

SUBURBAN FRIENDSHIP LEAGUE

Rules and Administrative Items
for the Spring 2018 Season

Traceability Matrix to
Fall 2018 Proposed Rules

(July 26, 2018)

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1 C. The SFL recognizes that each soccer club has different operating procedures and that this is
2 healthy for the league. The clubs are expected to adhere to their appropriate state soccer
3 association (such as the Virginia Youth Soccer Association) guidelines and rules; their own
4 operating procedures; and provide guidance, cooperation and, if necessary, discipline in
5 carrying out the SFL's requirements. The SFL Commissioner and SFL Age Group
6 Commissioners are given authority to adjust to the various operating procedure differences, if
7 it is in the best interest of the organization. A member's club procedures and rules may be
8 more stringent, but not any less stringent than those imposed by the SFL.
9

10 1. The SFL shall be notified in writing if a club does not comply with any rules and
11 regulations issued by their applicable state soccer association.
12

13 2. Payment of the team registration fee signifies that the club (1) is in compliance with
14 applicable state soccer association rules and regulations, (2) has properly registered all
15 players playing in SFL scheduled games with the applicable state association, and (3)
16 agrees to abide by the rules imposed by the SFL.
17

18 August 11, 2017, Charter
19

20 II. PLAYER REGISTRATION, TEAM ROSTERS, AND ROSTER CHALLENGES

21 Proposed Rules – Sections III.A and III.B.
22

23 A. A youth league player must be registered with an associated club, who registers them with the
24 appropriate state soccer association (such as the Virginia Youth Soccer Association) and meet
25 their requirements for being a recreational or house player. A player, therefore, cannot be on a
26 select or travel team and participate in the SFL during the same season.
27
28

29 1. If a player played on a travel or select team during the previous season, the player should
30 complete SFL Form 3 (Players No Longer Playing Travel or Select Soccer). This form
31 should also be signed by the Coach and SFL Club Representative. A copy should be mailed
32 to the SFL Age Group Commissioner with the original maintained by the coach. Players
33 appearing on this form and complying with its certifications are not considered travel or
34 select players.
35

36 2. If a question is raised on whether a player should be considered a recreational player the
37 definition used by the United States Youth Soccer Association shall be used.
38

39 3. Some travel leagues may allow recreational players to play on the travel teams as guest
40 players. This is allowed under the following conditions:
41

42 a. The player does not routinely practice with the travel team. This does not exclude one
43 time "try outs" for the team.
44

45 b. **Travel tournaments** – The player is playing for a travel team participating in a
46 tournament that occurs either (1) before the first game of the SFL season, (2) after the
47 last game of the SFL season, or (3) during a week when the SFL does not hold games,
48 e.g., holiday weekends. The SFL must be notified by Email of the player's name and
49 date of birth along with the game dates that the player is playing for the travel team if
50 the game dates fall between the start and end of the SFL season, e.g., holiday weekends.
51

52 c. **Regular season travel games** – Some travel leagues may allow recreational players to
53 play on a travel team during that team's regular season travel games. The SFL does not
54 support this policy for many reasons including the potential that a player may end up

1 playing on a travel team and SFL team throughout the season which effectively
2 eliminates the prohibition against travel players playing on SFL teams. Accordingly, if
3 a SFL player participates in a regular season travel game, then (1) the club must notify
4 the SFL of the player's name and birth date and (2) ensure that the player no longer
5 plays on the SFL team. Subsequent participation of the player in SFL games will result
6 in game forfeits and the team's elimination from the SFL tournament.

7
8 Proposed Rules – Sections III.A and III.B.

9
10 Duplicate material or material no longer needed – Deleted

11
12 B. ~~As stated in Section I, PURPOSE, the SFL Commissioner and SFL Age Group Commissioners~~
13 ~~can make adjustments in unique situations to accommodate the various club rules. The ruling~~
14 ~~must be in the best interest of the *players and the league*.~~

15
16 Duplicate material or material no longer needed – Deleted

17
18 Proposed Rules – Section III.C.

19
20 C. A player must meet the USSF birth date requirements for their age group.

21
22 1. The SFL encourages the clubs to only assign players whose birth dates comply with their
23 team's age group, e.g., U11 age players are assigned to U11 teams, U15/16 age players are
24 assigned to U16 teams, etc.

25
26 a. **Under 11 through Under 14 teams** – A club may allow a player to participate on a
27 team that is two age groups older than the player (commonly referred to as playing up)
28 without having to request a waiver from the SFL, e.g., the club may decide to assign
29 U11 age players to U13 teams, U12 age players to U14 teams, etc.

30
31 (1) For the Spring 2018 season only, clubs may request waivers that allow a player to
32 play up more than two (2) SFL age groups. Such waiver requests must include a
33 signed statement from the club's Board of Directors/Executive Director that they
34 have reviewed the application and believe that the player should be allowed to play
35 up two (2) or more SFL age groups and that the club accepts all the risks associated
36 with allowing players to play in an age group that is older than the player's birth
37 date would dictate. The individual signing this determination must (1) be a Board
38 Member/Executive Director and (2) someone other than the SFL Club
39 Representative or a coach in the SFL

40
41 b. **Under 16 and Under 19 teams** – A club may allow a player to participate on a team in
42 an age group that is one (1) year older than the player (commonly referred to as playing
43 up), e.g., the club may decide to assign U14 age players to U16 teams and Under 16 age
44 players to Under 19 teams. No players may play on teams that are two or more age
45 groups older than the player, e.g., Under 13s may not play on Under 16 teams and Under
46 14s may not play on Under 19 teams.

1 **Age Group Matrix**
2

3

Team Age Group	Player's Actual Age Group
Under 11	Under 9, 10, and 11
Under 12	Under 10, 11, and 12
Under 13	Under 11, 12, and 13
Under 14	Under 12, 13, and 14
Under 16	Under 14, 15, and 16
Under 19	Under 15, 16, 17, 18, 19

4
5
6
7
8
9

10 **Note:** Unless otherwise noted, clubs may not request waivers to these age group
11 allowances, e.g., Under 8s playing on Under 11 teams, Under 14s playing on Under
12 19 teams, etc.
13

- 14
- 15 2. Players cannot play in a younger age group (playing down) unless a medical waiver has
16 been obtained from the appropriate SFL Age Group Commissioner.
17
- 18 a. Requests for play down waivers are only granted for medical reasons and the SFL Club
19 Representative must provide the following information:
20
- 21 (1) Signed statement from the club's Board of Directors/Executive Director that they
22 have reviewed the application and believe that the player should be allowed to play
23 down for medical reasons. The individual signing this determination must (1) be a
24 Board Member/Executive Director and (2) someone other than the SFL Club
25 Representative or a coach in the SFL.
26
- 27 (2) Signed statement from a doctor explaining the medical condition that requires the
28 player to play down.
29
- 30 b. If the request is granted, the waiver shall state that the waiver is a medical waiver but
31 not provide the reason the medical waiver was granted.
32
- 33 c. Clubs must submit a request each season for medical waivers even if a request has been
34 approved in the prior season. This request must include a new determination by the
35 applicable club's board that the player should be granted a medical waiver.
36
- 37 (1) All requests for medical waivers must be submitted prior to March 31 for the
38 spring season and August 31 for the fall season.
39

40 Proposed Rules – Section III.C.

41 Duplicate material or material no longer needed – Deleted
42

- 43
- 44 ~~D. Player eligibility and roster questions should be directed to the appropriate SFL Age Group~~
45 ~~Commissioner by the appropriate SFL Club Representative. The Email addresses for the SFL~~
46 ~~Commissioner and SFL Age Group Commissioners are included in the season package.~~
47

48 Duplicate material or material no longer needed – Deleted
49

1 SFL Club Representative Guide (July 26, 2018) – Sections IV. And V. and SFL Coaches Guide (July 26,
2 2018) – Section III., SFL Team Roster (July 15, 2018), Proposed Rules – Section III.H.

- 3
4 E. The SFL has two player roster forms – Master Player Roster (SFL–4E) and SFL Team Roster
5 (SFL–2E). The Master Player Roster is submitted to the SFL and used by te SFL to generate
6 the SFL Team Rosters that are provided to the SFL Club Representatives for distribution to the
7 teams. The paper copy of the SFL Team Roster is the form that is used in the roster exchange
8 process between teams. **The SFL Club Representatives and coaches should not expect the**
9 **SFL to distribute the SFL Team Rosters directly to the teams.**

- 10
11 1. The Master Player Roster is an Excel spread sheet and the instructions contained in the file
12 and those contained in the Procedures and Processes – Master Player Roster Summary
13 document discuss the data requirements for the Master Player Roster. Both of these
14 documents may be obtained from the SFL web site on the SFL Forms and SFL Documents
15 pages respectively. The following are the general requirements that apply to the Master
16 Player Roster and Team Roster forms.
- 17
18 a. The SFL Club Representative is responsible for ensuring that (1) the Master Player
19 Roster accurately represents the data on the player contained in the club’s registration
20 system which is expected to comply with applicable VYSA requirements, e.g., player
21 birth dates are validated, (2) any problems identified by the SFL with the data submitted
22 is corrected in a timely manner, and (3) the SFL is provided any changes to the Master
23 Player Roster in a timely manner. It is up to the club to address any issues identified by
24 the club or the SFL with the data contained on the Master Player Roster and submit a
25 revised Master Player Roster when required. Otherwise, the club’s team may be unduly
26 penalized.
- 27
28 b. Clubs must submit the Master Player Roster on the SFL provided form. The current
29 SFL Form SFL–4E is the official form used for submitting Master Player Rosters. No
30 substitute forms may be used even if those forms provide the same information or were
31 allowed in previous seasons.

