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SHORELINE ADULT SOCCER LEAGUE, INC.

(S.A.S.L.)

A Connecticut amateur soccer league

Organized in 1979 at Clinton, Connecticut

INCORPORATED 1993

Affiliated With

The Connecticut State Soccer Association, Inc.

RULES AND BY-LAWS

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A. PREAMBLE**A.**

1. This non-profit organization shall be known as the Shoreline Adult Soccer League, Inc. (SASL) and hereafter referred to as “the League”.
2. The purpose of the League is to promote the game of soccer by arranging and directing the League schedule of games and such competitions, or activities that serve to promote the game of soccer for amateur player’s age 30 years and over. Professional players are not allowed in the SASL.
3. The League shall be affiliated with the Connecticut State Soccer Association, Inc. (CSSA), and shall observe the Rules, Regulations and By-laws of that organization.
4. At no time shall the League and or its officers be held responsible for injuries to players, officials, or spectators incurred before, during or after games scheduled by the League. Nor shall the League or its officers be held liable for any property damage or loss occurring before, during or after a game played at any private field or public park. The League shall provide Officer Liability Insurance for the Executive Board and be responsible for insurance deductible requirements.

All participating League players are responsible for carrying their own private health insurance that will cover them for any injuries received while playing. Teams can refuse to sign players who do not have their own private health insurance.

All teams and individuals participating in any League activities, including games, meetings, tournaments and discipline actions, agrees to hold harmless and indemnify all League and team officials, administrators, assistants and coaches against claims resulting from any injuries or damages sustained or aggravated from participation in any of the aforementioned activities.

In consideration of being allowed to participate in any way in the U.S. Amateur Soccer Association athletic-sports program, and related events and activities, everyone must sign the U.S. Amateur / CSSA Waiver and Release of Liability each time team registers a player, prior to participating in the above activities. Individuals found to have unsigned waivers shall be declared ineligible until the League receives a signed waiver.

5. Teams have to comply with their local town or city ordinances when playing in public parks. Where these ordinances are not complied with, the team using the park and playing games scheduled by the League is responsible for all consequences. All teams must carry the liability insurance policy available through the CSSA to indemnify the town or city against claims from any activities, before, during or after games played on their parks / fields (Rule K.3).
6. Should an incident or matter occur during the course of the season that is not covered by SASL Rules, the Rules and By-Laws of the CSSA shall apply.
7. Each team shall pay an affiliation fee to the League and the CSSA (Rule K.1 & 2).

Beginning with the 1994 season, all teams must post an annual bond. This bond constitutes a guarantee that the team will fulfill its obligations to the League and other member teams (Rule K.7).

New clubs must pay an application fee when applying for entry into the SASL. Half the fee will be returned if they are not accepted into the League. New clubs also must post an additional performance bond, returned after successful completion of the two years probation period (Rule K.5 & 6).

All affiliation fees and bonds must be paid by the deadline date set by the Executive Board to ensure that the next season’s schedule can be accurately completed and that teams are committed to meet their League obligations. Teams who do not meet the new season deadline date shall be fined and may not be allowed into the League if the next season’s schedule of games has been completed (Rule L.17).

Teams who decide to drop out of the League before the deadline date of December 31 shall have their bond money returned, less any money the team is obligated to pay to the League, to other teams, or to the CSSA. Teams, who meet the deadline date but later drop out of the League, shall forfeit all fees and bonds to the League and the CSSA.

A.

Teams who decide to change leagues, i.e. Over-30 League to Over-40 League to Over-50 League to Over-60 League must officially notify the League by filling out a complete New Team Application Form and submitting it by the deadline date of January 7. No Application Fees will be required. If a team applies after the deadline date, the applying team may be denied the change.

Teams could be denied the move if it creates an odd number of teams in the division.

If a team's management changes and the team members wish to remain in the League, the team's financial assets, uniforms and equipment must be turned over to the team's new management.

SASL IRS Financial Report filed with the IRS must be presented to the club delegates at the SASL Annual General Meeting (AGM).

8. If for any cause the League (SASL) should disband, its money and any other assets, after payments of all obligations, should be put in escrow by the Connecticut State Soccer Association (CSSA), to be used in forming new leagues (meaning Over-30, Over-40, Over-50, Over-60, etc)
9. Any proposed rule changes or amendments to the Rules and By-Laws of the SASL shall be made only at the AGM by a vote of two thirds of the members present in good standing. Rule changes or amendments must be TYPED and submitted to the League President and Secretary at least forty-five (45) days before the AGM. Clubs will be given at least seven days notification regarding all proposed changes. Email can be used to submit and receive rule changes.
10. League teams not in good standing cannot participate in any League activities and shall not be recognized or allowed to vote at any League meeting until they have been restored to good standing.
11. No team has the authority to sell or give its right to play in the League.
12. All meetings shall be conducted in accordance with the '[Roberts Rules of Order](#).'
13. Whenever the male gender or pronoun appears in these Rules and By-Laws, it shall be interpreted to mean both male and female.
14. Whenever "club" or "team" appears in these Rules and By-Laws, it shall be interpreted to mean the same.
15. When referees or game officials appear in these Rules and By-Laws, it shall be interpreted to mean the same.
16. All communication with and to the League shall be conducted electronically (email). Each team must provide two email addresses for official League business and communication. Team's, who use their business email address, will be held responsible if League email communication is not picked up by the team representatives during non-working hours. Only two people, ONE (1) email address per person will be allowed on the Managers List. ALL LEAGUE mailings shall only be sent to one email address for the manager and the assistant manager. Regular or Certified US mail shall be used only where email is not appropriate.
17. The League Website will provide most all League general information. See the Website Administrator Officer position for the information that will be regularly posted. Teams MUST download all League Forms and necessary information from the Website to ensure they have updated forms and information for the new season. Old forms cannot be used.
18. If game official's game fees change per an agreement between the SASL and the Referees, these fee changes shall supersede the existing fees in the SASL Rule K Fee Schedule.

A.

19. Discipline is of prime importance. The SASL through its Executive Board, reserves the right to discipline teams and or players with fines, posting of bonds, suspension and or expulsion for the good of the League. Teams facing possible expulsion will usually receive a hearing as to why they should not be expelled. An exception to receiving a hearing would be under Rule J.12.

If a team is expelled from the SASL, the decision may be appealed to the CSSA.

Deliberate violent conducted in any form shall not be tolerated, especially if it results in opponent requiring medical treatment. Game suspensions shall be increased.

Players and or teams that are repeat discipline offenders may be expelled from the SASL, or their registration could be refused to play in the next season.

B. OFFICERS / COMMITTEES / ELECTIONS / MEETINGS**B.**

1. The officers of the League shall be President, Vice President, Secretary, Treasurer / Registrar, Assistant Registrar, Scheduling Secretary, Assistant Scheduling Secretary, Web Master and Discipline Chairman, in the absence of the President, shall chair General, AGM, Special and Board meetings in the above descending order.

All officers shall be elected at the AGM for a period of three years, starting effective 2013 with the Vice President, Treasurer / Registrar 2, Assistant Scheduling Secretary and Website Administrator.

The President, Secretary and Scheduling Secretary, Registrar 1 and Discipline Chairman shall be elected at the start of the third year of the Vice Presidents group of officers.

