

Central Florida United Adult Soccer League

updated 4/08/2012

1. LEAGUE ORGANIZATION

1.1 The Central Florida United Adult Soccer League will be affiliated with the Florida State Soccer Association (FSSA). It will be managed by the Central Florida United Soccer Club.

1.2 The league will be administered by a board of directors consisting of five (5) officers.

1.2.1 President, who will administer the league and may assign anyone involved with the league to perform any necessary functions or duties not specifically stated. These may include: Collecting game reports, keep track of players accumulated Yellow and Red cards, co-ordination of game scheduling and field usage.

1.2.2 Vice President (VP), who will perform the duties of the president in his/her absence. The VP will normally be responsible for coordinating field usage, rescheduling matches, notifying the Referee Assigner of changes, and maintain the league standings table.

1.2.3 Treasurer, who will handle and account for league funds, including collection and disbursement as required by the league and/or FSSA.

1.2.4 Registrar (R), who will register players with the league and the FSSA, maintain official team rosters and records of any changes in a player's eligibility reported by the Referee Assignor or President.

1.2.5 Secretary (S), who will keep meeting minutes and oversee correspondence with the registrar.

1.2.6 The Board will work with the Referee Assignor (RA) who will schedule game officials, and monitor referee input on teams and league play. The RA will also normally head the Discipline and Review Committee.

1.3 CFUASL must be represented at Quarterly FSSA meetings or pay a fine. The President or his designee will attend these meetings and a portion of any expenses incurred will be reimbursed from league funds.

1.3.1 Anyone who performs services for the league may be paid a fee, upon approval at regular league meetings.

1.4 The League operating year will run August 1st through July 31st.

1.5 League Meetings:

1.5.1 To be held on the second Thursday of each month during the regular season.

1.5.2 On an "as required" basis, during the "off" season.

1.5.3 May be called by the President on short notice, if the meeting is mandated by a serious situation.

1.5.4 An Annual General Meeting (AGM) must be held during May of each year. The agenda will include financial reports and any changes in format for the coming year. A financial commitment cut-off date for the upcoming season will be established.

1.6 The initial games of the regular playing season shall start in August.

1.7 League divisional alignment will be determined by the number of teams participating.

1.8 League officers will serve a term of one (1) year. Election of Officers will be held during the AGM.

1.9 An Arbitration Committee will render a decision after hearing all team protests or appeals of Discipline and Review Committee actions.

1.9.1 The committee will consist of the president, the referee assignor and 3 designated CFUASL representatives.

1.9.2 The committee will meet as required, chaired by the President. (VP in his/her absence) The President will vote only to break ties.

1.9.4 Protests to be considered by the committee must be submitted to the President (VP) within 72 hours of the incident. Appeals of Discipline and Review Committee actions must be submitted within 72 hours of the team manager's notification of the decision being appealed.

1.9.5 All protests and appeals must be accompanied by a \$25 non-refundable fee paid to the treasurer.

2. PLAYER REGISTRATION

2.1 All players participating in CFUASL season matches must be properly registered with FSSA through the league. Players are registered for one league operating year. (Year end May 31st.)

2.2 Team rosters will be limited to 18 players for regular season games and limited to 15 players for playoff games.

2.2.1 Teams will be required to adjust and lock their roster at 15, seven (7) days prior to the first playoff match. This roster will be used for current playoff matches.

2.2.2 Each team is allowed one (1) female who is a secondary dual rostered player. No male players may dual roster.

2.2.3 All rostered players are to sign the team waiver form and the CFUASL player waiver form

2.2.4 Players will not receive a player pass until all waivers and registration forms are signed.

2.3 Registration procedures:

2.3.1 The charge for team registration will be \$400 per session. There will 2 sessions in the fall and 2 sessions in the spring.

2.3.2 The charge for each player registration will be \$30.

2.3.3 The registration materials will be furnished to the Registration Secretary properly filled out with a headshot of the player. Player pass cannot be issued with a headshot photo.

2.3.4 If requested by the Registration Secretary, all players may be required to furnish proof of identification. (Such as a legible copy of a Driver's License.)

2.3.5 The player's pass will be signed by the Registration Secretary, laminated and returned to the team manager.

2.3.6 Players may not transfer from one team to another team during a session, except for dual enrollment.

2.3.7 Players may transfer from one team to another team between sessions

2.3.8 Players may only be dropped or transferred between sessions, not during sessions

2.3.9 Dual rostered female players can only be rostered to two (2) teams per session. They will have a primary team and a secondary team. During playoffs they are only allowed to play for their primary team.

