



## 2019 SEASON SUPER LEAGUE RULES AND REGULATIONS

### CONFIDENTIALITY

CASA respects the confidentiality of ALL teams and expects that ALL teams do the same. Therefore, CASA reserves the right to meet and discuss issues, concerns, etc. with teams and reach different conclusions. This means that all matters and decisions are handled on a case-by-case basis.

**These Rules and Regulations will be in force for the duration of the Tournament.**

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### 1.0 PLAYER REGULATIONS

**1.1 Player Registration.** A player may not participate in CASA Super League unless they provide a valid player pass showing a current photo and membership in CASA as follows:

**(a) Registration Process.** A player is "Registered" when ALL of the following have been completed:

(i) Each Team/Club will be allowed to register 22 players. Allowing only 7 subs in each Super league Games.

(ii) Each team must fill out a spread sheet with personal information, sign the waiver, pictures must be in jpeg format and emailed to the registrar as an attachment by the deadline. For Saturday games, all information must be submitted by the Thursday, Wednesday games by the Monday, immediately preceding the scheduled game day. All photos must be passport style headshots and clearly identify the player.

(iii) A player, even if registered, will be given their passes unless the passes are paid for in advance. **THERE WILL BE NO EXCEPTIONS.**

(iv) The pass must have the President's signature, or the signature of any other designee; seal of authenticity; and laminated, before the Final Date of Registration.

**(b) Final Date of Registration and Transfers.** Players are not permitted to register and teams are not permitted to add any players to the roster after *March 31, 2018*. Teams are required to provide notification of the intention to remove a player from the team no later than March 24, 2018. Notification must be provided to BOTH the player and to the league by the March 24th deadline.



(c) **Rules for Player Transfers.** Team A may sign a player that has played for Team B, if and only if the player has been released by Team B. All three parties must sign the transfer form and pay a fee of \$30, payable by the receiving party. In case of a dispute, or suspension, all fines must be paid and suspensions must be observed. The transferred player will be subjected to a one (1) game waiting period before the player can play on the new team. A dropped player will be treated the same as a transferred player, with the exception of requiring the signatures from both teams.

(i) Player passes for players dropped from a team's roster must be returned to the league. A drop player request will not be honored until the pass is returned.

(ii) Teams are allowed:

- a) three (3) foreign players, all of whom must have played at least two (2) regular season games in order to be eligible to participate in the playoff; and
- b) two (2) foreign players who will be eligible to participate in the playoffs regardless of participation in the regular season.

1.2 **Team – Players and Officials Passes.** Teams will be allowed (4) Officials on the bench: (1) manager, (2) coaches, and (1) trainer and shall be required to obtain a Team Official League Pass with a current photo thereon; these passes will have an associated administrative fee of \$35.00 for each player and \$20.00 for official passes. Team Official League Passes shall be presented to the Referee prior to the start of play in the same manner as Player Passes. Failure to present such pass shall warrant the Referee in refusing a Team official from participating as manager/coach/trainer. All team officials shall be responsible for compliance with League rules and shall be subject to appropriate sanction for violation thereof.

All team official passes MUST be worn and displayed throughout the game. Failure to comply with the league rules will result in immediate removal from the bench area.

## 2.0 COMPETITION REGULATION

### 2.1 **League Championship.**

(a) The league Championship final list shall be determined by a cumulative point system, as follows:

- (1) For each game won 3 points
- (2) For each game tied 1 point
- (3) Forfeited games (3 points, 2 goals)



## **2.2 Withdrawal of Team prior to End of Season.**

(a) If a team does not complete its regular season and has not completed at least half of its schedule, the results of all the games shall be nullified. If one-half or more of the scheduled games have been completed by the abandoning team, the results of all games played to the date of withdrawal shall stand. All remaining games shall be awarded to the would-be opponents as forfeited games.

(b) Any team showing up with less than 7 players will not be able to play, loose its points and will be fined a fee that will be determined by the league committee (Disciplinary/Board). The offending team will not be able to continue playing in the same season until a written legitimate excuse is presented to the committee for review and a determination of the outcome made.