If an officer resigns or is dismissed from office, the President or Vice President, who shall assume the President's position, if that office is vacated, shall appoint an interim officer who will serve in said office. At the next General Meeting, League members will vote to fill office for remaining part of term. To be eligible for election to the President position, candidates must have served a minimum of four years on the Executive Board.

The Registrar / Treasurer position may be separated into two separate voting positions by the Executive Board if the Nominating Committee cannot find a person to fill the position. The new position would still be voted on at the AGM.

DUTIES OF THE OFFICERS**i. PRESIDENT**

The PRESIDENT shall preside at all meetings of the Executive Board, at General and Special Meetings and the AGM. He shall appoint all committees not required to be elected, and shall also appoint interim officer(s) to fill vacated officer positions. He has the right to vote whenever his vote will affect the result and is an ex officio member of all League Committees, as in '[Roberts Rules of Order.](#)'

ii. VICE-PRESIDENT

The VICE-PRESIDENT shall succeed to the powers of the President in his absence. He shall head the field inspection approval committee to ensure all fields meet FIFA standards, minimum dimensions and safety requirements. He shall assume any other duties designated by the President.

He shall be responsible for receiving and tracking game suspensions of all SASL ejected red card player passes and to return passes to the teams after the players have served their CSSA and or SASL game suspensions.

He shall Chair the Leagues Appeals Committee for serious discipline issues, e.g. expulsions.

iii. SECRETARY

The SECRETARY shall record all business transactions of the League, attend to the correspondence and keep general records of the League. All communication pertaining to SASL business, except business concerning the registration or release of players, and committee business, must be transacted through the office of the Secretary. He shall keep minutes of all Ex Bd. and League meetings, copies of which are to be sent to all members of the Executive Board within four to six weeks after the meeting date.

He shall receive and record all League checks and coordinate and forward all checks to the Treasurer and maintain a list of teams meeting or not meeting their financial obligations,

iv. SCHEDULING SECRETARY / SECRETARIES

The SCHEDULING SECRETARY / SECRETARIES shall formulate a schedule of games for all teams, and post the schedule and rescheduled games link on the SASL Website. Games cancelled, or rescheduled must be done through the office of the Scheduling Secretary. He has the authority to schedule games if teams cannot agree on a rescheduled date. He shall coordinate referee assignments with the SASL Referee Assignor.

B.

He shall maintain the separate detailed “Scheduling Requirements Rules” posted on the League Website for teams to follow. This may change as necessary during the season or season to season, and shall be considered an official part of the Rules and By-Laws.

He shall have the right to recommend regulations and or change existing ones in order to improve the overall efficiency of his operation, subject to approval of the Executive Board. Such new or changed regulations shall go into affect on the date specified in the email notification from the Scheduling Secretary, Webmaster or the Executive Board.

v. TREASURER / REGISTRAR(S)

The TREASURER shall have charge of all moneys of the League and shall keep a detailed account of all income and expenditures of the League. He shall submit a statement of the financial condition of the League upon request of the President or Executive Board. He shall submit the Leagues Annual Financial Statement that will be, or was filed with the IRS to the League President, and this will be submitted to the League members at the AGM.

He shall maintain an up-to-date list of all team bonds. He shall be bonded as deemed necessary.

The REGISTRAR(S) shall have full power in connection with registration and release of all amateur players. Their decision pertaining to dates of registration, eligibility or qualifications of players shall be final and subject only to appeal to the Executive Board. He shall have the right to recommend new regulations and or change existing ones in order to improve the overall efficiency of his operation, subject to approval of the Executive Board and the CSSA. Such new or changed regulations shall go into affect on the date specified in the email notification from the Registrar or the Executive Board.

He shall maintain the separate detailed “Registration Requirement Rules” posted on the League Website for teams to follow. This may change as necessary during the season or season to season, and shall be considered an official part of the Rules and By-Laws.

He shall forward all SASL Registration Forms to the CSSA Registrar, meeting CSSA deadlines.

vi. WEBSITE ADMINSTRATOR

The WEBSITE ADMINISTRATOR shall be in charge of the SASL Website. He shall post weekly league games and cup results and maintain league weekly standings. Provide league news, statistics and history on the Website.

Upload important documents like Schedules; League Forms; Master Field Directions; Team Manager’s List from teams T.I.S.; Rules and By-Laws; “Registration Requirement Rules” and “Scheduling Requirement Rules” to the Website.

Shall send out informational emails informing League members when the Website has been updated. Once notified of Website update, this shall be considered OFFICIAL NOTICE to all teams and it is their responsibility to review and download the information posted. If teams do not download the updated information for their use, they shall bear the consequences of using old information.

vii. DISCIPLINE CHAIRMAN

The DISCIPLINE CHAIRMAN shall handle all routine discipline matters as outlined in the SASL Rules. Any discipline matter that is not routine will go to the Executive Board for their ruling. The Discipline Chairman may recommend action to the Executive Board for their approval and vote. If the discipline is serious, the Executive Board shall rule on what action is to be taken, and either the Secretary or the Discipline Chairman will send out the decision.

The Discipline Chairman shall track the Leagues yellow and red cards. If the Executive Board elects to use a Discipline Point System for yellow and red cards, he shall use that to chart and compare all the teams discipline records. Shall routinely forward the Discipline Point Charts to the teams, especially the teams with poor discipline records who may be liable for fines or posting bonds per League Discipline Point Rules.

B.

2. Each year, the League Officers shall elect a delegate and an alternate delegate to the CSSA meetings. The delegate and the alternate shall be officers of the League and shall represent the interests of the League at CSSA meetings.
3. The officers of the League shall constitute the Executive Board. They shall have full power to act on all matters pertaining to the League. They shall approve all committees and officials appointed by the President. The League officers **MUST ENFORCE ALL LEAGUE RULES**. They shall recommend changes and amendments to the League Rules to the General Committee for sanction. A majority of the officers shall constitute a quorum at Executive Board meetings.

The Executive Board may publish orders intended to improve the efficiency of League operations. Such orders may be adopted by unanimous vote at an Executive Board meeting, and may not be in conflict with the rules and regulations of the League. Once adopted, they shall send these changes or additions by email to all League teams. They shall continue in force until changed by the Executive Board, repealed or incorporated in the League Rules and By-Laws at the next AGM.

4. The Executive Board shall act as the Protest /Appeal Committees on League issues, they shall rule on issues that are brought before them as defined within the Rules and By-Laws that are filed with the League. They shall hear appeals as allowed by SASL Rules. They shall notify all parties involved in the protest of their decision within four weeks of the protest filing date. If a member of the Committee has a conflict of interest with a protest they are hearing, the President, for that hearing may replace them with another member. Rulings by the Protest Committee can be appealed to the CSSA, the CSSA shall decide if the appeal will be heard. Protests not filed properly as stated in Rule H.1 & 2 will not be forwarded to the League Protest Committee.
5. The General Committee shall consist of the officers and one voting delegate from each team. General Meetings shall be called at the discretion of the President and Secretary when business on hand warrants such action. The AGM shall be held during each calendar season and shall be held prior to the start of the calendar season. The AGM and Pre-Spring meetings were previously combined by the General Committees approval. The presence of at least half of the affiliated teams and two League officers shall constitute a quorum at and the AGM, General or Special Meetings,.

Special Meetings may be called by written petition, signed by more than three-fourths of League members in good standing or by a majority of the Executive Board.