32
33 SFL Club Representative Guide (July 26, 2018) – Sections IV. And V. and SFL Coaches Guide (July 26,
34 2018) – Section III., SFL Team Roster (July 15, 2018), Proposed Rules – Section III.H.

35
36 Duplicate material or material no longer needed – Deleted

- 37
38 c. ~~Master Player Rosters are Emailed to the general SFL Email address~~
39 ~~(sfl@sflsoccer.org). The subject line should contain (1) Master Player Roster and (2)~~
40 ~~the club’s name, e.g., Master Player Roster – Reston. The SFL will make sure that this~~
41 ~~roster is distributed to the appropriate SFL Age Group Commissioners.~~

42
43 Duplicate material or material no longer needed – Deleted

44
45 SFL Club Representative Guide (July 26, 2018) – Sections IV. And V. and SFL Coaches Guide (July 26,
46 2018) – Section III., SFL Team Roster (July 15, 2018), Proposed Rules – Section III.H.

- 47
48 d. The Master Player Roster contains the official information used by the SFL to resolve
49 roster issues such as whether a given player has been assigned to a specific team.
- 50
51 e. **Roster submission dates** – Each club is required to submit at least two Master Player
52 Rosters each season.
- 53

1 (1) March 15 for the spring season and August 15 for the fall season. This submission
2 is used by the SFL to validate that the club has a sufficient number of players to
3 support the registered teams. Valid uniform numbers are not required for this
4 submission and the player assignments to a team are not binding, i.e., the clubs are
5 free to reassign players to other teams.
6

7 (2) On the Monday preceding the first game week, the SFL must receive by 6:00 PM
8 the actual Master Player Roster that should be used to generate the SFL Team
9 Rosters. This submission must contain the actual player assignments and the
10 uniform numbers that are expected to be used by the players on a given SFL Team
11 Roster. The SFL Team Roster section discusses the process that should be used
12 when a club cannot provide accurate uniform numbers for this submission.
13

14 (3) Each week after the first game week the SFL Club Representative may submit one
15 (1) Master Player Roster update by Wednesday at 6:00 PM.
16

17 (a) Players may be added to the Master Player Roster until April 25 for the spring
18 season and September 25 for the fall season. No player additions may be
19 made after April 25 for the spring season or September 25 for the fall season
20 without approval of the appropriate SFL Age Group Commissioner.
21

22 f. A player may be listed on only one roster in a given season and each player on a given
23 team must have a unique uniform number that remains constant during a given season.
24 The Process and Procedures – SFL Team Rosters document discusses the process that is
25 used when a player shows up at a game wearing a different uniform number. This
26 document also includes a section discussing how to handle duplicate numbers when
27 teams are authorized to combine teams.
28

29 2. The SFL Team Roster (SFL Form 2E) is generated by the SFL based on the data contained
30 in the Master Player Roster. **The SFL does not deal with coaches on SFL Team Roster**
31 **issues. If a coach needs a SFL Team Roster or needs corrections made to the SFL**
32 **Team Roster, then the coach should contact their SFL Club Representative.**
33

34 SFL Club Representative Guide (July 26, 2018) – Sections IV. And V. and SFL Coaches Guide (July 26,
35 2018) – Section III., SFL Team Roster (July 15, 2018), Proposed Rules – Section III.H.
36

37 Duplicate material or material no longer needed – Deleted
38

39 ~~The Process and Procedures – SFL Team Rosters provides additional information relating~~
40 ~~to the generation and use of the SFL Team Rosters. The SFL Club Representatives and~~
41 ~~coaches are expected to be familiar with the information contained in this document. It can~~
42 ~~be obtained from the SFL web site on the SFL Documents page.~~
43

44 Duplicate material or material no longer needed – Deleted
45

46 SFL Club Representative Guide (July 26, 2018) – Sections IV. And V. and SFL Coaches Guide (July 26,
47 2018) – Section III., SFL Team Roster (July 15, 2018), Proposed Rules – Section III.H.
48

49 a. The SFL Team Roster produced by the SFL is the only acceptable form that may be
50 used. Modifications to the names, birth dates, SFL provided comments, and SFL form
51 presentation, e.g., fonts, watermark, etc. may not be made to the SFL Team Roster by
52 either the coach or the club. For example, names may not be added or changed, birth
53 dates added or changed, and SFL comments relating to a player or team may not
54 changed or deleted. All such changes are made by the SFL using the Master Player

1 Roster process and a new SFL Team Roster is provided to the club for distribution to
2 the coach. The SFL expects the club and the coach to take the necessary steps to
3 provide accurate uniform numbers on the Master Player Roster and that the uniform
4 numbers worn by the players agree with the SFL Team roster unless a color clash
5 between two teams exists. The Process and Procedures – SFL Team Rosters document
6 discusses exceptions to this rule and the process that is used when a color clash exists.
7 Unauthorized modifications to the SFL Team Roster form or content may result in game
8 forfeitures and team elimination from SFL competition.
9

10 (1) The SFL distributes the SFL Team Rosters in the Portable Document Format
11 (PDF). Should the reproduction of the document, i.e., printing, result in the lost of
12 form data or a change to the form, e.g., the watermark is lost, fonts changed, etc.,
13 then the SFL must be notified immediately.
14

15 b. **Player comments** – The SFL Team Roster may contain comments relating to one or
16 more players on the roster. Depending on the comment, the player may not be able to
17 play even if they are shown on the roster. These comments may include whether the
18 player has been given a waiver to play in a certain age group and whether the player is
19 allowed to play on the team until an identified problem is resolved. The SFL Team
20 Roster contains an explanation of the comments and clearly indicates whether the player
21 is allowed to play. The Process and Procedures – SFL Team Rosters contains additional
22 information in this subject.
23

24 c. **SFL Team Roster preparation dates** – The process of generating SFL Team Rosters is
25 time consuming for the SFL and the clubs. It is critical that the clubs develop adequate
26 internal processes to reduce the burden on both parties. The SFL recognizes that some
27 of the information, such as the uniform number, on the Master Player Roster may need
28 to be provided by the coach and that changes may need to be made to the SFL Team Roster
29 during the season. The SFL also recognizes that sometimes players need to be added
30 just before the season starts or even after the season begins. The SFL is committed to
31 providing reasonable support to processing changes and providing revised SFL Team
32 Rosters to the club. However, do not expect to send an Email to the SFL on Friday and
33 have an updated SFL Team Roster for Saturday's game. **Also, the SFL will not**
34 **provide SFL Team Rosters directly to the teams.** Electronic SFL Team Roster files
35 are provided to the SFL Club Representative and the coaches may obtain additional
36 copies from their SFL Club Representative. The following describes the expected
37 process and time frames.
38

39 (1) **Initial SFL Team Rosters** – As noted above, the SFL Club Representative is
40 expected to provide a Master Player Roster that can be used to generate the initial
41 SFL Team Rosters by 6:00 PM on the Monday preceding the first game week. By
42 Wednesday at 9:00 PM, the SFL expects to provide the SFL Club Representatives
43 the SFL Team Rosters for distribution to their teams. Once the SFL has generated
44 these rosters, no changes may be requested until the following week. For example,
45 if the SFL generates the SFL Team Roster on Monday after the Master Player
46 Roster has been received, then no changes may be requested later that week.
47

48 (2) **Revised SFL Team Rosters** – Each week the SFL Club Representative may
49 submit one (1) updated Master Player Roster and request revised SFL Team
50 Rosters. These submissions must be received by 6:00 PM on Wednesday. The
51 SFL is expected to process this request and provide the updated SFL Team Rosters
52 back to the SFL Club Representative by 9:00 PM on Friday for distribution to the
53 coaches.
54

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

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

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

15 b. The game official may also request a copy of each team’s SFL Team Roster.
16

17 F. **Roster Challenges – If a coach does not have a SFL Team Roster when challenged, they**
18 **will be assessed a forfeit.** Therefore, it is a good idea for coaches to provide copies of the
19 SFL Team Roster to more than one individual on the team. The SFL does not expect that roster
20 challenges will become a common practice and the number of challenges will be monitored. If
21 a coach appears to abuse this policy, then the appropriate SFL Club Representative will be
22 notified and appropriate disciplinary action suggested. Two types of roster challenges may be
23 made – field challenges and roster form challenges.
24

