported on time.
18

19 **Example B**

20
21 A player on Team A receives a red card for an offense that warrants a two (2) game
22 suspension and the team fails to properly report the red card until 2 days before that
23 team's next game. Team A is assessed (1) a forfeit for the game where the red card
24 was received and (2) five team demerits (two for the red card and three team
25 demerits for not properly reporting the red card).
26

27 **Example C**

28
29 A player on Team A receives a red card for an offense that warrants a one (1) game
30 suspension and the team fails to properly report the red card until two days before
31 its next game. Team A is assessed a forfeit for the game and is assessed four (4)
32 team demerits (one for the red card and three team demerits for not properly
33 reporting the red card). Team A also has received four (4) team demerits in prior
34 games. Team A would be suspended from the tournament and the remaining
35 regular season games because of the accumulation of team demerits.
36

37 **Example D**

38
39 Team A has two players receiving red cards for offenses that normally warrant a
40 one game suspension during the same game and fails to report both red cards until
41 two days before the team's next game. Team A is assessed a forfeit for the game
42 and is assessed eight (8) team demerits (one for each red card and three team
43 demerits for each red card for not properly reporting the red cards). Team A would
44 be suspended from the tournament and the remaining regular season games because
45 of the accumulation of team demerits.
46

- 47 (6) **Failure to serve a game suspension** – If an individual does not serve the required
48 suspension period for the offense, then an additional team demerit is awarded to the
49 player and the team.

- 50
51 (a) A player will be considered as not serving the suspension period if (1) any
52 player wears the same jersey number of the player who received the red card,
53 unless approval has been given by the appropriate SFL Age Group

1 Commissioner, or (2) the player who received the red card plays in the game
2 regardless of the jersey number. The team will also be assessed a forfeit.
3

4 (b) The suspended individual attends a game during the suspension period without
5 obtaining the required approvals from the SFL Club Representative.
6

7 (7) **Teams Fighting** – If a fight breaks out, then each team will receive at least two (2)
8 team demerits even if no red cards are awarded. For example, a fight may break out
9 after the game and involve spectators, therefore, no red cards would normally be
10 issued.
11

12 C. Misconduct

13
14 1. **Yellow Card** – Two yellow cards during a game constitute a red card and the player must
15 leave the field without substitution.
16

17 2. **Game Suspensions** – In accordance with FIFA rules, a red card may be issued before,
18 during, or after a game. A red carded player, dismissed coach, dismissed team official, or
19 dismissed spectator will be required to leave the field of play immediately and sit out at least
20 the next game the team plays.
21

22 a. Red cards carry over to the next season.
23

24 b. If a player receives three (3) team demerits during a season, including post season
25 tournament play, the player is automatically suspended for the remainder of the season
26 including post-season play.
27

28 c. Red cards relating to fighting (or conduct treated as fighting) will result in an automatic
29 suspension from the next two (2) games the team plays. Conduct which will be treated
30 as fighting includes but is not limited to:
31

32 (1) fighting in the opinion of the referee,
33

34 (2) shoving another player or any other aggressive action after the whistle has blown to
35 stop play,
36

37 (3) kicking/striking or attempting to kick/strike a player, or
38

39 (4) spitting.
40

41 d. Red cards issued for dissent are also subject to 2 game suspensions. In addition, a
42 disciplinary hearing may be held that may result in additional penalties.
43

44 e. Red carded players, coaches, team officials, parents, and spectators serving their
45 suspension period are encouraged not to attend the game at all. If the individual desires
46 to attend the team's game during a suspension period, the individual must receive the
47 applicable SFL Club Representative's permission to attend any games where that
48 individual is serving a suspension by 6:00 PM at least two (2) days before the game is
49 scheduled to be played. For example, if an individual is suspended for a game being
50 played on Saturday and the SFL Club Representative decides to permit the individual to
51 attend the game, then this decision must be made by 6:00 PM on Thursday night.
52

53 (1) The SFL Club Representative must also notify the SFL when this permission has
54 been granted at the same time the individual is notified.