6. Each member of the Executive Board has a vote at General, AGM and Special Meetings, but if they are directly affiliated with a team, as an officer or player, their vote will count for their team. Exceptions to this are:
 - (a) If board member has a conflict of interest, they shall abstain from voting and another member shall represent their team.
 - (b) If board member is absent, another member can represent their team.
 - (c) Board members can elect not to vote, and have another team member vote in their place.
 - (d) Another team member on all ballots may represent the Presidents team. The President has the right to vote whenever his vote will affect the result, per **'Robert Rules of Order.'**
 - (e) Board members with no team affiliation, then that member have a vote.
7. All General and Special Meetings shall be held in a place most centrally located to all teams.
8. At all League Meetings, a team delegate, once recognized by the Executive Board, cannot transfer their representation. The team representative shall be the only person allowed to speak or vote for that team during the course of a meeting.

B.

9. The officers of the League shall act as the Disciplinary Committee for the purpose of reviewing player / team yellow and red card discipline for possible additional discipline over and above the CSSA's. The Executive Board may elect to use a discipline point system to monitor and improve player and or team discipline. The Discipline Chairman shall address routine discipline problems as defined in his position Duties / SASL 's.
10. The Executive Board has the power to take action, not specifically defined by the Rules and By-Laws, e.g. imposing fines and suspensions or other penalties should they be in majority agreement that such action is warranted, including against SASL teams, players or spectators in any game sanctioned by the League or CSSA or played outside the League in tournaments in and outside the State.
11. Elected Executive Board members absenting themselves from three consecutive board meetings without justifiable cause, and for violation of League Rules may have their office declared vacant at the discretion of the Board by unanimous vote. The vacancy will be filled temporarily as outlined in Rule B.1.
12. Officers will be reimbursed for Official League Business at the current Federal Government rate for travel to scheduled meetings and or other official designated and authorized travel. Officers will receive an annual expense stipend to cover expenses for each officer position (Fee Sheet K.13).
13. In case of doubt as to procedures at General, AGM and Special or at Executive Board meetings, '[Roberts Rules of Order](#)' shall govern.

C. TEAM RESPONSIBILITIES

C.

1. Each team must submit a COMPLETE TYPED T.I.S. (Team Information Sheet) to ALL of the Executive Board by the deadline date set by the League. The T.I.S. information: Team Manager and Assistants Names; Addresses; Phone Numbers; two email addresses maximum for manager and assistant manager; Team Shirt Colors and Alternate Shirt Colors; Fields Name, Location and Directions (no maps) shall be listed on the Website as close as possible to the Spring Pre-Season Meeting. Teams failing to meet the deadline date shall be fined and shall have to email their T.I.S. information to all their opponents * (Rule L.17).

Each team shall be responsible for notifying by email ALL of the Executive Board officers, and all their opponents of any changes on their T.I.S. When the new information is updated on the Team Managers List on the Website, this shall be considered OFFICIAL NOTICE to all teams by the email notification date sent by the Website Administrator. If teams do not download the updated information for their use, they shall bear the consequences of using old information.

2. League games shall be played on Sunday mornings according to the schedule. Kick-off time is 10:00 AM. The Scheduling Secretary where necessary, may schedule games between 8:00 AM and 11:00 AM start times to alleviate assignment of match official's availability, where Town's schedule allows.

CHANGE OF GAME TIME - See "Separate Scheduling Requirements Rules"

CHANGE OF GAME VENUE - See "Separate Scheduling Requirements Rules"

SPECIAL CIRCUMSTANCES GAME CHANGES - See "Separate Scheduling Requirements Rules"

All communication between teams, the Scheduling Secretary and or League officers, MUST be by email for record keeping purposes. Phone calls must be followed up by email.

3. Any team failing to play a scheduled game without good reason shall be fined, forfeit the game and pay the referee's fee for that game *. **The Scheduling Secretary must be notified by phone**, followed by email by BOTH teams of any scheduled games not played, and why.

Any team refusing to agree to play a rescheduled game at any time or date shall be fined, post a bond and forfeit the game * (Rule L.3 & 14).

4. A team failing to secure a playing field for a scheduled game MUST notify the Scheduling Secretary and attempt to arrange to play on the visiting team's home field. Failure to do so will result in offending team forfeiting game, being fined and paying referee's fee if referee travels *. See Rule G.5 on postponements.

Home teams are responsible for having a well-lined field with nets secured and corner flags in place. Goalposts not anchored, MUST have a heavy weight (i.e. sandbags, not stone blocks) on back or side ground stanchions.

Teams using artificial turf fields MUST purchase special corner flags for turf fields, effective for the start of the 2010-11 season.

Field must be free of any physical impediments or obstructions e.g. concrete blocks, manhole covers, sprinkler heads and obvious holes or craters that may cause injury or danger to the players or officials.

If a goalpost or crossbar is damaged or missing upon arrival at the field, the team will not be held responsible for damage. However, any games scheduled after this will not be allowed on this field until the League has been notified that the goalposts have been repaired, and the League has had time to inspect the goalposts or any other reported field problems.

If a referee refuses to do a game because some or all of these requirements above are missing, home team will forfeit game. Reliance on a municipality does not release teams from any of the above responsibilities *.

The "home" team is determined by the published SASL game schedule for all financial obligations. Should a game venue be changed for any reason, the home team shall incur the expenses for the referee and assistants.

C.

On the day of the game, the referee shall be the SOLE JUDGE as to the fitness and playing condition of the field for a game to be played or cancelled. If a town or private owner closes a field because of weather, home team must provide written proof from the town or private owner to the League Scheduling Secretary. If the League does not receive the written proof within ten days, the home team will forfeit the game.

5. BOTH teams have a ten (10) minute grace period, and MUST be ready to play within ten (10) minutes of scheduled start time. Ready to play is at least seven (7) players in uniform on the field, with team player passes and line up form already checked out by referee. The referee's time is considered official. If these conditions are not met, a team is under no obligation to start a game after the ten (10) minute grace period and can request the referee to call the game, referee MUST honor request. The offending club shall be fined, forfeit the game and pay the referee's FULL fee. If the referee reports a game is started after the ten (10) minute grace period, but before the twenty (20) minute mark, the late team(s) shall be fined (Rule L.5 & 14) *. Referee MUST CANCEL the game if late team is not on field ready to START play at twenty (20) minutes after scheduled start time. Game CANNOT BE STARTED and played after the twenty (20) minute mark and referees shall be paid FULL FEE.

Teams must play a scheduled game even if they are short of players. Player shortage **shall not be accepted** as an excuse to cancel game. If a team cancels, they will be fined and forfeit game * (Rule L.3 & 14).

6. Any team that fails to complete a league game by walking off the field, starting a fight or by any other improper action, if their action results in referee abandoning game and team is found to at fault *. Team shall:
 - Automatically forfeit the game if the team is found at fault for terminating the game.
 - Automatically loose their \$100 bond and replace it with an additional \$100. Bond will be held as long as the team is on probation.
 - The \$100 forfeit fine shall also automatically be increased to a minimum of \$200.
 - If the team has previously forfeited a game for discipline reasons, the fine will be increased to \$300.
 - Team shall be placed on discipline probation for a minimum of two (2) years.
 - If a second game is terminated during the probation period for discipline reasons and the team is found again to be at fault, they will be suspended for the rest of the schedule and expelled from the SASL for the next two (2) years, with loss of all bonds without appeal to the League *. Teams can appeal to their expulsion to the CSSA, but shall remain expelled during the appeal process.
 - If a game is terminated and the match officials report is not conclusive, the Executive Board if needed will rule appropriate discipline to cover the situation.
7. Each team MUST submit TWO (2) TYPED official team line-up forms before the game starts to the referee. If a team does not have two (2) TYPED official line-up forms, an official game **cannot be played**. Game officials shall be paid their full game fee.