(c) Any team wishing to withdraw from the League or to be dissolved before the end of a season, for financial reason, may do so, but will not be able to participate in any future seasons in this league, until its debt has been paid off.

(d) Any team failing to play two (2) consecutive scheduled tournament games, or a total of three (3) scheduled games, MAY forfeit the right to participate in any further games, and will face progressive discipline including fines and/or suspension up to and including further participation in the league. These decisions are made on a case by case basis, and at the discretion of the organization.

## **2.7 Referees.**

(a) Except as provided in rule 3.9, or as otherwise permitted by the Board of Directors, All Officials assigned to league games shall be currently registered with the United States Soccer Federation (USSF). Referees must be in possession of their annual identification card issued by USSF, which shall be exhibited for viewing upon request of the manager or coach of the competing teams.

(b) The amount of compensation given to referees shall be fixed by the Board of Directors (*\$150.00 per game regular season and \$160 for the quarter-final, semi-final and final*). Regular games (*lines persons \$40/\$40, center referee \$70*) Playoffs (*\$40/\$40, center referee \$80*). Teams are responsible for all referee fees.

(c) It shall be the duty of the President of the League to give notice of any game cancellation to the Referees Assignor/League Assignor who in turn shall notify the assigned Referees. If notice is not given to the teams and to the assigned Referee, 4 hours prior to scheduled kick-off, and assigned officials appear on the field, they shall be paid a \$20 fee for traveling expenses. Upon Unforeseen Acts/Mother Nature causes, including the



unavailability of the field the Referee(s) will be paid \$20 fee for traveling expenses. All such fees are the responsibility of the league.

(d) The Referee shall provide the Board of Directors a report of the game on the official form issued by the League, no later than 48 hours after kick-off. The report shall include the signed rosters of the competing teams and the final score. The referee must provide a USSSF supplemental form with a detail account of all incidents, including but not limited to, injuries or any other situation such as rain, crowd on the field, etc. and email the report to [casasoccerleague.com](mailto:casasoccerleague.com) attention: Claude Pirrie

(e) In all cases involving player ejections, the Referee shall forward the player's pass to the Board of Directors together with the official report form, except in cases of infringements directed against an official, which are processed by CASA.

### 3.0 GAME REGULATIONS

#### 3.1 General Rules

Except as modified herein, all games within the League shall be played under the rules of FIFA.

#### 3.2 Playing Field

(a) Responsibility for Playing Field. CASA shall be responsible for correct, complete and visible markings of the playing field and goal nets and corner flags.

(b) Maintenance of Order. The playing field shall be protected - All spectators should be in the stand. Each Team/Club is responsible for maintaining order within their team area.

(c) Infractions. Failure of any team to comply with the league requirements herein, including but not limited to the abuse of officials, shall be subject to disciplinary action by the Board/Committee (this includes FINES, FORFEITURE, SUSPENSIONS, ETC.).

#### 3.3 Starting Time and Postponements.

(a) The weekly schedule of games and kick-off times set by the Board of Directors shall be strictly followed. At least seven (7) players must be on the playing field with their passes by the appointed starting time. Failure to comply with this Rule will result in game forfeited by the offending team. If both teams fail to comply with this Rule, both teams will forfeit their points.



**(b) Teams should observe the existing starting times of games. The times are 7:45 pm on Wednesdays and 6:15 & 8:15 pm on Saturdays. All players should be on the field fifteen (15) minutes prior to the start of the game to be checked off by the referee. Failure to do so will result in a fine and or cancellation of the game as outlined below:**

- (i) If a team is five (5) minutes late for a game they will incur a fine of \$25.00. An additional \$25.00 fine will be imposed for every five (5) minutes a team is late. As always, ALL fines are to be paid before the team plays the next game.**
- (ii) If a team exceeds the time/fine limits, the organization (CASA) and/or the referee reserve the right to forfeit the game.**
- (iii) All players in the bench area during the game must be in uniform. Players on the bench NOT in uniform will be ejected. Players out of uniform will NOT be allowed on the bench, this includes players who are injured. Teams will be fined \$50.00 for individuals who are not authorized to be on the bench such as friends, girlfriends, children, etc. Players or officials who are ejected from the bench will be suspended for at least 1 game, plus a \$50 fine.**