25 1. **Field Challenges** – The Process and Procedures – SFL Team Rosters document discusses
26 how to conduct a roster challenge on the field. As noted in this document, **in almost all**
27 **cases, the SFL will make a decision after the game is played whether a forfeit will be**
28 **awarded when a team has a SFL Team Roster. The referee is only expected to**
29 **perform the roster challenge process and is not expected to make a decision on a**
30 **forfeit since this decision is left to the applicable SFL Commissioner.**
31

32 2. **Roster Form Challenges** – A coach may challenge the accuracy of the Team Roster
33 provided by the opposing team through that coach’s SFL Club Representative. A copy of
34 the SFL Team Roster provided by the opposing team must be provided with the challenge
35 along with the reason for the challenge. The SFL will then validate that the information on
36 that form agrees with the latest version of the SFL Team Roster provided to the applicable
37 SFL Club Representative. As noted elsewhere, unauthorized modifications to the SFL
38 Team Roster may result in the forfeiture of games and team elimination from future SFL
39 games.
40

41 SFL Club Representative Guide (July 26, 2018) – Sections IV. And V. and SFL Coaches Guide (July 26,
42 2018) – Section III., SFL Team Roster (July 15, 2018), Proposed Rules – Section III.H.
43

44 SFL Club Representative Guide (July 26, 2018) – Section II.C.
45

46 G. A club must register all their recreational teams in a given age group.
47

48 SFL Club Representative Guide (July 26, 2018) – Section II.C.
49

50 III. SHARING PLAYERS BETWEEN TWO TEAMS AND COMBINING TEAMS

51 Duplicate material or material no longer needed – Deleted – The sharing of players section was not
52 included since it would have been deleted under the existing format.
53
54

1 **Important: It was agreed at the Spring 2018 preseason meeting that starting in the Fall 2018**
2 **season, no teams will be allowed to share players.**

3
4 ~~A. Sharing players between two teams for regular season games:~~

5
6 ~~1. Some clubs may allow a player to play on two teams which is not in accordance with the~~
7 ~~SFL rules that a player may only appear on one roster~~

8
9 ~~2. A club that has too many players for one team but not enough for two teams is allowed to~~
10 ~~form two teams and share players to ensure an adequate number are available for a game~~
11 ~~when the SFL approves the sharing of players between teams.~~

12
13 ~~a. The applicable SFL Commissioner will consider a request to share players when the~~
14 ~~following conditions are met:~~

15
16 ~~(1) The request must normally be submitted before the season begins.~~

17
18 ~~(2) A club must make a good faith effort not to abuse this exception. For example, if a~~
19 ~~club has 52 players, they should establish 3 teams to make sure that enough players~~
20 ~~will be available to play each game. They should not establish 4 teams.~~

21
22 ~~(3) Each team must have at least 12 players in the Under 11/12 age groups and 14~~
23 ~~players in the Under 13/19 age groups. Furthermore, if the combined number of~~
24 ~~players on the two teams sharing players is less than 26 for the Under 11/12 age~~
25 ~~groups and 30 for the Under 13 and older age groups, then the SFL may require the~~
26 ~~teams to play their home games on Sunday.~~

27
28 ~~**Note:** The SFL makes no efforts to deconflict game schedules for teams~~
29 ~~authorized to share players.~~

30
31 ~~b. When the SFL approves a request to share players, the SFL Team Roster will show (1)~~
32 ~~when a team is authorized to “share players”, (2) the team rosters that are authorized to~~
33 ~~be used when sharing players, e.g., Team 1 and Team 5 – Under 14 Girls, and any~~
34 ~~limitations or other comments, e.g., only being allowed to share players during the~~
35 ~~regular season games.~~

36
37 ~~(1) The minimum number of players that are assigned to a team must be consistent~~
38 ~~with section above on the minimum number of players that must be on a team~~
39 ~~before the sharing of players is authorized, i.e., twelve (12) for U11/12 teams and~~
40 ~~fourteen (14) for U13/19 teams.~~

41
42 ~~c. The coach(es) sharing players must (1) provide copies of the SFL Team Rosters for both~~
43 ~~of the teams authorized to share players to the opposing coach during the roster~~
44 ~~exchange process and (2) notify the opposing coach and the officials before the game~~
45 ~~which players will play and which players are being added from the other team.~~

46
47 Proposed Rules – Sections III.I.

48
49 B. Combining teams for the tournament.

50
51 1. A team is not allowed to share players between teams for tournament play without express
52 written permission of the appropriate SFL Age Group Commissioner.
53

1 2. The SFL Club Representative must prepare a “tournament roster” using a SFL approved
2 team roster form before the tournament and provide it to the coach(es) of the teams showing
3 the players that are eligible to play on each team. A name may only be shown once. For
4 example, if Player A is shown on Team A’s roster, Player A may not be shown on Team
5 B’s roster. A copy of the “tournament roster” shall be submitted to the appropriate SFL Age
6 Group Commissioner at least one week before the first tournament game is scheduled to be
7 played by Email with a copy provide to the coach of each team. The SFL Club
8 Representative should make sure that the coach(es) understand that they are not allowed to
9 share players for tournament play.

10
11 a. If a club decides that it cannot field all the teams that have been allowed to share players
12 during the regular season for tournament play, then the SFL Club Representative is
13 responsible for notifying the SFL prior to the tournament scheduling process the team(s)
14 that should not be scheduled for tournament play. The players on the regular season
15 roster of the team(s) not scheduled to play in tournament may be added to the other
16 team(s) tournament roster.

17
18 (1) Only players on the teams that are allowed to share players during the regular
19 season may be merged onto a single team without the express written permission
20 of the appropriate SFL Age Group Commissioner. The size of the combined roster
21 may not exceed fourteen (14) players for the U11/12 age groups and sixteen (16)
22 players for the U13/19 age groups.

23 24 **Example 1**

25
26 Teams A and B are allowed to share players during the regular season and Team A
27 decides that it cannot play in the tournament. Players from Team A may be added
28 to Team B's tournament roster as long as the tournament roster does not exceed 14
29 players if the team is in the U11/12 age groups or 16 players if the team is in the
30 U13/19 age groups. However, players from Team A may not be added to any other
31 team’s roster without express written permission from the appropriate SFL Age
32 Group Commissioner.

33 34 **Example 2**

35
36 Teams A and B are allowed to share players during the regular season and Team C
37 decides that it cannot play in the tournament. Players from Team C MAY NOT be
38 added to either Team A’s or Team B’s tournament roster without express written
39 permission from the appropriate SFL Age Group Commissioner.

40
41 C. The Process and Procedures – SFL Team Rosters document discusses other requirements that
42 apply to sharing players and including (1) a limitation on the number of players that may play
43 on the shared teams and (2) how to address the duplicate uniform issues that may arise.

44
45 Proposed Rules – Sections III.I.

46 47 **IV. GAME REQUIREMENTS**

48
49 Proposed Rules – Prologue

50
51 A. All games will be played in accordance with “FIFA Laws of the Game” as modified by the
52 USSF for youth play and as clarified in these operating instructions.

53
54 B. Nothing in these rules precludes a club from imposing more stringent rules on their own teams.

55 Proposed Rules – Prologue

1 Proposed Rules – Section III.E.

2

- 3 C. All players in good standing must play at least 50 percent of the game. The applicable club is
- 4 responsible for defining what is considered good standing.

5

6 Proposed Rules – Section III.E.

7

8 Proposed Rules – Section VII.A.

9

10 **D. Regular Season Game Times and Time Slots**

11

- 12 1. The following are the regular season game times that were approved at the preseason
- 13 meeting for each age group.

14

- 15 a. Under 11/12 Boys and Girls – two 30 minute halves.
- 16 b. Under 13/14 Boys and Girls – two 35 minute halves.
- 17 c. Under 16 Boys and Girls – two 40 minute halves.
- 18 d. Under 19 Boys and Girls – two 40 minute halves. However, if time is available and
- 19 both teams agree, then the Under 19 age groups may play 45 minute halves.

20

21 Proposed Rules – Section VII.A.

22

23 Duplicate material or material no longer needed – Deleted

24

- 25 ~~2. The following are the minimum regular season game slots that were approved at the~~
- 26 ~~preseason meeting for each age group:~~

27

- 28 ~~a. Under 11/12 Boys and Girls – 75 minutes~~
- 29 ~~b. Under 13/14 Boys and Girls – 90 minutes~~
- 30 ~~c. Under 16 Boys and Girls – 90 minutes~~
- 31 ~~d. Under 19 Boys and Girls – 90 minutes~~

32

33 Duplicate material or material no longer needed – Deleted

34

35 Proposed Rules – Section VII.B.

36

37 **E. Tournament Game Times** – The following game times were approved at the preseason

38

meeting:

39

- 40 1. Under 11/12 Boys and Girls: two 30 minute halves.
- 41 2. Under 13 through Under 19 Boys and Girls: two 35 minute halves.