Both line-up forms must accurately LIST ALL the teams registered players names, pass numbers, birthdates and both forms TYPED and must be exactly the same. If a game is played and any information is handwritten (except shirt numbers), game will be automatically forfeited.

Line-up Cards must have the game date and opponents name.

NON-PLAYING Managers and Coaches, maximum of three white passes MUST also be listed at the bottom of the team line-up forms with the same information as the players.

No hand written player information shall be allowed on game line-up forms except for shirt number changes (duplicate shirt numbers will not be allowed). Hand-written names will be regarded as illegal players and will result in an automatic forfeit REGARDLESS OF WHETHER THEY PLAY OR NOT. Referees should not allow handwritten players on the roster to play. It is the team manager's responsibility to follow SASL Rules NOT the game officials. Both teams should see that they receive each others line-up forms. Teams will be automatically fined for any improperly filled game line-up forms * (Rule L.8).

C.

All players must have an SASL colored player pass to play, unless the League authorizes the player can play without a pass in writing (email). Match officials or teams CANNOT authorize a player to play without a pass, or play if the player name is handwritten on the game line-up form.

It is very important that teams follow these team and player line-up rules. In a protest/appeal or discipline action, properly filled out line-up forms will make it easier for the Executive Board to arrive at a decision.

8. Any team that refuses to hand the referee any or all of their player passes shall forfeit the game and be fined *. The offending team shall pay the referee's fee.
9. If a referee fails to keep his appointment, the two managers must mutually agree in writing, using official form, for a referee for the game to be official. Both teams must send their copy of agreement to the Scheduling Secretary. If an agreement is not reached, they should play an exhibition game.
10. Each team shall appoint a "team captain" for each game. This player MUST be recognized by an easily identifiable armband.
11. Players who are registered to play in other leagues MUST NOT use their SASL pass to play in those leagues. If it is found out that a player used an SASL pass to play in another league, the player's registration with SASL will be cancelled and the player will not be allowed to re-register with the SASL for one year. The team will be fined (see Rule L.1a) for giving the player the SASL player pass. In addition, the team's player roster maximum will be reduced for one year by the number of players involved in the illegal use of SASL passes.

SASL teams managers MUST RETAIN ALL their player's passes and keep under their control, AT ALL TIMES per Rule E.9. Other leagues player passes cannot be used in the SASL, if this is found to have happened, the same discipline as above will be assessed.

12. Teams shall be held accountable to the League and or the CSSA, for players and or teams or spectators who are reported by the referee to have consistently harassed, threatened and or physically abused a game official, players or spectators in any game sanctioned by the League, CSSA or an out of State Association. Such behavior shall result in team and or player fines, possible forfeit of game, and or suspension without appeal to the League, if after Executive Boards review of incidents, the referee's report is upheld * (Rule L.9 through 12 & 14).

Both team benches MUST be on the same side of the field and can only have players with passes, and managers or coaches with non-playing passes, NO spectators allowed on or in the two team's bench areas.

All spectators MUST be on the opposite side of the field team benches and are not allowed in the team's bench area (CSSA Rule). If the referee cannot get the spectators to move to the opposite side of the bench personnel, the referee can refuse to do the game and the officials will be paid full fees.

The home team will usually be held responsible if this happens, unless the referee reports the away team was the problem. The team(s) responsible will forfeit the game.

13. Home team MUST have a change of uniform if there is a color clash with their opponent's official registered shirt colors, home team shall bear the consequences, by being fined and or possibly forfeiting game. Away team shall bear the same consequences if they show up with a different color than their official registered colors, pinnies are not allowed. Official registered uniform colors are shirts predominant color submitted on the teams latest T.I.S. Teams changing their official shirt color, must email an updated T.I.S. to ALL the League Officers and all their opponents to ensure there will be no color clash * (Rule L.6 & 14).

C.

14. All forfeits shall result in offenders being fined, possible posting of bond, loss of game and three (3) league points, their opponents being credited with a 3-0 win. If referee's fee is involved, team forfeiting shall pay the referees their FULL game fee. Other fines or discipline may be assessed depending on the circumstances of the forfeit * (Rule L Fines / Bonds)

See Rule J.9 for end of season forfeits, deduction of points plus loss of bond.

15. Where there is a division play-off game scheduled and it does not get played because of problems out of the Leagues control and there are no more weeks available to play the game, then the team with the best record will be the one promoted. If the divisions have an unequal number of teams, then the team record will be calculated by dividing games into points to determine the team with the best record.

16. The home team MUST PAY the game officials before the start of the game or no later than half time in accordance with Rule F.5.

17. All scheduled League and Cup games require BOTH TEAMS to report the score by email to the SASL Webmaster Administrator.

If a game is not played, i.e., it is postponed, abandoned, forfeited or cancelled for any reason, the game MUST STILL be reported by BOTH TEAMS to the SASL Website Administrator with the reason why it was not played.

- Morning games - Report NO LATER than 6:00 PM
- Afternoon games - Report NO LATER than 8:00 PM
- Night games - Report that night

Teams who fail to report by 6:00 PM after morning games or 8:00 PM after afternoon games, or fail to beat the Website update with all other scores reported on time, will have a 'score not reported' (S.N.R.) counted against them in the League standings.

Teams will be allowed up to three (3) failures to report the score on time. At the fourth violation, and for each violation thereafter, ONE POINT will be deducted from their League point standing total if they fail to report the score on time.

If a team is deemed to be deliberately not reporting their scores so as to effect their position in the standings, the team may be additionally disciplined by the Executive Board.

18. See SASL "Scheduling Requirements Rules" for "Weather Protocol" for cancellation of games for fields closed for weather conditions. **Google membership is mandatory.**

If Weather Protocol time cannot be met, managers MUST GO TO THE FIELD to pay the match officials their half fees. If Manager does not go to the field and officials are not paid, the team will be assessed FULL FEES for the officials.

19. Managers are responsible for comparing the photo copy of license sent to the League, to the players original State Issued License to ensure that the **player's date of birth is accurate**. This must be done for ALL players, new and previously registered player's licenses on file with the Registrars. Teams must check their players License D.O.B. that they list on their game roster. Failure to do this, in the event of a players D.O.B. being wrong, the team will be held accountable for submitting a wrong D.O.B., if it makes the player ineligible.

Teams who do not follow the above D.O.B. Registration Requirements which results in registering an underage player and forfeiting games (Rule L.14), should be aware that they will be subject to expulsion. Team would receive a disciplinary hearing as to why they should not be expelled from the League for not following League Registration Rules.