### **3.4 Team Roster Forms.**

- (a) All players participating in the game must have their names and player pass number printed or typed including player signature on the official roster.**
- (b) Each player must present their pass to a game official prior to the start of the game.**
- (c) Substitutes are allowed if they present their passes to a game official upon entering play.**
- (d) Rosters must be completed in full prior to presenting to Officials. NO CHANGES WILL BE DONE TO ROSTER AFTER SUBMITTED TO GAME OFFICIAL(S). All teams are responsible for presenting their roster prior to the game, failure to comply will result in a \$10 fee.**

### **3.5 Player Passes.**

- (a) No player shall be allowed to participate in this league without a valid player pass. Passes must be delivered to the assigned Referee prior to the start of the game. All passes must have recent photo and the signature of the registrar to be considered valid. Any waiver of the pass requirement must be signed by the director of the League or other designated League Representative.**



### **3.6 Uniforms.**

- (a) All players shall appear in clean uniforms at all games. A referee may prohibit a player from participating in a game if, in his opinion, the dress of the player may lead to errors in team identification.
- (b) Each team must bring (2) sets of uniforms to each game to avoid color conflicts.
- (c) The goalkeeper must have a contrasting uniform to his teammates and to the opposing team.

### **3.7 Minimum Number of Players.**

A team must have a minimum of seven (7) players on the field at all times in all League games in order to be eligible to start or continue to play.

### **3.8 Adverse Weather or Field Conditions.**

The Referee shall have the authority to determine whether a game is playable or not in the event of adverse weather or adverse field condition. Only referees and CASA directors on duty can suspend a game that has already started due to weather conditions. In the event that a game is terminated after 60 minutes the results will stand and points allotted. If a game is suspended prior to 60 minutes, the game will be rescheduled. In the event a game is terminated for any other reason than weather conditions, the results will be determined after investigation by the league.

### **3.9 Substitutes.**

- (a) No substitutions shall be made for a player ejected from the field by the Referee.
- (b) A player that has been ejected from the field by the referee shall leave the field, bench, and area of play immediately. He will be escorted out of the play area by the fourth official or the lead assistant referee. Failure to comply with this rule will cause the player to be escorted out of the play area by the appropriate authorities. AND will be subject to disciplinary action of an ADDITIONAL \$50 fee AND TWO (2) ADDITIONAL game suspension.
- (c) A player that has been ejected from the field, by the referee will not be allowed to return to the game or game area. Failure to comply with this Rule will result in forfeiture of the game for the offending team.



**THE GAME WILL NOT BE RESTARTED UNTIL THE EJECTED PLAYER LEAVES THE PLAY AND BENCH AREA – THE PLAYER WILL NOT BE ALLOWED IN THE BENCH AREA.**

### **3.10 Half-Time Period.**

The half-time period for all League games shall be of 10 minutes duration. The time period may, however, be shortened by the Referee if the start of the game was delayed, or other reasons make it necessary. The Referee must, however, provide a half-time of at least 5 minutes if any of the competing managers or coaches so request.

### **3.11 Game Duration.**

League games shall be of 90 minutes duration, consisting of two equal halves, of 45 minutes each. In the event that the start of the game is delayed for some reason, the both halves maybe shortened. Playoff games are 90 minutes, and then straight to penalty kicks, this includes finals.

### **3.12 Make-Up Games.**

Make up games will be played on Sundays, Fridays, or any other day designated by the Board of Directors. Make-up games will be treated as part of the official schedule.

For teams participating in multiple leagues, CASA will make every effort to be flexible and look at each request on a case by case basis; however, no schedule change can be guaranteed.