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- (2) If the individual receives the SFL Club Representative’s permission and does attend the game, the following applies.
 - (a) The individual should not be closer to the playing field than 100 yards beginning 30 minutes before game time until the game is over. The fact that a game can be seen from a public street or sidewalk which may be closer than 100 yards does not relieve the coach, team official, parent, or spectator from complying with this 100-yard rule.
 - (i.) If a player is granted permission to attend the game, then that player may be granted permission by the SFL Club Representative to sit on the bench with the other players as long as the player does not wear a uniform and it is clear to outsiders that the player is not eligible to participate in the game.
 - (b) The individual will not be involved in any way with administration of the team during the game.
 - (3) Since the tournament is only conducted during one weekend, any coach or spectator who is asked to leave the field may not attend any of that team’s remaining tournament games since permission to attend the game cannot be obtained two (2) days in advance of the team’s remaining games.
 - (a) A player receiving a red card that warrants a one game suspension, may attend and participate in that team’s third tournament game assuming that it plays three tournament games and the red card was received in the first game.
 - (4) Failure to comply with these restrictions may result in a forfeit of the game.
- f. In accordance with VYSA rules, an individual is subject to a 3 game suspension for misconduct at a referee. The information contained in the VYSA Adjudication Manual will be used as guidance to determine whether the offense justifies a 3 game suspension. The applicable SFL Age Group Commissioner shall be responsible for making the initial determination on whether the individual is subject to this suspension.
- g. A red card associated with receiving a second yellow card for dissent automatically carries at least a one game suspension. Should a team receive another red card during the season where the second yellow card was for dissent, then the individual receiving that red card must serve at least a two game suspension. If the individual receiving this red card has received another red card during the season for any reason, then that individual will be suspended for the remainder of the season since the individual has now accumulated at least 3 team demerits.

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Example A

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Player A receives a second yellow card for dissent in the first game of the season. Based on a review of the incident, it is decided that a one game suspension is warranted. Player A is suspended for one game and one team demerit is awarded.

51
52

Example B

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55

Player A receives a second yellow card for dissent in the first game of the season. Based on a review of the incident, it is decided that a one game suspension is warranted. Player A is suspended for one game and one team demerit is awarded. In a subsequent game,

1 Player B receives a second yellow card for dissent. Player B is automatically suspended
2 for two games and two team demerits are awarded unless a review of the incident results
3 in a decision that the infraction warrants more than a 2 game suspension. If Player B had
4 also received a previous red card or receives a red card in a subsequent game for any
5 reason, then the player is suspended for the remainder of the season since that player had
6 received at least three (3) team demerits.
7

- 8 h. Games cancelled or games where the team receives a forfeit for any reason are not
9 considered as games played when determining whether a player has served a game
10 suspension.
11

12 **Example A**

13
14 Player A receives a red card in week 5 and Player A's next scheduled game in week 6 is
15 cancelled due to weather and team's next game is during week 7. Player A would be
16 required to serve the suspension during the game scheduled for week 7.
17

18 **Example B**

19
20 Player A receives a red card in week 5. During the next game that Player A's team plays
21 (week 6), Player A's team is assessed a forfeit because it did not have a proper roster.
22 Player A would be required to sit out the next game that Player A's team plays.
23

- 24 3. **Reporting Cards** – Yellow and red cards must be reported to the SFL by both teams in a
25 **timely manner. Red cards must also be reported by the club who provided the officials**
26 **for the game.** The SFL will notify the teams in advance where players and coaches are
27 suspended and are not eligible to participate in the subject game. It is up to the applicable
28 SFL Club Representative to ensure that any other individuals suspended from a game do not
29 appear at the game. Email is the preferred method of reporting red card information.
30