D. NEW TEAMS / APPLICATION / BONDS / AFFILIATION**D.**

1. Membership in the League may be open to teams that meet the League's standards in all regards after review by the Executive Board. Membership is subsequently dependent upon prompt remittance of all fees and bonds required by the League (Rule K), the ability and desire of the League to absorb and properly administrate additional teams, and ultimately by approval by a majority vote of the General Committee.
2. Teams joining into membership with the League do so voluntarily with the purpose of taking part in the League's activities.
3. A new team admitted into the League shall be on probation for a period of two years and must also post a performance bond for the probation period (Rule K.7). The performance bond shall be returned when team successfully completes the probation period. If during the probation period, the team fails to comply with the Standards and Rules of the League, or has excess discipline problems, the team will be invited to a hearing with the League Executive Board as to why they should not be expelled from the League **. Teams expelled from the League, lose all their bonds.

4. New team formal applications must be received with application fee no later than December 15, or a date set by the Executive Board preceding the League Spring Session.

The Executive Board may consider applications made after December 15.

5. In cities or towns where soccer clubs are already active in the League, a newly organized club must show they have secured adequate playing facilities that do not clash with existing clubs in that area during the new teams two year probationary period. Where there is a clash, the new club must find another field to play on.

All new teams must provide written proof from their town that they will have a field to play their home games. If a team cannot provide the proof that they have a home field, they may not be admitted into the League, if they are, they may have to play their home games at their opponent's field with them paying the game officials fees. This rule will be enforced

6. The Vice President or a designate shall inspect and approve new teams home grounds to ensure fields meet FIFA minimum dimensions and safety requirements.
7. New or readmitted teams must enter the League in the lowest division.

8. Readmitted teams must post additional bonds over and above new team bonds if they were previously suspended from the SASL (L. 15).

Expelled teams cannot reapply to rejoin the SASL until the have sat out minimally the season after suspension or expulsion.

Expulsion for discipline reasons, teams must sit out at least two (2) seasons after expulsion. Teams can only have FOUR players from their last registration roster filed with the SASL, if they are readmitted.

E. PLAYERS / MANAGERS / COACHES REGISTRATIONS / RELEASES / PASSES

E.

1. The minimum age of players in the League shall be 30 years old for the Over-30 League, 40 years old for the Over-40 League and 50 years old for the Over-50 League, with the exception of goalkeepers (see next paragraph). Eligibility is based on the actual date of birth (D.O.B.), not the calendar year.
 Goalkeepers' ages may be 25 in the Over-30 League, 35 in the Over-40 League, 45 in the Over-50 League and 55 in the Over-60 League. If an older age group division is started, the goalkeeper's age shall be as in the other leagues; five (5) years less than the league's age and will have special colored player passes.
 Under-age goalkeepers are not allowed to play in the outfield. If this rule is violated, the game shall be forfeited, and both the offending team and goalkeeper fined. The goalkeeper will be suspended for four (4) games * (Rule L.1a & 14). The Executive Board can change the age of goalkeepers.

2. All players must be properly registered and released with the SASL and CSSA. The Registrar will define the Rules of Registration and player releases for the SASL, and all teams have to follow these rules to the letter.
 Non-playing managers and coaches MUST have special white non-playing passes with a limit of three passes per team and must be listed on the team game roster.

3. The Registrar will determine regulations and deadline dates to register players (Rule B, Duties of Registrar). All player and manager / coaches passes at the end of each fiscal season, MUST be turned in and RECEIVED by the Registrars, NO LATER THAN TWO WEEKS after their last game. If not received by this deadline date, teams shall be automatically fined. (Rule L.17).
 Teams are responsible for notifying the Registrar what player, non-playing managers and coach's passes need to be revalidated for the next season. Player passes not revalidated, shall be held by the Registrar for only the previous season.
 Teams who play a player with an invalidated or ineligible player pass; including hand written players on the game roster shall forfeit the game and be fined. Player shall be fined and suspended if they were involved in the deception. Offence will be reported to the SASL Executive Board for the appropriate action *.
 The offending team may not replace the illegal player pass with another player if their roster is full (Rule L.1, 2 & 14).
 Teams must return to the Registrar, all passes that have been released, suspended by the CSSA or the League. Released passes not returned shall result in players, non-playing managers and coaches not being released and officially remaining on the team roster.
 Teams shall be fined for not returning any and all passes * (Rule L.17).

4. Before the start of the season, each team must submit an emailed Official Player Registration Form with all information typed and completed to the Registrar. Registration Form must be downloaded from the SASL Website. Deadline Dates will be on the separate "Registration Requirements" for each new season.
 The Registrar shall not register or release any players, if any of the "Registration Requirements" are not followed. Registration Forms can only show the maximum allowed registered players, plus all released players.
 A team found to have more than the maximum allowed registered players on their roster, shall be fined and lose by forfeit all games played while these surplus players were registered with their team. Offence will be reported to the Executive Board for appropriate action * (Rule L.7 & 14).
 The Executive Board can reduce or increase team roster size, and set the maximum roster of registered players for each season.

5. Teams shall be fined, forfeit game(s) if they have hand written players on their game roster, after review by Executive Board * (Rule L.1, 2 & 14).

E.

6. If through accident, robbery, or unavoidable mischance, a team should lose their player passes or even one pass, participation in only ONE game shall be allowed without pass(s) by authorization from the Registrar, Vice President or President. The team must present the player's driver's license or a passport with a recognizable photo likeness to both the opponent and the referee for the player to play.
Teams must accept responsibility in collecting players passes from the referee after a game. If they don't, and referee leaves with passes, they have to contact referee to arrange return of passes.
7. No team shall be allowed to register any player's after the fifth (5th) to last scheduled game in the regular season schedule. Last deadline postmarked date accepted shall be the Thursday preceding the fifth (5th) to last scheduled game, registrations received after that Thursday shall be returned. Makeup or playoff games do not count.
8. SASL teams cannot register players being released from another team before the Registrar has received the necessary documents from the team that is releasing player (Rule E.3 & 4 and "Registrations Requirements"). Clubs MUST download Amateur Release Forms from the SASL Website to be able to release players.
9. Player, manager and coaches passes are the exclusive property of the SASL and CANNOT be used in other leagues. SASL player passes cannot be given to players who are being released. Teams MUST return all passes to the Registrar who are being released or at end of season. (Rule E.3, Paragraph 1 & 4).
10. A player currently not in good standing with the SASL, CSSA or any affiliated organization, for any reason, shall not be released or registered with an SASL team until good standing has been restored.
11. All participating players, managers and coaches MUST sign a SASL Waiver and Release of Liability Form on each occasion a player, manager and coach is registered. This requirement MUST be met for ALL players, managers and coaches to be registered to play or manage-coach in the SASL, even if they play in another affiliated league in Connecticut.
12. See the separate "Registration Requirements Rules" posted on the SASL Website for more detailed Registration Requirements and for any changes, including team roster size. Teams MUST be sure to download and follow the latest seasons "Registration Requirements Rules" on the Website
13. During the period fines or bonds are owed to the League, the team's roster is frozen and NO NEW REGISTRATIONS SHALL BE ACCEPTED until the fines or bonds are paid and RECEIVED by the League.
14. Players under CSSA or SASL game suspension cannot be released until after they have completed their suspension.
Players accused of referee assault cannot be released until after they have received a CSSA Discipline Hearing and the result of hearing, only then can player be released from team's roster. If a player receives a suspension for referee assault, player is suspended from ALL soccer activities, playing and coaching.
The SASL reserves the right to refuse to register a player, manager or coach who has had discipline problems.
15. Players found guilty of match official assault by the CSSA will also be suspended by the SASL Executive Board from playing in the SASL for the additional same period as the CSSA suspension, i.e.: CSSA 6 months plus SASL additional 6 months. This is a minimum SASL suspension and can be increased depending on circumstances.
Players found guilty of serious violent assault on a match official, i.e. pushing to the ground; striking; kicking; head butting; and spitting on, etc, SASL discipline can include up to permanent cancellation of the players registration.
If a team tries to register a suspended player for referee assault under another name, the team could be expelled from the SASL
A player's serious violent assault on an opponent may also be subject to additional SASL suspension.