## **4.0 ENFORCEMENT OF REGULATIONS**

### **4.1 Protests and Claims.**

**(a) Protests.** Along with a non-refundable \$25 administrative fee, all protests arising from infringements of the Games Rules shall be presented in writing to CASA and shall set forth in detail of the factual basis for the protest. The protest must be presented within 48 hours after the game. A protest arising prior to the start of the game shall be submitted in writing on the bottom of the roster, by the coach or manager of the team prior to the start of play. Protest submitted without the applicable \$25 fee will be considered null and void.

**(b) Hearings.** Upon receipt of a protest, claim, appeal or notice of infraction, the Disciplinary Committee shall convene to determine the merits and factual basis of same and shall enter an appropriate disposition thereof.





(c) **Attendance at Hearings.** Only in cases of an appeal, is it necessary for ONE team representative to attend the hearing. No team representative needs to be present at the hearing, CASA will consider the case and dispose of same. Teams members who are summoned by the Committee to appear at a hearing for purposes of giving evidence as to issues involved, but who fail to appear may be suspended. Referees who are requested to appear, but who fail to do so shall be reported to the Referee Assignor.

(d) **Appeals.** If a team, or player is aggrieved by a decision of the Disciplinary Committee, an appeal may be taken to CASA Board of Directors. Such appeal shall be filed and processed in accordance with the rules of the CASA. This will require an ADITONAL \$25 administrative fee.

#### 4.2 **Disciplinary Committee**

(a) **Jurisdiction.** The Committee shall have all jurisdictions over all protests, claims, and infractions. It shall have full power to penalize players and teams by means of warnings, fines and temporary or permanent suspension from the league.

(b) **Membership.** The Committee shall consist of the Board of Directors from CASA.

(c) **Meetings.** The Disciplinary Committee shall hold meetings at the direction of the President and if necessary during the season. There must be a quorum in the meeting in order to vote on any issue and make a decision. A quorum shall consist of at least one third (1/3) the members of the Committee or the Executive Board.

#### 4.3 **Specific Infractions.**

(a) **Ineligible Players.** A team who permits an ineligible player to participate in a game shall be penalized with loss of points for the game involved and subject to a fine of \$150.00 for each ineligible player. A player who signs a form for another team during the current season without first obtaining a release from the first team shall be suspended for a one (1) year and be reported.

(b) **Rough Play.** A player who has been sent off for (2) yellow cards shall be suspended for (1) game. Player(s) with (1) automatic RED card shall be suspended for (2) games. All suspensions will result in a \$50.00 fine. Players accumulating (5) yellow cards during the season will be given a (1) game suspension and the \$50.00 fine; a repeat offense will carry a mandatory TWO game suspension and the \$50.00 fine, with the option to be suspended for the remainder of the season. ANY PLAYER ACCUMULATING (3) RED CARDS DURING THE SEASON WILL BE SUSPENDED FOR THE ENTIRE REMAINDER OF THE SEASON.





(c) **Red cards and fines** will be carried over from the previous season.

(d) **Racial Insults to Opposing Players.** A player who insults an opposing player or the referee with racial remarks and/or discriminatory language will be suspended for six (6) games, and the player's team shall be subject to a \$50.00 fine. On the second offense of this same nature from the same player, the player will be expelled from the league, and cannot return.

(e) **Insulting a Referee, or Dissent.** A player who has been ejected off the field for insulting a Referee or persistently harassing a referee shall be suspended for at least three (3) games, and the player's team shall be subject to a \$50.00 fine. The player's pass will be confiscated by the Board of Directors until the player has fulfilled the suspension and paid the fee. In the second offense of this nature within the same season, the player shall be suspended for a period of six (6) games and his team shall be fined \$50.00. On any further offenses of this nature, regardless of the season in which it occurs, the player shall be suspended indefinitely. Such player will not be able to come back and participate in any league's team unless paying a bond of a dollar amount established by the Board of Directors.