- 31 a. A proper red card report for a player includes the following information (1) player's
32 name, (2) player's jersey number, (3) nature of the infraction, and (4) recommended
33 suspension period.
34
35 b. A proper report for a coach or spectator who has received a red card or been asked to
36 leave the field of play is the name.
37
38 c. Red cards are required to be reported no later than 6 PM on Monday following the game
39 where the red card was assessed unless the team is expected to play a game during the
40 next two days. If the team is expected to play a game the following two days, then the
41 red card must be reported no later than 8 PM on the game day.
42

43 **Example A**

44
45 Team A plays a game on Saturday and one of its players receives a red card. The next
46 game that Team A plays is the following Saturday. This red card must be properly
47 reported no later than 6 PM on the Monday following the game.
48

49 **Example B**

50
51
52 Team A plays a game on Saturday and one of its players receives a red card. The next
53 game that Team A plays is the next day (Sunday) or on Monday. This red card must be
54 properly reported no later than 8 PM on the day the game is played (Saturday).

- 1
2 d. A referee may request from the coach, player, or other team official the name of any
3 coach, player, or team official that the referee considers needed to perform their
4 reporting responsibilities. If this information is not provided or incorrect information is
5 provided to the referee, the team will be assessed two (2) team demerits in addition to
6 any other team demerits that may be assessed during the game.
7

8 **D. Club Review of Disciplinary Issues** – The applicable SFL Age Group Commissioner or SFL
9 Commissioner may request a club to formally review any incident that involves a team
10 receiving a team demerit. If the SFL Age Group Commissioner or SFL Commissioner decides
11 that formal review is necessary, the club is expected to have its Rules and Disciplinary
12 Committee or similar organization (e.g., Rules Committee, etc.) formally review the requested
13 incident and provide a written report to the SFL that contains (1) names and titles of the
14 officials on the panel, (2) the approach taken to review the matter that was referred for review,
15 (3) the pertinent facts disclosed during their review, and (4) the actions that the club believe are
16 appropriate. It is expected that this Committee will comply with the VYSA rules for such
17 groups. The club is encouraged to include the club’s SFL Club Representative in this process.
18

- 19 1. If the SFL decides that a formal review is necessary, the individual(s) that should be subject
20 to the review will normally be identified, if possible, by the SFL.
21
22 a. If the SFL is unable to identify the individual(s) based on the information obtained that
23 led to the request, then the club must provide the name(s) and any other information
24 requested within 3 days of the SFL Club Representative being sent an Email requesting
25 such information.
26
27 (1) If a club is unable to provide the necessary information, then the team will be
28 suspended from SFL play until the necessary information is provided.
29
30 b. Any individual (player, coach, spectator, etc.) whose actions are being reviewed by the
31 club’s Rules Committee is ineligible to participate in SFL games until the SFL receives
32 the written report from the club unless this penalty is waived by the SFL. The SFL shall
33 identify the individual(s) subject to this penalty.
34
35 (1) This requirement does not apply to individuals that the Rules Committee may
36 request to appear before it for information gathering purposes only.
37
38 (2) It is recognized that the Rules Committee may later identify other individuals that
39 should be penalized.
40

41 **E. Conduct Detrimental to the League** – A team may be placed on probation during the current
42 and/or subsequent season, regardless of whether any Team Demerits are assigned, because the
43 conduct of the coach, player(s), and/or team parents is considered to be detrimental to the
44 league.
45

- 46 1. The appropriate SFL Age Group Commissioner or SFL Commissioner will document the
47 reason(s) that a team should be considered being placed on probation for conduct
48 detrimental to the league. A SFL Club Representative may also petition the SFL through the
49 appropriate SFL Age Group Commissioner to place a team on probation by documenting the
50 reason(s). If the request to place a team on probation for conduct detrimental to the league
51 comes from a SFL Club Representative, the appropriate SFL Age Group Commissioner
52 should opine on the request when distributing it to the other SFL Commissioners.
53