42

43 Proposed Rules – Section VII.B.

44 Duplicate material or material no longer needed – Deleted

45

46 **Note:** ~~The minimum time slot for tournament games is one hour and 45 minutes (105 minutes)~~
47 ~~to allow for the required roster checks and, if required penalty kicks. In addition, these~~
48 ~~game times are subject to change depending on the tournament format that is selected~~
49 ~~for a given site. See the section on tournament schedules for additional information.~~

50

51 Duplicate material or material no longer needed – Deleted

52

53

54

1 Proposed Rules – Section III.D.
2

3 F. Substitutions may be made under the following conditions.
4

- 5 1. After a goal.
6
- 7 2. Prior to a goal kick.
8
- 9 3. Prior to the start of the second half.
10
- 11 4. Prior to a throw-in by the team in possession. The opposing team may only substitute if the
12 team in possession substitutes.
13
- 14 5. For an injury when the injured player is replaced. The opposing team may also substitute a
15 player at that time.
16
- 17 6. After a player caution, at the request of the player’s coach. Only the cautioned player may
18 be replaced with a substitute at that time.
19
- 20 7. At water breaks, if stoppage for the break occurs during one of the above substitution
21 opportunities. Referees are encouraged to schedule water breaks during substitution
22 opportunities for both teams.
23

24 G. **Team Size** – The Laws of the Game as defined by US Soccer, US Youth Soccer, and VYSA
25 define the minimum and maximum team size that is appropriate for a given age group, e.g., 11
26 v 11 is the maximum team size for the Under 19s. Although the SFL does not have a
27 maximum roster size, the SFL suggests no more than twice the number of players allowed on
28 the field are assigned to a team because of the 50 percent playing rule discussed elsewhere.
29

30 Proposed Rules – Section III.D.
31

32 SFL Team Rosters (July 15, 2018)
33

34 H. **Team Colors** – Teams must have matching colored jerseys with a unique number assigned to
35 each player. If a color clash between two teams exists, it is the responsibility of the home team
36 to change colors by using an alternate colored jersey. Required numbers will be waived.
37

38 SFL Team Rosters (July 15, 2018)
39

40 Duplicate material or material no longer needed – Deleted – Material already covered by Laws of the
41 Game.
42

43 I. **Equipment** – Shin-guards are mandatory and each player must wear FIFA acceptable sport
44 shoes or sneakers are required. Metal cleats shall not be worn.
45

46 Duplicate material or material no longer needed – Deleted – Material already covered by Laws of the
47 Game.
48

49 Proposed Rules – Sections III.F. and G.
50

51 J. **Play Down Rule** – If one team has less than the maximum number of players allowed the
52 following rules shall be used:
53

1 1. A team must have at least 4 fewer players than the maximum number allowed for 11 v 11
2 format games, e.g., if the game format is 11 v 11, then seven (7) players are needed to play a
3 game and 3 fewer players for 9 v 9 format games.

4
5 2. If one team has does not have the maximum number of players, then the opposing team may
6 only play no more than two (2) players.

7
8 **Example – Team Playing 11 v 11**

9
10 • If one team has seven (7) players, then the opposing team is required to play no more
11 than nine (9) players.

12
13 • If one team has eight (8) players, then the opposing team is required to play no more
14 than ten (10) players.

15
16 • If one team has nine (9) or ten (10) players, the other team may play all eleven (11)
17 players.

18
19 3. The above play down rules also apply when players from the team with the lesser number of
20 players leave a game due to injury or illness. In these circumstances, the opposing team
21 should not continue play with more than two players over the number that the other team
22 has on the field of play.

23
24 4. Red carded players on the short sided team do not cause the team with more players to play
25 down. For example if Team A has 11 players and Team B has 9 players and Team B
26 receives a red card, Team A is not required to play down.

27
28 K. Coaches are required to reduce the number of players on the field once a team has scored 5
29 goals more than the other team until the minimum number of players for a game is reached
30 (e.g., 7 for 11 v 11 games). For example, if a team is winning the game 5 – 1 and scores
31 another goal, they must reduce the number of players on the field down by at least one player,
32 if it scores another goal, then another player must be removed, etc. Should the goal differential
33 be reduced after a player is removed, then the team with the higher score may add back a
34 player. For example, if the goal score differential is 6 the team with the higher score will have
35 removed 2 players. If the other team scores a goal, then the team with the higher score may
36 add back one player, i.e., they will still be playing one player down. A game score of 10 – 0
37 provides no more benefits than a game score of 3 – 0 since goals scored is not used in any of
38 the ranking factors.

39
40 1. Mercy rule – The losing coach has the option to terminate a game without penalty when the
41 winning team has a 6 or more goal lead. The game is terminated once the referee has been
42 notified by the losing coach or the captain of the losing team that the mercy rule is being
43 invoked. The losing coach has the sole discretion when to implement the mercy rule. The
44 score reports filed for the game should also include a statement that the game was
45 terminated early because of the mercy rule.

46
47 Proposed Rules – Sections III.F. and G.

1 Duplicate material or material no longer needed – Deleted – Material already covered by Laws of the
2 Game.

3
4 ~~L. Home Team Responsibilities – Regular Season Play~~

5
6 ~~1. Providing a suitable game field for the given age group (for example, for the Under 14 age
7 group the field shall be a minimum of 50 yards X 100 yards), goals with nets, lines, corner
8 flags, and game ball.~~

9
10 ~~a. Clubs are expected to provide fields in accordance with the guidelines establish by US
11 Soccer, US Youth Soccer, and VYSA.~~

12
13 Duplicate material or material no longer needed – Deleted – Material already covered by Laws of the
14 Game.

15
16 Proposed Rules – Section I.

17
18 (1) If a team does not believe that a game is being played on a field that is not
19 compliant with the applicable field guidelines, the coach should play the game and
20 then notify the appropriate SFL Club Representative of the problems. The SFL
21 Club Representative may then request the SFL to review the matter and make a
22 decision on whether a forfeit should be awarded.

23
24 (a) Forfeits will normally not be awarded for the following conditions:

25
26 (i.) Fields that are properly sized but the markings are not entirely compliant
27 with the applicable guidelines.

28
29 (ii.) Corner flags not being present.

30
31 Proposed Rules – Section I.

32
33 Proposed Rules – Section V.E. and SFL Club Representative Guide (July 26, 2018) – Section VIII.

34
35 2. Providing either three USSF certified referees (one Center Referee and two Assistant
36 Referees) using the Diagonal System of Control (DSC); or two USSF certified referees
37 using the DSC with one “club” Assistant Referee provided by one of the two teams; or, in
38 an emergency, a single USSF certified referee. If the proper number of officials are not
39 present by game time plus 15 minutes, the game will be forfeited by the home team.

40
41 a. Referees should not be immediate family members to team officials except in an
42 emergency.

43
44 **Discussion**

45
46 It is recognized that, in most cases, the coach of the home team has very little, if any,
47 control over whether officials will be present for a game. Therefore, should a situation
48 arise in which at least one USSF certified official is not present by game time plus 15
49 minutes, the visiting team is encouraged to select one of the following options rather
50 than accepting the forfeit and leaving the field of play. One option is to reschedule the
51 game for a later date. (In this situation, the home team may want to consider offering to
52 play at the visiting team’s home field.) A second option is to play the game and use
53 team officials and consider the results binding.

1 If the two coaches believe that a safe and effective match can be played, then they
2 should play as long as the safety and the rules of the sport are not sacrificed. If either
3 coach believes that the match cannot be safely and effectively played, then the coaches
4 should consider a rematch. However, the visiting coach does have the right to accept a
5 forfeit. If a forfeit is accepted because either coach does not believe that a safe and
6 effective game can be played, then the teams should leave the field. In other words, the
7 teams **should not** use the game as a scrimmage.
8

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

15 (1) It is recognized that some clubs have a referee training program that allows
16 referees that do not meet the two (2) years or older requirement to officiate games
17 to facilitate their training. This practice is acceptable when (1) the referee is at
18 least the age of the game they are officiating, e.g., an Under 16 game must be
19 officiated by a referee who meets at least the Under 16 age criteria and (2) at least
20 one adult of 21 years or older and is a qualified referee serves as an assistant
21 referee.
22

23 Proposed Rules – Section V.E. and Club Representative Responsibilities (July 15, 2017) Section H.
24

25 Proposed Rules – Section V.C.
26

27 (2) Clubs are expected to provide adequate officials for the games. If adequate
28 officials cannot be provided, then (1) the visiting team should be notified by Friday
29 night that the game cannot be played and (2) a forfeit will be assessed to the home
30 team.
31

32 Proposed Rules – Section V.C.
33

34 Duplicate material or material no longer needed – Deleted
35

36 ~~(a) If a question on whether the center referee is of the appropriate age arises on~~
37 ~~game day, then the game should be played unless the home team coach has~~
38 ~~positive knowledge that the center referee does not meet the age requirements.~~
39

40 ~~(i.) If the home team coach has positive knowledge that the center referee~~
41 ~~does not meet the age requirements, then the game should not be played~~
42 ~~and the home team is assessed a forfeit upon verification of the referee's~~
43 ~~age.~~
44

45 ~~(ii.) If the home team coach does not have positive knowledge of the center~~
46 ~~referee's age, then the visiting coach may then file a protest through their~~
47 ~~SFL Club Representative and request the SFL to determine whether the~~
48 ~~center referee for the subject game was of the appropriate age. Once the~~
49 ~~SFL receives this request, it will request the home team's club to~~
50 ~~confirm that the center referee was of the appropriate age. If the referee~~
51 ~~was not of the appropriate age, then the home team will be assessed a~~
52 ~~forfeit.~~
53

54 ~~(iii.) Under no circumstances may a coach, team official, or other individual~~

1 request the referee to provide evidence of their age.