(f) **Assault of Opponent.** A player who has been ejected for assaulting an opponent before, during, or after a game shall be *suspended for at least five (5) games* and his team shall be subject to a fine of \$100.00 in the first instance. In the second offense of this nature, the player shall be suspended for a period of eight (8) games and his team shall be fined \$150.00. On any further offenses, the player shall be suspended indefinitely. Such player will not be able to come back and participate in any league's team unless paying a bond of a dollar amount established by the Board of Directors. CASA will further review the matter and have the rights to suspend the player(s) for the remainder of the season.

(g) **Assaulting a Referee or Assistant Referee.** A player who has been ejected for assaulting or attempting to assault the Referee or Assistant Referees will be suspended for the season and the police department(s) will be notified. Meeting with CASA Board of Directors is required for future participation

(h) **Non-Appearance for Games.** A team failing to play a scheduled League game shall be penalized with loss of points and subject to fine of \$50. The team is STILL expected to honor the referee fee.

(i) **Breaking Off of Games.** If a team breaks off a game without permission of the Referee or causes a disturbance, which results in the breaking off of a game, the team in question shall be penalized with forfeit of the game and loss of points, and shall be subject to a fine of up to \$50.00. Any player or team official responsible for breaking off a game shall be subject to suspension or other appropriate sanction.



(j) **Violent Conduct or Conduct Unbecoming a Professional:** Players are expected to conduct themselves in a professional manner at ALL times. Some examples are, but not limited to, being the aggressor and hitting another player (no retaliation), indecent or foul language, other profanity, finger gestures, etc. Any conduct that is viewed as unprofessional will carry a progressive penalty including ejection, suspension and or disqualification (ban) from the league. The minimum penalty will start with one (1) game suspension, a \$50.00 fine and can progress to disqualification.

(k) **Suspension.** Any player currently serving a suspension cannot be removed from the existing team roster until they have served their suspension and paid their fines. Only (22) registered players and (4) Technical Staff will be allowed to be on the bench during the game. There will be a “Coaching Box” marked off for the Technical Staff, ONLY one (1) Staff member will be allowed to be standing at any time of the game, more than one standing will be considered a violation. Card may be issued. Any coach who receives an ejection by the referee will receive a (1) game suspension and a \$50 fine.

Players or Technical Staff will not be allowed out of the “Coaching Box” during the game, if any player/Technical staff is found to be in violation, the person may be red carded on the appeal of the fourth official.

**4.4 Playoffs:** The top six (6) Teams will qualify for the Quarter Finals/Play-offs. The 1<sup>st</sup> and 2<sup>nd</sup> place teams will get a bye in the first round of the playoffs (3<sup>rd</sup> place team play 6<sup>th</sup> and 4<sup>th</sup> play 5<sup>th</sup>). The 1<sup>st</sup> place team will play the lowest seeded team that won in the quarter finals. Standings will be monitored and updates will be given at all games.

The top four (4) Teams will qualify for the semifinals, standings will be monitored and updates will be given at all games.

(a) **Playoff Qualification:** The Tournament system will be applied and the ranking of teams shall be determined as follows:

- (i) greatest number of points obtained in all matches;
- (ii) goal difference in all matches;
- (iii) head to head competition;
- (iv) greatest number of goals scored in all matches.



If two or more teams are on equal based on the above four criteria, their rankings shall be determined as follows:

- (i) fair play point system, in which the number of yellow and red cards each team has received is evaluated.
- (ii) Should two teams still remain equal under these terms, penalty kicks will be taken from the penalty mark, immediately after the match, to determine the final ranking.

Teams 3,4,5, and 6 shall contest the quarterfinals.

The winners of the preliminary round shall contest the semi- finals as follows:

<i>Winner 2 vs Winner 3</i>	<i>---</i>	<i>1<sup>st</sup> game</i>
<i>Winner 1 vs Winner 4</i>	<i>---</i>	<i>2<sup>nd</sup> game</i>

- (l) **Home Team.** According to the schedule, the team that appears first is the home team. In the event of uniform color conflicts the home team should always have a backup uniform.

These Rules and Regulations will be in force for the duration of the Tournament.

**CASA reserves the right to change these rules and regulations.**

**Any matter that arises during the season that is not provided in these rules will be decided by the tournament directors.**