- 1 2. Once the documentation is prepared, it is submitted to the remaining SFL Commissioners
2 for review. If a majority of the SFL Commissioners agree that the team should be placed on
3 probation, then the applicable SFL Club Representative is formally contacted to obtain
4 his/her views on the proposed probation. The SFL Club Representative will have one week
5 in which to provide a formal response. If no response is received within that time, the SFL
6 will consider that the SFL Club Representative agrees with the proposed probation.
7
8 a. Each SFL Age Group Commissioner will have one vote and a tie is broken by the SFL
9 Commissioner. If a person holds more than one SFL Age Group Commissioner position,
10 then that individual is allowed one vote. If the SFL Commissioner also holds an SFL
11 Age Group Commissioner position and the vote is tied, then the SFL Commissioner may
12 not break the tie and the team will not be placed on probation for conduct detrimental to
13 the league.
14
15 b. If the original request to place a team on probation for conduct detrimental to the league
16 was received from a SFL Club Representative and the majority of SFL Commissioners
17 do not concur, then the SFL Club Representative submitting the request will be notified
18 of the SFL's decision and no appeal is allowed.
19
20 3. Once the SFL Club Representative has provided a formal response to the proposal to place a
21 team on probation, the appropriate SFL Age Group Commissioner will review the response
22 and opine on whether the proposed probation should be enforced. The SFL Commissioners
23 shall then vote on whether the proposed probation should be finalized using the same voting
24 process that is used for proposing a team for probation. The applicable SFL Club
25 Representative shall then be notified of the final decision. If the original request was
26 received from another SFL Club Representative, then that SFL Club Representative shall
27 also be notified of the final decision. No appeal of this decision is available.
28
29 4. Teams placed on probation during the season will automatically placed on probation for the
30 following season. Furthermore, any team placed on probation will be suspended from the
31 remaining games of the season when (1) the team accumulates four (4) Team Demerits for
32 any reason during the season or (2) is considered to have conducted another offense that
33 warrants another decision that the team has demonstrated conduct detrimental to the league.
34 If a team has already accumulated four(4) Team Demerits prior to the decision that it has
35 demonstrated conduct detrimental to the league, then (1) the team is automatically
36 suspended for the remainder of the season and (2) automatically place on probation for the
37 following season.
38

39 **F. Complaints and Protests** – Only a SFL Club Representative or the President (or equivalent) of
40 a club's governing body are allowed to submit formal complaints or protest a game. SFL Club
41 Representatives or Club Presidents who wish to protest a game or provide a formal complaint,
42 must notify the appropriate SFL Age Group Commissioner in writing within 48 hours after the
43 match with a copy to the SFL Commissioner. Coaches and any other club officials are not
44 allowed to file formal complaints or protests directly with the SFL. Although the SFL Club
45 Representative or Club President may request other individuals to help the SFL Club
46 Representative or Club President file a complaint or protest, the applicable SFL Age Group
47 Commissioner is only responsible for accepting information from and discussing the complaint
48 or protest with the SFL Club Representative or Club President who is acting on behalf of the
49 club. Only one individual may act on behalf of the club during the complaint or protest
50 process.
51

- 52 1. The formal complaint or protest must include:
53
54 a. the time and location of the match;

- b. the team names and age group;
 - c. the nature of the complaint or protest (referee judgment is not considered an item for protest);
 - d. the referee's name, address, and phone number (if known); and
 - e. the opposing team coach's name and other significant witnesses.
2. During tournament play, a phone report may be made by the SFL Club Representative but must include the above information. The protest will be handled by the applicable SFL Age Group Commissioner.
 3. The SFL Age Group Commissioner is responsible for making the initial decision on an appeal unless that individual is affiliated with a club involved in the protest. The appropriate person making the protest may appeal the SFL Age Group Commissioner's decision to the SFL Commissioner whose decision is final.
 - a. If the SFL Age Group Commissioner is affiliated with a club involved in the protest, then the protest shall be heard by the SFL Commissioner, unless the SFL Commissioner is affiliated with a club involved in the protest, whose decision is final.
 - b. If the SFL Commissioner is affiliated with a club involved in the protest, then the SFL Age Group Commissioner's decision is considered final and cannot be appealed.
 - c. If both the SFL Age Group Commissioner and SFL Commissioner are affiliated with a club involved in the protest, then the protest shall be heard by an SFL Age Group Commissioner that is not affiliated with any of the clubs involved in the protest. The SFL Administrator shall determine which SFL Age Group Commissioner should hear the protest. The decision of this SFL Age Group Commissioner is considered final and may not be appealed.