2
3 ~~(b) Clubs that are unable to provide center referees of an appropriate age will be~~
4 ~~penalized if the SFL determines that two (2) or more games actually played~~
5 ~~are officiated by center referees that do not meet the age requirements.~~
6 ~~Specifically, all home games for the given age group and above will be~~
7 ~~cancelled and the home team(s) assessed forfeits for those games. For~~
8 ~~example, if Club A does not provide appropriately aged center referees for two~~
9 ~~of the Under 16 games actually played, then all Under 16 and Under 19 home~~
10 ~~games for teams associated with Club A will be cancelled and those home~~
11 ~~teams will be assessed forfeits.~~

12
13 ~~(3) Forfeits assessed for referee problems may be removed if the both teams agree to~~
14 ~~play the game at a later date.~~

15
16 ~~Example~~

17
18 ~~Team A notifies Team B that its club cannot provide proper officials on Friday~~
19 ~~night for Saturday's game. Team A is assessed a forfeit. Team A and Team B~~
20 ~~then agree to play the game at a later date. Once this game is played, the forfeit~~
21 ~~against Team is removed and the actual game result is used.~~

22
23 Duplicate material or material no longer needed – Deleted

24
25 SFL Coaches Guide (July 26, 2018) – Section IV.

26
27 **3. The home team is required to call the visiting team by the Wednesday preceding the**
28 **game to confirm the game time, team colors, location, directions, and any other**
29 **information they may need.** In addition, both teams should discuss how the team roster
30 exchange process will be handled. If a coach does not have the information needed to place
31 this call, then the Club Age Group Commissioner or SFL Club Representative should be
32 called.

33
34 a. If you have not been contacted by a coach and do not know the name or phone number,
35 then you should call either the Club Age Group Commissioner or the SFL Club
36 Representative that applies for that age group. For example, if you are scheduled to play
37 Reston 1 and you are in the Under 14 Girls age group and you do not know the coach's
38 phone number, then you would first call the Reston Under 14 Girls Age Group
39 Commissioner. If you cannot reach the appropriate Club Age Group Commissioner,
40 then you should call the SFL Club Representative. A listing of Club Age Group
41 Representatives and SFL Club Representatives is provided in the regular season
42 mailing.

43
44 SFL Coaches Guide (July 26, 2018) – Section IV.

45
46 SFL Team Rosters (July 15, 2018)

47
48 **4. Determining if a color clash exists.** In case of a color clash, the home team must change
49 colors. The requirement for unique uniform numbers is waived for the team required to
50 change colors.

51
52 SFL Team Rosters (July 15, 2018)

1 SFL Coaches Guide (July 26, 2018) – Section VI.D

- 2
3 5. Notifying the visiting team if a game is postponed due to weather. The home team should
4 call the visiting team at least 3 hours before the scheduled start time. The home team
5 should then call the Age Group Commissioner and notify them that the game has been
6 postponed and, if possible, the makeup date. Games will not be played if the field has been
7 closed by either the Department of Recreation, the local club, or referee. (See section on
8 Game Rescheduling for additional information on how games are rescheduled.)
9

10 SFL Coaches Guide (July 26, 2018) – Section VI.D

11 Duplicate material or material no longer needed – Deleted

12
13
14 ~~M. Other~~

- 15
16 ~~1. Slide tackling is permitted unless otherwise stated, however, the referee will have the final~~
17 ~~decision as to whether the tackle was properly executed. Coaches are directed to instruct~~
18 ~~their players on proper technique and the potential of injury to other players and themselves~~
19 ~~when improperly done.~~
20
21 ~~2. Under 12, Under 14, Under 16, and Under 19 girls are allowed to place their arms across~~
22 ~~their chest for protection. The referee has the final decision as to whether the action was~~
23 ~~legally executed.~~
24

25 Duplicate material or material no longer needed – Deleted

26
27 SFL Coaches Guide (July 26, 2018) – Section IV.C.

- 28
29 3. A team must be ready to play the game within 15 minutes of the scheduled game time. If a
30 team is not ready to play, then the opposing team has the right to request a forfeit or have
31 the game rescheduled. If a forfeit is accepted because a team is not ready to play, then the
32 teams should leave the field. In other words, the teams **should not** use the game as a
33 scrimmage.
34
35 4. Teams are required to check the web site after Friday at 8:00 PM to ensure that no changes
36 have been made to their Saturday (or Sunday) game schedule for that week.
37

38 SFL Coaches Guide (July 26, 2018) – Section IV.C.

39
40 **V. GAME CONDITIONS AND WEATHER RELATED CANCELLATIONS**

- 41
42 A. The home team should call the visiting team as soon as possible that a game has been canceled
43 because of weather. This notice should be at least 3 hours before the game time. In the case of
44 inclement weather, the home team should also notify the visiting team that a game will be
45 played.
46

47 SFL Coaches Guide (July 26, 2018) – Section IV.C.

48 Duplicate material or material no longer needed – Deleted

49
50
51 ~~Unless otherwise shown below, the decision of Fairfax County Parks Authority will apply to~~
52 ~~all game fields regardless of whether the field is actually managed by the Fairfax County Parks~~
53 ~~Authority. The following phone numbers can be used to check field conditions:~~
54

- 1 ~~—————• Fairfax County Parks Authority — (703) 324-5264~~
- 2
- 3 ~~—————• Games played at Alexandria — (703) 746-5597~~
- 4
- 5 ~~—————• Games played at Arlington — (703) 228-4715 and Press 1~~
- 6
- 7 ~~—————• Games played at Bles Park (Ashburn) — (703) 729-7050 or www.ashburnsoccer.org~~
- 8
- 9 ~~—————• Games played at Ashburn — use Loudoun — (703) 777-5897~~
- 10
- 11 ~~—————• Games played at Braddock Road — (703) 354-7101 or www.bryesoccer.org.~~
- 12
- 13 ~~—————• Games played at Burke Athletic — 1-866-855-4BAC (1-866-855-4222) (Sat./Sun.)~~
- 14
- 15 ~~—————• Games played at Chantilly — (703) 830-1272 or www.eyaweather.com—————~~
- 16
- 17 ~~—————• Games played at Clarke County — (540) 955-9002 or www.clarkesoccer.org~~
- 18
- 19 ~~—————• Games played at Fairfax — (703) 385-7976) (This is a Fairfax City recording)~~
- 20
- 21 ~~—————• Games played at Falls Church — (703) 248-5125~~
- 22 ~~—————~~
- 23 ~~—————• Games played at Fauquier — (540) 349-8722 and go to mailbox #94~~
- 24
- 25 ~~—————• Games played at Gunston — (703)360-7013~~
- 26
- 27 ~~—————• Games played at Haymarket — www.vsa-heat.org~~
- 28
- 29 ~~—————• Games played at Herndon — (703) 318-8552~~
- 30
- 31 ~~—————• Games played at Lee Mt. Vernon — (703) 799-1112~~
- 32 ~~—————~~
- 33 ~~—————• Games played at Loudoun — www.loudounsoccer.com~~
- 34
- 35 ~~—————• Games played at McLean — www.mcleansoccer.org/page/show/38975~~
- 36
- 37 ~~—————• Games played at Northern Virginia — Ben Lomond — (703) 792-3281, Hellwig — (703)~~
- 38 ~~792-3283, Nokesville (703) 792-3294~~
- 39
- 40 ~~—————• Games played at Prince William — Tyrell — (703) 792-3285, Chinn (703) 792-3291~~
- 41
- 42 ~~—————• Games played at Reston — <http://www.restonsoccer.com/>~~
- 43
- 44 ~~—————• Games played at Nottoway — (703) 938-7532~~
- 45
- 46 ~~—————• Games played at Southwestern — (703) 644-8046~~
- 47
- 48 ~~—————• Games played at Sterling — <http://www.sysa.net/>~~
- 49
- 50 ~~————— **Note: Sometimes the numbers for field closures are changed after the rules are prepared**~~
- 51 ~~and mailed. Therefore, you should check the SFL Web Site (www.sflsoccer.org) to~~
- 52 ~~make sure that the number above is current.~~
- 53
- 54 ~~————— Example 1~~
- 55

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

~~Example 2~~

~~You are scheduled to play on a field which is not controlled by Fairfax County Parks Authority and the field is not listed above. When you call the Fairfax County Parks Authority you find out that it has closed some of its fields while others are open. In this case, then the field you are scheduled to play on is also considered closed unless you are contacted by the home team or your club and notified that the game is still scheduled to be played. Both teams must be notified at least 3 hours before the scheduled game time of this decision.~~

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

~~1. only having a properly qualified center referee,~~

~~2. poorly lined fields, and~~

~~3. field conditions when the referee has made a determination that the field is playable.~~

Duplicate material or material no longer needed – Deleted

Proposed Rules – Section V.G.