F. REFEREES / RESPONSIBILITY / AUTHORITY / FEES**F.**

1. Referees shall be assigned by the SASL Approved Assignor.
2. Immediately before the start of the game, the match official shall check the team's lineup roster and player passes of all participants, including substitutes and non-playing managers and coaches. Hand written players name on the game line-up form is the team manager's responsibility, NOT the referees or the opponents.
3. The referee shall have the power before, during and after the game to deal with players guilty of improper or violent conduct, using threatening, foul or abusive language. He shall forward the names of the offenders in the game report, clearly detailing the incident to the Designated League Representative and to the CSSA Discipline Chairman. Any player ordered off the field stands suspended. The referee shall keep the ejected players pass. The CSSA Discipline Chairman shall notify the League Management of the length of the player's suspension, after the referee's report is received and reviewed.

The period of minimum suspensions is specified in the disciplinary regulations of the CSSA. The suspension shall be for "X" number of games or a specified time. Red card suspensions at end of season carry over to the next season. Match official assault suspensions can be for games, months or years.
4. At the end of the game, the match official shall return the passes to the respective captains or managers, but he shall keep the passes of any players ejected from the game, or for violations before or after the game. He shall send these passes and line-up forms to the SASL League Representative. The referee shall submit the game report with a detailed supplemental report of any player or game discipline problems on the CSRP Website for the CSSA's Discipline Chairman's action and or the SASL's Executive Board.
5. The Referee and Assistants shall be paid in accordance with the agreement between the SASL and the referees. The home team is responsible for payment of the game officials before the start of the game, or no later than half time.
6. The referee shall be the SOLE JUDGE of the fitness and playability of the field, unless the town or private owner closes field.
7. If a team is late or not ready to play, no later than ten minutes after the official game start time, the referee must note the arrival time on his game report of the delinquent team and the time game is started.

Both teams have a ten (10) minute grace period. A team is under no obligation to start a game after the ten minutes grace period if the opponent is not on the field ready to play, and can request the referee to call the game and to report why in his game report to the League (Rule C.5). If this is done, referees are paid FULL fee by the late team. The home team should pay the match officials and they will be reimbursed if the opponent was the late team.

The referee does not have the authority on his own, to call a game at end of the ten (10) minute grace period. However, if the opponents have not shown up or NOT on the field ready to START game at twenty (20) minutes after the official start time, then the referee MUST POSTPONE the game. Game CANNOT be started twenty (20) minutes after the official start time. If this occurs, referees are paid FULL fee.
8. Protests shall not be allowed based on referee or other match officials' performance.
9. The referee assigned is the final arbiter of the games playing rules, NOT SASL Rules.
10. The power of the referee for SASL games shall be in accordance with USSF / FIFA Laws of the Game.
11. Any referee, who fails to comply with the game administrative requirements or consistently fails to display a professional manner in the conduct of his games, may not be assigned SASL games.
12. Both team benches MUST be on the same side of the field and can only have players with passes, and managers or coaches with non-playing passes, no spectators allowed on or in the two team bench areas.

All spectators must be on the opposite side of the playing field team benches. If teams and or spectators refuse to comply, referee can refuse to do the game. In the event of this happening, match officials will be paid their FULL FEE, and the team or teams responsible will be disciplined and forfeit the game.

G. GAME REGULATIONS

G.

1. No game shall be of neither more than ninety minutes duration, nor less than seventy minutes duration, agreeable to both teams and the referee, and shall play under the laws of the game as approved by the USSF. Matches reported as unfinished shall be reviewed by the Executive Board *.
2. Unlimited substitutions are allowed to both teams, on any FIFA rule game stoppage. Substitutes can only enter game with the referee's approval, but **ONLY AFTER** player being substituted for has left the field. Players replaced by substitutes are permitted to re-enter the game as substitutes.

Any player ordered from the field by the referee may not be substituted for and cannot return to the game. The referee can request that the player leave the area of play around the sidelines. The player and team must comply or referee can refuse to continue game.

IMPORTANT: It is strongly recommended that team managers substitute a player who has become angry or argumentative with the referee, other officials, or players of either team. The player needs time to regain control of his emotions and to cool off. A player removed under these conditions, and not ejected by the referee, is permitted to re-enter the game as a substitute.

3. Should the referee deem it expedient to terminate the game before regulation time expires, on account of rioting, fighting or rowdyism among the players or spectators, or for a game official assault, the incident shall be investigated and resolved by the Executive Board. Players or spectators threatening or striking an opponent or a referee, before, during or after a game, shall result in player and or team fines. Also, possible posting of bonds, game forfeit or suspension for offending players or club without appeal to the League if the parties involved are found guilty by the SASL and or the CSSA * (Rules L. 9, 10, 11, 12 & 14). In case of a possible club expulsion from the League, the team will be invited to a hearing with the League Executive Board as to why they should not be expelled from the League **. Teams expelled from the League lose all their bonds.
4. WEATHER POSTPONEMENT - See "Separate Scheduling Requirements Rules".
5. REQUESTED POSTPONEMENT - See "Separate Scheduling Requirements Rules".
6. Home teams using artificial turf, **MUST** list it on their T.I.S., so it will subsequently be listed on the Managers List. Artificial Turf is approved for use in SASL games and teams cannot refuse to play on it.
7. ALL Cup competition, State or National, can supersede any of the above rules.
8. The referee shall be the **SOLE JUDGE** of the fitness and playability of the field, unless the town or private owner closes the field. Referees shall be paid **HALF** fee, see Rule K Fees. Referee cannot override town or private owner's decision to close field.
The League in extreme weather conditions can cancel League play.
9. Both team benches **MUST** be on the same side of the field and can only have players with passes, and managers or coaches with non-playing passes, no spectators allowed on or in the two team bench areas.
All spectators must be on the opposite side of the playing field team benches (CSSA Rule). If teams and or spectators refuse to comply, referee can refuse to do the game. In the event of this happening, match officials will be paid their **FULL FEE**, and the team or teams responsible will be disciplined and forfeit the game.