2.4 Dropping a registered player:

2.4.1 If a team has a full roster (18 players), it is necessary to drop a player before registering a new one.

2.4.2 A completed drop form (available from the CFUASL Registration Secretary) along with the player's pass card may be requested by the RS before adding a new player.

2.5 League sessions are proposed as follows: Aug/Sept, Oct/Nov, Feb/Mar, and Apr/May.

2.5.1 Sessions will include 6-7 regular games with playoffs.

3. LEAGUE PLAY

3.1 The week prior to the match, the HOME team manager is responsible for verifying with the visiting team manager:

3.1.1 Location of the game.

3.1.2 Kickoff time.

3.1.3 Team jersey colors (to avert conflicts at game time).

3.2 Game rescheduling and forfeiting (prior to the match):

3.2.1 There shall be no rescheduling of CFUASL games except when game has been postponed due to weather. The rescheduling will be organized by CFUASL

3.2.2 Games forfeited with 48 hours notification of game officials will not require payment of referee fees.

3.2.3 Any financially committed team that is unable to register or field a team after the season schedule has been set will not be refunded the team registration money. Player registration money will not be refunded.

3.3 Forfeitures:

3.3.1 A forfeiting team is one that fails to notify the President or VP and the opposing team manager 48 hours prior to game time. .

3.3.2 If a team forfeits two games in a row, the team may be requested to stand before a league Arbitration Committee.

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3.4 Team Rosters:

3.4.1 Roster is limited to eighteen (18) players, regular season. And limited to fifteen (15) players during playoffs.

3.4.2 Teams have no Goalkeeper. Goal box will be non-entry area on the field.

3.4.3 Coed teams must play with a minimum of 1 female players on the field.

3.5 Games must start promptly as scheduled. The minimum number of players on each team is five (5). Coed teams must still maintain 1 female players

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3.5.1 If the minimum numbers of players on both teams are present, the game will start. Should players on either team arrive late; the referee will check them in during a break in the play.

3.5.2 If neither team has the minimum number of players, the game start may be delayed up to fifteen minutes. If only one team has the minimum number after the fifteen minute delay, that team shall be judged the winner by forfeit,

3.5.3 If, following the fifteen minute delay, neither team has the minimum number required, the match will be canceled, and both teams will be liable for the referee fees. There will be no rescheduling of the match.

3.5.4 If a game must be delayed or stopped because of extreme weather conditions, and the game cannot be restarted within a reasonable time (approximately 15 minutes), the game will be deemed complete if the game was in the second half.

3.6 Required and prohibited equipment:

3.6.1 Shin guards are **mandatory** equipment for any CFUASL or FSSA sanctioned game.

3.6.2 Aluminum cleats are not allowed in any CFUASL games.

3.6.3 It is suggested team captains wear distinctive arm bands during the game.

3.7 Referee fees are included in the registration fees.

3.8 Each team manager and players must present a valid CFUASL player pass to the referee to use during player check-in.

3.9 Game conduct:

3.9.1 Player dialogue with the referees during the game shall be conducted via the team captains only.

3.9.2 Obscene language is prohibited on the field and/or sidelines, and it is the responsibility of the team manager/captain to enforce compliance. Disciplinary action necessary will be at the discretion of the referee, who shall report same to the Referee Assignor or the CFUASL President and/or Site Director.

3.9.3 No alcoholic beverage consumption during matches, by players or manager.

3.9.4 Unlimited substitution is permitted during a game, but only when the ball has gone out of touch, and requires a kick-in by the substituting team, a Goal Kick, or a Kick-off to restart play. The substitutions will be made at mid-field with referee's permission.

3.9.5 One side of the field shall be designated for use only by players and team managers. All spectators and other non-participants are not permitted to be on the sidelines and must remain in

the designated park area for spectators. No person shall be permitted to remain in the area behind either goal line.

3.9.6 Any player or other participant who is sent off by the referee shall leave the immediate vicinity of the match. No such player or participant will be allowed to remain in the bench or spectator area, or at any other location where, in the opinion of the referee, that person may continue to be a disruptive influence to the game.

3.9.7 No player's or spectator's motor vehicle may be parked along the side of the field. All motor vehicles will park in designated parking areas. The Referee will not start any half until vehicles are in compliance. Should this rule be violated at any time during the game, the Referee shall suspend play until the offending vehicle has been removed.

3.10 Post game:

3.10.1 Referees will send both team rosters including a game report to the CFUASL President, or other league officer, along with the player pass of any ejected player.

3.10.2 If the Referee fails to send the game report within the prescribed 48 hours that Referee will not be used in CFUASL matches again for a minimum of two weeks.