B. Games Halted – A game halted at half time or later due to unsafe playing conditions will stand as indicated by the score when the game was halted.

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

Example

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

Proposed Rules – Section V.G.

3 **VI. REGULAR SEASON SCHEDULE**
4

- 5 A. The regular season play will consist of 7 or 8 games with a post season tournament.
6
7 B. Game points will be awarded for each game played. Game points are awarded as follows: 4
8 points for a win, 2 points for a tie, 1 point for a loss, and 0 points for a forfeit. The game score for
9 a forfeited game is 1 – 0 unless both teams are assessed a forfeit. When both teams are assessed
10 a forfeit, then the game score is 0 – 0. Bonus points will also be awarded based on the goal
11 differential up to a maximum of 3 points per game. For example, a game score of 5 – 1 would
12 result in 3 bonus points.
13
14 C. The SFL web site displays team rankings in the following order: game point percentage, game
15 points, bonus points, and goals allowed.
16
17 1. The game point percentage is calculated as follows: game points earned divided by total games
18 played times maximum number of points that can be earned for a game. For example, if a team
19 plays 4 games, wins 2 games, ties 1 game, and loses the remaining game, its game point
20 percentage would be calculated as follows: (11 game points earned (4 + 4 + 2 + 1) / 16 game
21 points (4 games X 4 points per game)) = 68.8 percent.
22

23 **VII. REPORTING GAME RESULTS AND RESCHEDULING GAMES**
24

- 25 A. The following three methods are acceptable for reporting scores: Email (sfl@sflsoccer.org), voice
26 mail (703-476-6610), and through the Web site (www.sflsoccer.org). **The preferred method of**
27 **reporting game results is Email.** Both teams are responsible for reporting the game score,
28 regardless of the outcome, by 6:00 PM on the Monday following the game.
29
30 1. If a score is not received by 6:00 PM on Monday, both teams will be assessed a 1 game point
31 penalty. Therefore, failure to promptly report a score will effect game points and may affect
32 a team’s standing.
33
34 2. Teams are required to provide the following information when reporting scores: name of
35 individual reporting the score, team name, game number, score for each team, and **information**
36 **on any yellow or red cards awarded.** For example, Sam Jones, Reston 1, Game 4421, Reston
37 1 – 2, Reston 2 – 0, no red or yellow cards. In addition, if the opposing team did not provide
38 a roster when requested, this should also be included with the game report. **When reporting**
39 **scores by Email, please put the game number in the “Subject” field. It makes filing the**
40 **scores easier for us.**
41
42 a. When a report is received that a team did not have a roster, then this report shall be sent to
43 the appropriate SFL Age Group Commissioner, SFL Club Representative, and other
44 individuals that are considered appropriate by the SFL for their information. The
45 individuals receiving these reports are not required to respond to the SFL on whether any
46 actions were taken or the actions that were taken. Repeated offenses may result in a team
47 being suspended from the tournament by the appropriate SFL Age Group Commissioner.
48

1 Duplicate material or material no longer needed – Deleted

2
3 Instructions for Using
4 the Voice Mail System

5
6 ~~Call (703) 476-6610 and you will hear the following greeting:~~

7
8 ~~Hello, this is the SFL. Press 1 to leave scores for boys games, 2 to leave scores for girls~~
9 ~~games, 3 for general messages, and 4 to leave a message for a SFL Commissioner. You may~~
10 ~~press your selection at any time. When leaving scores, please speak slowly and state your~~
11 ~~name, age group, team name, game number, and score for each team. For example, Joe~~
12 ~~Smith, Under 14 Girls, Reston 1, Game 4421, Reston 1 – 2, Reston 2 – 0. Thank you.~~

13
14 ~~Press the proper number and leave your message.~~

15
16 Duplicate material or material no longer needed – Deleted

17
18 SFL Coaches Guide (July 26, 2018) – VI.

- 19
20 B. The process and procedures used to reschedule regular season games are discussed in the **Process**
21 **and Procedures – Rescheduling Regular Season Games**. This document may be obtained from
22 the web site under SFL Documents.

23
24 SFL Coaches Guide (July 26, 2018) – VI.

25
26 SFL Coaches Guide (July 26, 2018) – VII.

27
28 **VIII. TOURNAMENT GAMES**

- 29
30 A. The **Process and Procedures – Tournament Scheduling** document discusses the following
31 topics:

- 32
33 • General tournament requirements
34
35 • Teams eligible to participate in the tournament
36
37 • Placement of teams in tournament divisions
38
39 • Tournament format
40
41 • Actions taken when tournament games cannot be played as scheduled

42
43 This document may be obtained from the web site under SFL Documents.

- 44
45 B. **Tournament Ranking** – The following methods will be used to rank teams unless otherwise stated
46 the **Process and Procedures – Tournament Scheduling** document which discusses how
47 tournament game cancellations and handled.

- 48
49 1. **Round Robin Divisions** – When the tournament schedule is played as expected and teams
50 within a tournament division are scheduled using the round robin format, they will be ranked
51 in the following order: (1) tournament game points, (2) head to head competition during the
52 tournament, (3) tournament bonus points, (4) least goals allowed during the tournament, (5)
53 whether the team received a regular season award (if applicable), (6) head to head competition
54 during the regular season games if they have played each other, (7) least average goals allowed

1 during the regular season, and (8) shoot out. A 3 or 4-way tie is broken in the following order:
2 (1) tournament bonus points, (2) least goals allowed during the tournament, (3) whether the
3 team received a regular season award (if applicable), (4) least average goals per game allowed
4 during the regular season, (4) regular season game point percentage, and (5) coin flip. After one
5 team is eliminated, then the remaining teams will be ranked by starting at the top of the
6 appropriate tie breakers. Note: Normally head to head results are not used in breaking 3 or 4-
7 way ties since one team will not have defeated all the other teams during the tournament.
8 However, if one team has beaten all the other teams that are tied in the tournament, then that
9 team will be placed ahead of all the other teams that it is tied with based on game points.

10
11 **Notes:** Normally, the results of the first 2 games a team plays in a 6 team round robin division
12 with mini groups are used to determine (1) the two teams that play for first and second
13 trophies and (2) the two teams that play for third place trophies. If either of the two
14 games used to determine the trophies end in a tie, then a shoot-out will be conducted
15 to determine the winner of the game. The games used to determine which teams may
16 play for trophies can end in ties.

17
18 Normally only the Under 19s are provided regular season awards. Furthermore,
19 coaches should ensure that a shoot out is not required before dismissing their players.
20

21
22 **2. Single Elimination Tournament Divisions** – When the tournament schedule is played using
23 the single elimination format, the teams will be ranked as follows:

24
25 a. **Three, Four, Five Team Divisions** – The winner of the final game receives the first place
26 trophies while the loser receives the second place trophies.

27
28 b. **Six Team Divisions** – Teams scheduled for 6 team divisions are ranked as follows:

29
30 (1) **Original tournament game schedule played** – In 6 team divisions, the two teams
31 winning the second round games, play for first and second place trophies with the
32 winner of this game receiving the first place trophies and the loser receiving the second
33 place trophies. Fields and officials permitting, another game to decide the winner of
34 third place trophies will also be played. The teams playing in the game to determine
35 who wins the third place trophies are the losers of the second round game.
36

37
38 3. Should a game be tied at the end of regulation play **AND** the tournament division is scheduled
39 as a single elimination tournament, then a shoot-out will be conducted. Therefore, games in
40 divisions scheduled using the round robin format may end in a tie. The winner of a shoot out
41 will be awarded one goal to their game score regardless of the number of goals scored in the
42 shoot out. For example, if the game score is tied 2 – 2, and one team scored 5 goals during the
43 shoot out while the other team scored 3 goals, then the final game score will be 3 – 2 with the
44 team winning the shootout having the 3 goals.