H. PROTESTS - APPEALS / PROTEST FEES / PAYMENT OF FINES H.

1. As defined by the SASL Rules and By-Laws, Protests or Appeals must be TYPED and received by email notification to the League Secretary and League President. The reason for the Protest or Appeal should be an attachment within the email along with supporting documentation dated within four (4) days of the game (game day / holidays not included) and must be followed by a letter and Bank Check or PayPal protest or appeal fee (Rule K.9) also postmarked within four (4) days of the game. The League Secretary will forward one copy to the team protested against and one to each Executive Board member. If this procedure is not followed, or deadlines or payments are missed, the Protest or Appeal shall not be accepted.
2. The Protest or Appeal fee shall be forfeited to the League funds if the Protest or Appeal is not sustained, but will be returned to the protesting club if it is upheld. Protests or appeals not filed as specified above, and in Rule H.2, will not be forwarded to be reviewed, but shall be returned to the protesting club. The Executive Board may, in the event of a special meeting being called to consider the Protest or Appeal, require the club to pay the expenses of the meeting should the Protest or Appeal not be sustained. In the event the protest-appeal is sustained the expenses shall be borne by the League.
3. No objection relative to the ground, goal-posts, or bars or other appurtenances of the game shall be entertained by the Executive Board unless the protest is lodged in writing with the referee and captain / manager of the home team before commencement of the match. A copy of the pre-game protest should be included with the protest to the League, following the procedures outlined above in No. 1. **THE EXECUTIVE BOARD.MUST BE NOTIFIED THAT GAME IS UNDER PROTEST.**
4. All questions of interpretations of the rules shall be referred to the Executive Board whose decision shall be final.
5. No Attorney-at-Law shall represent a club at a hearing of a protest-appeal unless he is an officer of the Club concerned, and appears as such officially in the League records.

6. All fines or bonds imposed by the Executive Board MUST BE RECEIVED within fifteen (15) days of discipline notification date. For each 15-day period fine or bond is not paid, an additional late fee shall be added on (Rule L.17). During the period fines are owed to the League, the team's roster is frozen and NO NEW REGISTRATIONS SHALL BE ACCEPTED until the fines or bonds are paid and RECEIVED by the League.
 - The 15 days fine period shall start from the date on the discipline notification to the team.
 - If the first 15 days discipline fine date is missed, the team will be fined an additional late fee.
 - If the team misses the second discipline fine date, the team will be suspended until the League actually receives the fines and late fees. Forfeit fines shall be assessed for each game forfeited during the suspension.
 - Team shall not be allowed back into the League that year if the fines and late fees owed go six-weeks late from the first discipline date notification. Suspended team shall forfeit all bonds. If the suspended team applies to re-enter the League, they shall have to apply as a new team with no guarantee that they will be admitted.
 - If a team is allowed to reenter the League, they must meet Rule D.8 minimum suspension requirements. All previous fines and bonds must be paid. See Rule L.15 on teams readmitted into the League.
 - Teams MUST be fully aware of and understand Rules H.5, D.8 and L.15.
 - Checks that are returned for insufficient funds, including match officials checks, will be assessed a League fine fee (Rule L.18).
7. Any club registering or playing ineligible players, including players who have been fined and have not paid their fines in the appropriate time frame, shall be fined and forfeit the game(s) the ineligible players were registered or played in. Offending club shall also be fined for each ineligible player used * (Rule H.5 & L.1, 2, 7 & 14).
8. The Executive Board may impose more severe penalties and or fines depending on the severity of the discipline action, including suspension or expulsion.
9. Forfeit games upheld by the Executive Board shall result in fines / loss or posting of bond and any other appropriate discipline * Rule J.9 & L.14).
10. Teams or its members losing an allowable appeal with the SASL, and any team suspended or expelled by the SASL after a hearing (See Rule J.12 for the reason that no hearing is held) have the right to appeal to the CSSA. All appeals may not obtain the aid of the courts without first exhausting all remedies in organized soccer, including appeal to the Council of the USSF.

H.

I. CAPTAINS / MANAGERS and COACHES RESPONSIBILITIES

I.

1. Before the start of a game, a match official shall check the player passes of all players, including substitutes and non-playing managers and coaches passes.
2. The team captain is the only player who may converse or question a decision with the referee during a game, and such communication should be in a respectable, non-confrontational manner. Teams **MUST** reinforce this rule with their players.

Team captain **MUST** wear a captain's armband to identify captain. If captain leaves the field, armband **MUST** be given to another player. If referee reports team did not wear a captain's armband, team shall be disciplined and or fined.

3. The team captain / player manager and coaches **MUST** take the responsibility to stop players on their team who are harassing or being argumentative with a match official, or getting out of control with the opposition. They should set an example of good sportsmanship behavior for their team to follow.

Non-playing managers and coaches **MUST** also exercise control over their players / team, and their own personal behavior before, during and after the game.

4. Referee reports of any unsporting behavior, incidents will be reviewed by the Executive Board, for the appropriate action to be taken over and above any discipline from the CSSA.
5. Captains, managers and coaches should ensure match officials are escorted safely off the field and especially to his car if the game had become heated or ended in a bad note.
6. Teams must accept responsibility in collecting all players passes from the match officials after a game. If they don't, and officials leave with the passes, they have to contact official to arrange return of passes.
7. Non-playing managers and coaches **MUST HAVE SPECIAL WHITE NON-PLAYING PASSES**, which must be listed on the team line-up form, a maximum of three.
8. Both team benches **MUST** be on the same side of the field and can only have players with passes, and managers or coaches with non-playing passes, no spectators allowed on or in the two team bench areas.

All spectators must be on the opposite side of the playing field team benches (CSSA Rule). If teams and or spectators refuse to comply, referee can refuse to do the game. In the event of this happening, match officials will be paid their **FULL FEE**, and the team or teams responsible will be disciplined and forfeit the game.

The home team will usually be held responsible if this happens, unless the referee reports the away team was the problem.

J. PROMOTION / RELEGATION / STANDINGS / SUSPENSION**J.**

1. All positions in the standings within the League shall be governed by the number of points accumulated during the course of regular calendar season competition. Teams with the greater number of points shall be placed higher in the standings. Three (3) points are awarded to a team for a win. One (1) point is awarded each team for a drawn match.

In the event of a tie for position based upon total points at the end of the season, the following criteria shall be used to determine position in the standings. Each item shall be applied in the order given (A through C) until all positions are resolved.

- (a) Goal Difference: The team with the greater goal differential shall take the higher position. Goal differential is calculated as the number of goals scored minus the number of goals allowed.
 - (b) Least Goals Allowed: The team that allows fewer goals during the regular season, among the tied teams, will take the higher position.
 - (c) Head to Head Competition: The team with more points in matches played among the tied teams shall take the higher position.
2. In the event that a team, through disbandment or other cause, withdraws from the League and does not finish its schedule of games, the following rules apply.
 - (a) Where at least half the schedule has been played, the results shall stand and any remaining games not played shall be awarded to the scheduled opponent.
 - (b) Where less than half the schedule has been played, results shall not count for or against the opposing team. The League standings shall be adjusted accordingly.
 3. Trophies will be awarded to each team who are champions of their respective divisions.
 4. Division winners (1st place) will be promoted to a higher division. If more than division winners are to be promoted, the format to be used will be established by the Executive Board, depending on the number of teams in the divisions.
 5. At the beginning of each season, the Executive Board shall have the authority to determine the structural organization of League play, and the alignment of the divisions.
 6. The League will try to maintain each division to ten (10) teams. However, exceptions may occur for a minimum of eight (8) teams and a maximum of over ten teams to twelve (12) plus. If new divisions are formed, e.g. a 3rd or 4th division, exceptions may be allowed.

Divisions that do not have a ten (10) team , they shall always play an eighteen (18) game schedule, same as a ten team division.
 7. In the event a team(s) fails to operate for financial or other reasons, including suspension from the League, the team(s) will be considered as one of the teams relegated in their division and the team(s) at the bottom of the division standings who was to be relegated, will remain in their respective division. Team leaving the League, must reapply as a new team, per Rule D.