3.10.3 The winning team manager (or home team in the event of a tie) is responsible for reporting the results of the match, and the number of referees present to the VP or President or league representative.

3.11 League standings:

3.11.1 At the conclusion of the season, playoff berth may be by blind draw or from league standings.

3.11.2 League standings will be determined according to the following criteria:

3.11.2.1 Total points (three points for win, one for tie, zero for loss).

3.11.2.2 Total of goals scored by teams in head to head competition. (Only goals scored in the games between the teams vying for first place will be counted.) This could include more than two teams.

3.11.2.3 Total of goal difference (goals scored minus goals allowed) for all games played within that division.

3.11.2.4 Play-off game(s) will be scheduled to determine division champion.

4. DISCIPLINARY STANDARDS

4.1 Disciplinary standards shall be enforced on all CFUASL sanctioned games. A sanctioned game is one requiring team registration and player's passes.

4.2 Any person who is guilty of assault (verbal or physical) on a Referee or Linesman shall be suspended from CFUASL participation and shall be prohibited from entering the vicinity of any CFUASL match until disposition of the incident by FSSA.

4.3 A player who is sent off the field of play for misconduct (shown a Red card), or any other participant (team manager or other bench personnel) who is sent off by the Referee, shall be subject to additional suspension from league play and a fine, in accordance with the following guidelines:

4.3.1 Violent Conduct and Serious Foul Play.

4.3.1.1 Violent conduct that results in injury to another, or violent conduct as a non-participating player: Suspended indefinitely and fined \$100

4.3.1.2 Violent conduct that does not result in injury to another, but involved physical contact (including spitting): Suspended for a minimum of four games and fined \$50.

4.3.1.3 Violent conduct that does not involve physical contact (attempting to strike or spit at, etc.): Suspended for a minimum of two games and fined \$25.

4.3.1.4 Serious foul play that involves hard physical contact or results in injury to another (and is not judged to be violent conduct): Suspended for a minimum of two games and fined \$20.

4.3.1.5 Serious foul play by attempting to prevent an opponent's goal scoring opportunity: Suspended for one game and fined \$10.

4.3.2 Offensive, Insulting or Abusive Language.

4.3.2.1 Using Offensive, Insulting or Abusive language: Suspended for a minimum of one game and fined \$10. Additional penalty or fine may be imposed based on the Referee report of the incident.

4.3.3 Persists in Misconduct.

4.3.3.1 Persisting in misconduct after receiving a previous caution: Suspended for one game and fined \$10.

4.3.4 Accumulated Misconduct.

4.3.4.1 Accumulation of three cautions (yellow cards) during a league operating session: Suspended one game and fined \$25.

4.3.4.2 A second send off (two red cards) in a league session: One game suspension and \$50 fine shall be added to the penalty for the second incident.

4.3.4.3 Three send offs (three red cards) in a league session: Suspended from league play for ten games and fined \$100.

4.4 The Discipline and Review Committee shall review all incidents of misconduct and render a decision.

4.4.1 The committee shall consist of at least: the President, or the Vice President, the referee assignor and one CFUASL designated representative. Additional input may be requested if deemed necessary by the basic committee.

4.4.2 The committee shall use the guidelines from Section 4.3 as minimum standards for suspension and fines, and shall have the discretion to increase penalties if warranted in individual incidents.

4.4.3 Within 72 hours of any incident report being received, the President will notify the team manager involved of the penalty. Any appeal of the decision must be made in accordance with Section 1.9.

4.5 Player Suspensions.

4.5.1 Suspension games will count only when the player is registered.

4.5.2 Suspensions will carry over to the next league session, and will resume when the player is registered during the subsequent league session.

4.5.3 A suspended player's pass will not be returned to the team manager until the fine has been paid.

4.5.4 Forfeited games will count as suspension games, with the exception of games forfeited under Section 4.6

4.6 League disciplinary action against a team may result from gross team misconduct (on or off the field), roster violations or use of ineligible players, or failure to meet a financial obligation. League disciplinary action against a team will consist of warnings, fines, forfeited games, and finally expulsion from the league. Offenses will usually be dealt with in this order, with the exception of the following circumstances:

4.6.1 If a team uses an ineligible player and the team manager is aware of the player's status, the team shall forfeit any game(s) in which the ineligible player participated and be fined an amount equal to half the total referee fees for a single game.

4.6.2 If a team fails to pay team or player registration fees, the team shall forfeit subsequent games until fees are paid. Games will be forfeited, with notification to opponent and referees 48 hours prior to kickoff.

4.6.3 Any serious misconduct that warrants immediate attention, as determined by the league, with opportunity for appeal to the Arbitration Committee.