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

48
49 (1) Players who participate in the shoot out:

50
51 (a) If the tournament is scheduled as a single elimination tournament, then only the
52 players on the field at the end of the game may participate in the shoot out. This
53 is consistent with the FIFA rules.
54

1 (b) If a shoot out is required for some other reason, such as to determine the ranking
2 of teams who are not playing each other in the final games, then the coaches may
3 select the 11 players who will participate in the shoot out. This rule is very rarely
4 used and generally only applies in tournament divisions scheduled using a round
5 robin format where all other tie breakers have been exhausted.
6

7 (2) Coaches may stay with the players in the midfield circle.
8

9 SFL Coaches Guide (July 26, 2018) – VII.

10 SFL Club Representative Guide (July 26, 2018) – Section IX.

11
12
13 C. **Tournament Responsibilities** – A coach may be assigned to be a Site Coordinator, Division
14 Commissioner, and/or Trophy pickup person.
15

16 1. The SFL Club Representative must provide **positive** confirmation by Email that a team eligible
17 to play in the tournament is willing to participate in the tournament and that the club, if 4 or
18 more teams are registered, can provide game field(s) and referees. This includes confirmation
19 that the coach is willing to serve as a tournament division commissioner and/or pick up trophies.
20 (As discussed elsewhere, if a club cannot provide adequate fields and officials, then its teams
21 may be excluded from the tournament.) In addition, if a coach is unable to serve as a division
22 commissioner or pick up trophies, then that team may be eliminated from the tournament.
23

24 a. Since the tournament format for most groups is a single elimination tournament, it is
25 possible that the original division commissioner assigned to a given division may not play
26 in a subsequent tournament game. If this happens, the coach of the team beating the division
27 commissioner’s team becomes the division commissioner for trophy purposes. However,
28 other division commissioner responsibilities, such as phoning the other teams in case of
29 weather cancellations, remain with the originally assigned division commissioner unless the
30 tournament site coordinator decides otherwise.
31

32 2. The Site Coordinator is responsible for (1) providing the fields and nets (2) ensuring that the
33 field(s) are properly lined, (2) ensuring that adequate officials have been assigned for the fields
34 provided, (3) notifying the League Commissioner (703-406-8550) or the SFL Administrator
35 (703-476-6611), and the Division Commissioners for their site in case of game cancellations due
36 to the weather. Generally, the site coordinator is the SFL Club Representative for the club
37 hosting a given tournament site.
38

39 SFL Club Representative Guide (July 26, 2018) – Section IX.

40
41 SFL Coaches Guide (July 26, 2018) – VII.
42

43 3. The Division Commissioner is approved by the applicable SFL Club Representative and is
44 responsible for the following.
45

46 a. Preparing a game board (round robin tournament divisions only) for their division and
47 ensuring that the scores are posted. (The SFL Web site has a sample game board on the SFL
48 Documents page.) If the division commissioner’s team loses, then the board is given to the
49 new division commissioner who assumes this responsibility. In some cases, the division
50 commissioner’s team may not play until later in the day. Therefore, the game board may not
51 be available until the division commissioner’s team plays its game.
52

53 b. Notifying the teams in their division of game cancellations. In the case of inclement
54 weather, the division commissioner should also notify the teams in their division if games

1 are going to be played and of any schedule changes. This responsibility remains with
2 assigned division commissioner even if the division commissioner's team loses before the
3 final tournament division game unless the site coordinator performs these duties.
4

5 c. Distributing the trophies for their division. Generally the site coordinator is assigned the
6 responsibility for picking up trophies. However, in some cases, in order to reduce the travel
7 requirements, other individuals are assigned this responsibility.
8

9 d. The division commissioner is **NOT RESPONSIBLE** for collecting rosters. However, as
10 noted elsewhere, each team is required to present their roster to the other team **BEFORE**
11 the start of their game. **IF A TEAM DOES NOT HAVE A ROSTER, THAT TEAM**
12 **FORFEITS THE GAME**, the referee is notified that the game will not be played, and both
13 teams leave the field of play.
14

15 e. In the case of teams playing the "round robin" tournament format, determines the final team
16 rankings for the division.
17

18 4. The individuals assigned for Trophy Pickup are also approved by the SFL Club Representative.
19 The SFL sends these individuals an Email on how to pick up the trophies and when they are
20 ready for pickup. All trophies should be picked up by the Friday night preceding the first
21 tournament game. All trophies should be taken to the first tournament game.
22

23 a. When the SFL Rules call for the trophies to not be distributed because of cancellation of one
24 or more tournament division games (see section on tournament game cancellations), then
25 the SFL Club Representative responsible for the trophies assigned to that tournament
26 division must return those trophies to the SFL in accordance with the guidance received
27 from the SFL.
28

29 SFL Coaches Guide (July 26, 2018) – VII.

30
31 Proposed Rules – Section V.H.

32
33 D. Other

34
35 1. In order to keep the tournament games on schedule, the referee will normally keep a running
36 clock, i.e., the clock is not stopped for injuries, substitutions, etc. However, the referee may
37 decide to stop the clock if the referee believes that it will not adversely affect the overall
38 tournament game schedule. This is a decision made by the referee and may not be protested.
39

40 2. The referee is allowed to use their discretion on when it is too dark to play safely. Therefore,
41 the last games of the day may be shortened because of darkness. This is a decision made by the
42 referee and may not be protested.
43

44 Proposed Rules – Section V.H.

45
46 **IX. DISCIPLINE, PROTESTS, AND APPEALS**

47
48 Proposed Rules – Section XII.A.

49
50 A. It should be remembered that the SFL is governed by the principle that all actions are ***For the Good***
51 ***of the Player*** and unsporting behavior or violation of the Laws of the Game cannot be tolerated.
52 It should also be noted that the SFL is primarily a scheduling organization and that the resolution
53 of complaints, disciplinary actions, and protests is primarily the responsibility of the affected clubs.
54 Proposed Rules – Section XII.A.

1 Proposed Rules – Section V.F.

- 2
- 3 1. **Quality of Officials** – The SFL has no role in assigning the officials to a game since this is a club responsibility. However, the SFL provides a mechanism for coaches to report on the quality of the officials provided for their games. Comments can be sent directly to the home team’s SFL Club Representative using the standard Email address that is contained in the season package. When you report on the officiating, please provide the game number, teams, game field, and game time. For those that would like a form, the web site has one suggested form that can be used. (The form is on the SFL Documents page.)
- 10
- 11 2. As noted by FIFA, the decisions of the referee regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final. Accordingly, (1) game results will not be changed because of referee errors and (2) teams will not be compensated for referee errors. The mechanism available to address such matters is to notify the club providing the officials of the errors so that they can consider such cases when evaluating their referees’ performance and guidance that may be needed on how to implement a given rule or set of rules so that these errors do not happen in future games.

18

19 Proposed Rules – Section V.F.

20

21 SFL Coaches Guide (July 26, 2018) – Section II.

- 22
- 23 B. At the older age levels, the coach assumes an increased level of responsibility regarding team leadership and maintenance of order and discipline of the team members and team spectators. The SFL expects each of its coaches to set a positive example for their players and spectators in promoting good sportsmanship and self-control. Accordingly, coaches are expected to be present at every game with their team or to ensure that responsible adult leadership is present for the team in their absence. A history of disciplinary infractions by one team can be grounds for team, coach, and/or player dismissal from the league. Such decisions will not be made lightly or hastily and will only be made after a careful review of the facts by a Disciplinary Panel to resolve disputes.

31

32 SFL Coaches Guide (July 26, 2018) – Section II.

33

34 Proposed Rules – Section IX.

- 35
- 36 C. **Misconduct** – Individual Demerits and Team Demerits are used to identify individuals and teams that have a history of infractions related to misconduct and administrative issues while game suspensions are used to penalize specific individuals for the infractions.
- 39
- 40 1. **Penalties for Misconduct** – The SFL has three types of penalties relating to misconduct – game suspensions, Individual Demerits, and Team Demerits. Game suspensions and Individual Demerits apply to an individual based on the infraction while Team Demerits apply to a team. Although in many cases the number of Individual Demerits assigned to the individual and the team may be the same, this is not always the case as shown below. The following shows the game suspensions, Individual Demerits, and Team Demerits assigned for given types of misconduct.
- 47
- 48 a. Player infractions resulting in one (1) game suspension, one (1) Individual Demerit, and one (1) Team Demerit.
- 49
- 50
- 51 (1) Denying an obvious goal scoring opportunity to an opponent moving towards the player’s goal by an offense punishable by a free kick or a penalty kick.
- 52
- 53

1 (2) Denying the opposing team a goal or an obvious goal scoring opportunity by
2 deliberately handling the ball (this does not apply to a goalkeeper within his own
3 penalty area).

4
5 (3) Receiving a second caution in the same match.

6
7 **Note:** If a player receives a red card after receiving a second caution a decision is made
8 on whether the red card was received based on the player committing a red card offense
9 or receiving a second caution. For example, assume that a player receives a caution for
10 dissent and then receives a red card for using offensive/ insulting/abusive language/
11 gestures. This is treated as a red card for using offensive, insulting or abusive language
12 and/or gestures rather than a second yellow card for dissent.

13
14 (4) Serious foul play.

15
16 (5) Using offensive, insulting or abusive language and/or gestures.

17
18 (6) Individual Conduct Detrimental to the League – Conduct that warrants a one game
19 suspension that is not specifically covered by other suspension offenses. Examples
20 include failing to serve a game suspension by a player. When an individual does not
21 properly serve suspension period, this penalty is in addition to the original penalty. For
22 example, assume a player is suspended for one game and does not serve the one game
23 suspension. The player would be suspended for one additional game.