If a team eligible for promotion drops out of the League, the team next in line will be promoted.

J.

8. A team that forfeits games at the end of the season, after they already have enough points to win the Division Championship, and or to avoid relegation, shall have three (3) league points deducted from their total for each game forfeited. They will not be considered the Division Champion or shall be relegated *. In addition, failure to field a team in any of the last two scheduled games of the season or any make up games scheduled thereafter shall result in forfeits, fines and loss of annual bond for each game *.
9. A team that forfeits two games in a row or three games in a fiscal season will receive a hearing as to why they should not be expelled from the League (Rule L.14) **.
10. Forfeit games upheld by the Executive Board shall result in fines, team forfeiting to pay match officials fees, possible loss or posting of bond and any other appropriate discipline (Rule J.9 & L. 14) *.
11. Teams who have received discipline warnings and or placed on probation; if their discipline or rule violations do not improve, they may be suspended, expelled or not allowed back into the League the following season. If the team managers, has received written (email) warnings and additional follow up warnings through out the season, and their membership in the League is terminated, the numerous discipline warning communications will be in lieu of a hearing.
12. The Discipline Point System can be used to document team and or player discipline problems that may result in team and or player, not being allowed back into the League for the next season.
13. Team(s) who has a second referee assault in one or two successive seasons, will be subject to expulsion from the SASL with the loss of all bonds. They may receive a hearing depending on the circumstances of the assaults.

Expelled teams players are free agents and can be registered with other teams. Teams who were expelled for discipline reasons, new teams may only register no more that FOUR players from the expelled team for two years.

K. LEAGUE / CSSA FEES**K.**

	<u>TEAM</u>	<u>PLAYER</u>
1. Annual CSSA affiliation, registration, liability, insurance and assigning fees \$20 per player	\$500	–
Additional late assigning fees paid for by teams:		
Three match officials crew	\$15	–
Single match official	\$10	–
2. Annual SASL affiliation and registration – per team	\$400	–
3. Player registration fee starting with the 11 th add on player, after initial roster	\$5	–
4. Replace lost Player Pass (per pass)	\$10	–
5. New team application fee	\$200	–
<i>Note: If team is not accepted into the SASL, \$100 will be returned to them</i>		
6. New team performance bond (returned after successful completion of 2 years probation period)	\$200	–
7. Annual bond for all teams (including new teams)	\$100	–
8. Match officials' fees:		
(a) Referee's game fee (with assistants)	\$85	–
(b) Referee's half-game fee (with assistants)	\$45	–
(c) Referee's game fee (single official – no assistants)	\$100	–
(d) Referee's half game fee (no assistants)	\$50	–
(e) Assistant referee's game fee	\$55	–
(f) Assistant referee's half game fee	\$30	–
9. Protests and Appeals:		
(a) Protest to the SASL (fee shall be forfeited if protest is not sustained)	\$100	\$100
(b) Appeals to the SASL (fee shall be forfeited if appeal is not sustained)	\$200	\$200
(c) Appeals to the CSSA (contact CSSA for appeal fee)	?	?
10. Suspended /expelled / or teams who drop out, if permitted to re-enter the SASL , shall do so as a new team, and shall pay all new team fees and bonds as well as any fees, fines or bonds owed to the SASL from previous membership (see Rule L.15)		
11. SASL officer positions shall be paid an annual expense stipend determined at the SASL's annual general meeting (AGM)		

Fees may change if the [SASL's](#) expenses increase or if [CSSA/USSF](#) increases their fees, affiliation or registration.

Match officials' fees may change, depending on any negotiated increases between the [SASL](#) and the [Connecticut Referees Association](#).

Referee assigning fees will be negotiated for each season by the Executive Board.

L. FINES / BONDS

L.

	<u>TEAM</u>	<u>PLAYER</u>
1. (a) Team playing an ineligible player	\$200	1 or 2 game suspension
(b) Team Player Pass used to play in another league or another league's pass is used to play in the SASL	\$100	–
(i) Team Registration Roster limit reduced for one year		
(ii) Player's registration cancelled for one year		
(c) Team registering an ineligible player	\$200	1 to 2 game suspension
2. Team playing a suspended player	\$200	1 to 2 game suspension
3. Team refusing to play a scheduled match	\$200	–
4. Teams playing an unscheduled match	\$50	–
5. Team(s) starting match after grace period	\$50	–
6. Team/game uniform/kit colour clash	\$50	–
7. Registration Roster in excess of maximum players allowed	\$50	Player per game
8. Improperly filled out match Line-up Card	\$50	–
9. Team / player harassment / swearing at match official	\$200	1 or 2 game suspension
10. Player threatening match official	\$200	2 to 4 game suspension
11. Player violence:		
(a) Player spitting on or punching opponent / spectator	\$200	2 to 4 game suspension
(b) Player in second occurrence in season		Expelled for one year
(c) Player retaliating by spitting on or punching opponent	\$100	1 to 2 game suspension
(d) Player spitting at but not on or throw punch but not landing	\$50	1 game suspension
(e) Players ejected for violent foul, with no intent to play the ball & injures opponent, will have their game suspension increased.....		...by 1 to 3 games (See Rule E.15)
(f) Player assault on match official, if found guilty	\$400	See Rule E.15
(g) If serious violent assault or match official requires medical treatment	\$600	See Rule E.15
12. Spectator striking player / match official	\$200	–
13. Team not releasing player on time	\$50	–

- 14. Forfeits:**
- | | | |
|--------------------------|-------|---------------------------------|
| (a) 1st forfeit | \$200 | Plus match officials' fees |
| (b) 2nd forfeit in a row | | Expelled from the League |
| (c) 2nd forfeit | \$400 | Plus match officials' fees |
| (d) 3rd forfeit | \$600 | Plus match officials' fees |
| | | Bonds forfeited |
- Rule J.9** forfeit (see **Rule L.14 (a), (c)** and **(d)** for fines and **(d)** for bonds forfeited)
- 15.** Game terminated for improper action (see **Rule C.6**, discipline: forfeit, fines, bonds, expulsion)
- 16.** Suspended teams re-entry back into the **SASL** as a new team:
- | | | |
|--------------------------------|-------|---|
| (a) For forfeits | \$300 | – |
| (b) For discipline | \$400 | – |
| (c) For match official assault | \$500 | – |
- 17.** (a) Mandatory league meeting attendance absence \$50 –
 (b) Absence for two combined league meetings \$100 –
- 18.** (a) Late payment of fines / fees / late or no return of **Player Passes** \$50 –
 (b) Failure to meet submission of **Team Information Sheet (TIS)** deadline or meet any other deadline date \$50 –
- 19.** **SASL** fine or fee / match official / check returned for insufficient funds \$50 –

These **SASL** fines and bonds are minimums. The **SASL Executive Board** may impose larger fines and bonds depending on circumstances or severity of misconduct, and league game suspensions may also be increased.

* All discipline, fines and bonds, game forfeits shall be made after the **SASL Executive Board** completes a review of incident or rule violation, and if the parties involved are found guilty.

** In case of a clubs possible expulsion from the **SASL**, the club will be invited to a hearing as to why they should not be expelled from the **SASL**. See **Rule J.12** for explanation on when a hearing may not be held.

All **SASL** player game suspensions are served after they have served any **CSSA** game suspensions.