Discussion

In the past, the SFL has received a number of protests which should not have not been filed or requested to review actions which are the responsibility of a given club. For example, games were protested because of referee decisions. The SFL recognizes that protest or formal complaint is not appropriate for many conditions that a coach or club believes warrants additional review by a club. Therefore, the SFL will accept informal complaints and forward them to the appropriate club for informational purposes. The SFL is not responsible for following up to determine what actions were taken by a given club on informal complaints.

Glossary of Terms

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4 **Adult League** – Normally consist of players who meet the age criteria for Under 18s and above. Teams
5 will be broken into three broad groups – Coed, Men, and Women. Members of either gender may play
6 on a Coed or Men’s team. Only members of the female gender may play on a Women’s team.

7
8 **Club Age Group Representative** – Each club may appoint one individual to represent the teams of a
9 given age group. This individual may assist the SFL Club Representative but is not allowed to vote on
10 SFL matters or act as an official representative of the club unless the club has also appointed this
11 individual as the SFL Club Representative. Examples of duties perform by Club Age Group
12 Representatives include providing information on the teams in their assigned age group and acting as a
13 point of contact when another team has a problem contacting a coach.

14
15 **Game week** – A game week starts on a Friday and normally lasts 7 days. However, if no games are
16 scheduled for a period of 14 days, such as a holiday weekend, then the game week will consist of 14
17 days.

18
19 **SFL Age Group Commissioners** – Each age group will have a SFL Age Group Commissioner who is
20 responsible to the SFL Commissioner. The SFL Age Group Commissioners are responsible for
21 monitoring the operation of the teams in their age group and will coordinate with the SFL Club
22 Representatives and, if necessary, notify the SFL Commissioner when problems arise or disciplinary
23 action is required.

24
25 **SFL Club Representatives** – Each club is required to appoint one individual as the SFL Club
26 Representative. This individual is the official representative of the club and is responsible for ensuring
27 that all rules and regulations of their club and that of the SFL are being followed. This individual also
28 acts as liaison between the club and the SFL over disputes and rule infractions. **The SFL is not**
29 **required to act upon any issues raised by someone other than the SFL Club Representative or the**
30 **President (or equivalent) of the Club’s governing body.** The SFL Club Representative must also be
31 able to communicate with the SFL using an Email service that is acceptable to the SFL unless a written
32 waiver is granted by the SFL Commissioner. The season package contains the name of the individual
33 who has been designated by the each club as their SFL Club Representative.

34
35 **SFL Commissioner** – Monitors the seasonal and daily operations of the league. This is done with the
36 assistance of the SFL Age Group Commissioners and the SFL Club Representatives. The SFL
37 Commissioner also hears all appeals of decisions made by a SFL Age Group Commissioner or the SFL
38 Disciplinary Panel. The SFL Commissioner’s decision is final and no other appeal is available.

39
40 **SFL Disciplinary Panel** – The SFL Commissioner or a SFL Age Group Commissioner may also
41 convene a Disciplinary Panel to investigate a complaint or protest submitted by a SFL Club
42 Representative. The structure and role of this panel are discussed in Section IX.

43
44 **Weather cancellation** – Games cannot be played for weather related reasons or conditions that are that
45 are beyond the SFL’s control, e.g., regional and national emergencies.

46
47 **Youth League** – Consists of teams who have players who meet the age criteria for Under 19s or younger.
48 Normally teams will be broken into two broad groups – boys (or mixed) and girls. Only members of the
49 female gender may play on a girl’s team while members of either gender may play on a “boy’s” team.

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