24
25 b. Infractions incurred by players, coaches, and others resulting in two (2) game suspensions,
26 two (2) Individual Demerits, and two (2) Team Demerits.

27
28 (1) Violent conduct and fighting as defined by the SFL regardless of whether a red card is
29 shown. Conduct which will be treated as fighting, regardless of whether a red card is
30 shown, includes but is not limited to (1) fighting in the opinion of the referee, (2)
31 shoving another player or any other aggressive action outside of the ordinary play of
32 the game, (3) kicking/striking or attempting to kick/strike a player, or spitting. A
33 player “defending himself/herself” is not exempt from this penalty.

34
35 (2) Individual Conduct Detrimental to the League – Conduct that warrants a two game
36 suspension rather than the standard one game suspension or not specifically covered
37 by other infractions. Examples, include racial slurs, non-players (such as coaching staff
38 or spectators) being asked to leave the field or showed a red card, inappropriate
39 behavior towards a game official, etc. Inappropriate conduct towards a game official
40 includes persistent inappropriate comments, verbal threats, being followed to the
41 parking lot in an inappropriate manner, or other actions that would make a referee fear
42 for his/her safety.

43 44 **Discussion**

45
46 The SFL has a zero tolerance policy towards the use of racial slurs. Unfortunately, we
47 have seen an increasing number of complaints of racial slurs being used. In some of
48 the reports the coaches noted that this was “trash talk”, “players say this a lot to each
49 other”, etc. In effect, the inference was that this behavior was not considered to be
50 harmful or offensive. Unfortunately this is a subjective judgement and what is not
51 offensive to one person may be offensive to another. History has shown where such
52 statements have resulted in very unpleasant situations on the field. Club Referee
53 Coordinators are requested to (1) remind the referees that racial slurs are unacceptable,
54 (2) that such occurrences should be included in their game reports when they can

1 identify the offending player(s) number(s), and (3) like the reports on red cards, we
2 would like those referee reports automatically forwarded to us.
3

- 4 c. Infractions incurred by players, coaches, and others resulting in season suspensions and three
5 (3) Team Demerits.

6
7 (1) Head Coach – Illegal players used.

8
9 (2) Individual Conduct Detrimental to the League – Offenses that warrant a three game
10 suspension rather than the standard one or two game suspension. Offenses that would
11 normally warrant this type of suspension include referee assault incidents or other
12 behavior that should be referred to VYSA for review.
13

- 14 d. Administrative penalties assessed to individuals and teams.

15
16 (1) **Illegal players used** – One (1) Team Demerit per illegal player per game. Illegal
17 players include (1) travel players regardless of whether they are shown on the SFL
18 Team Roster, (2) players shown on the SFL Team Roster but declared ineligible during
19 a roster check or roster challenge, and (3) players not shown on the SFL Team Roster.
20 As noted elsewhere, a team using illegal players will be assessed forfeits for the games
21 where illegal players are used and may be excluded from the SFL tournament.
22

23 **Note:** If the coach is assessed a penalty for using illegal players, then this penalty is
24 not assessed unless more than three (3) illegal players are used.
25

26 (2) **Team Conduct Detrimental to the League – One Team Demerit.** Conduct by
27 members of the team or its supporters that is not specifically covered by other
28 suspension or team offenses and warrants one Team Demerit. Examples include
29 failing to ensure a suspended player does not play (this is in addition to the penalty
30 assessed to the individual), etc.
31

32 (3) **Team Conduct Detrimental to the League – Two Team Demerits.** Conduct by
33 members of the team or its supporters that is not specifically covered by other
34 suspension or team offenses and warrants two Team Demerits. Examples include
35 actions that cause a game to be terminated early and failing to properly report red cards
36 or individuals (including the Head Coach) being asked to leave the field. When
37 suspension offenses are not properly reported, the team is also assessed additional
38 Team Demerits and game forfeits until the information is properly received.
39

40 (4) **Team Conduct Detrimental to the League – Three Team Demerits.** Conduct by
41 members of the team or its supporters that are not specifically covered by other
42 suspension or team offenses and warrant three Team Demerits. Examples include
43 actions that warrant review by VYSA.
44

45 2. Individual and Team Demerits

- 46
47 a. **Individual suspensions** – An individual that receives three (3) Individual Demerits during
48 a season, including post season tournament play, is automatically suspended for the
49 remainder of the season including tournament play.
50

- 51 b. **Team suspensions** – Two types of team suspensions may result from the accumulation of
52 Team Demerits – suspension from the tournament scheduling process and suspension from
53 regular season and tournament games.
54

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- (1) **Suspension from the tournament scheduling process** – A team that averages one (1) Team Demerit per game played when the tournament schedules are prepared will be excluded from the tournament but will be allowed to continue playing regular season games until the Maximum Team Demerits Allowed limit is reached. For example, if a team has played four (4) games when the tournament scheduling process is started and has been assessed four (4) or more Team Demerits, then that team will not be scheduled for the tournament although it may continue playing its regular season games until the Maximum Team Demerits Allowed limit is reached.
 - (2) **Suspension from regular season and tournament games** – A team that accumulates Team Demerits that equals or exceeds the Maximum Team Demerits Allowed will be (1) suspended for any remaining regular season games, (2) excluded from the tournament if scheduled for any tournament games, and (3) placed on probation for the following season.
 - (a) **Maximum Team Demerits Allowed** – the lesser of (1) the number of regular season games scheduled or (2) the actual games played.

19
20

Example

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Team A is originally scheduled for 8 regular season games. However, a team drops out and one of Team A's games is cancelled. In addition, the last game of the season is also cancelled and cannot be rescheduled. Team A plays all 6 remaining games. The Maximum Team Demerits Allowed for Team A is six since (1) its regular season game schedule was reduced to 7 games when the team dropped out even though other teams may have played eight regular season games and (2) one game was not played for other reasons.

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- (i.) **Games Played** – A game where a team is assessed a forfeit for any reason is not considered as a game played. In addition, if the game is unscheduled and neither team has been assessed a forfeit, then that game is also not considered as a game played. For example, Team A is scheduled for eight (8) regular season games and the web site shows that all eight (8) games are considered played. However, Team A is assessed a forfeit for some reason for one game. Team A is considered to have played seven (7) games.
- c. **Team Probations** – Teams are placed on probation when the number of Team Demerits received in a season equal or exceed the number of games played that season. For example, if a team plays seven (7) regular season and two (2) tournament games, then the team would be placed on probation if its Team Demerits for the season equal or exceed nine (9) Team Demerits.
- (1) The SFL Club Representative is responsible for ensuring that a team is notified that it is considered on probation and aware of the rules that can affect their continued participation in the SFL.
 - (a) If a team on probation has any of the following conditions, the remainder of its regular season games shall be forfeited and team considered ineligible for tournament play:
 - (i.) Accumulation of four (4) team demerits.
 - (ii.) A game terminated because of the team's conduct.

- 1 (iii.) Any other disciplinary reason that the SFL Age Group Commissioner deems
2 significant to warrant suspension from the SFL.
3
- 4 (2) Any team on probation that is suspended is considered ineligible to return to the SFL
5 for at least two (2) seasons.
6
- 7 (a) The applicable SFL Age Group Commissioner is responsible for determining
8 whether the members associated with a team constitute the team ineligible to
9 participate.
10
- 11 (i.) It is up to the SFL Club Representative to notify the appropriate SFL Age
12 Group Commissioner when any members of the suspended team or coaches
13 associated with the suspended team are placed on team(s) that will be
14 registered. The SFL Age Group Commissioner must approve of each of
15 these player(s) or coach(es) returning to the SFL before the 2 (two) season
16 suspension is served.
17

18 3. Suspensions 19

- 20 a. Unserved suspensions carry over to the next season while the associated Individual Demerits
21 and Team Demerits do not.
22
- 23 b. Suspended players, coaches, and other individuals serving their suspension period are
24 encouraged not to attend the game at all. If the individual desires to attend the team's game
25 during a suspension period, the individual must receive the applicable SFL Club
26 Representative's permission to attend any games where that individual is serving a
27 suspension by 6:00 PM at least two (2) days before the game is scheduled to be played. For
28 example, if an individual is suspended for a game being played on Saturday and the SFL
29 Club Representative decides to permit the individual to attend the game, then this decision
30 must be made by 6:00 PM on Thursday night.
31
- 32 (1) The SFL Club Representative must also notify the SFL when this permission has been
33 granted at the same time the individual is notified.
34
- 35 (2) If the individual receives the SFL Club Representative's permission and does attend
36 the game, the following applies.
37
- 38 (a) The individual should not be closer to the playing field than 100 yards beginning
39 30 minutes before game time until the game is over. The fact that a game can be
40 seen from a public street or sidewalk which may be closer than 100 yards does not
41 relieve the coach, team official, parent, or spectator from complying with this
42 100-yard rule.
43
- 44 (b) If a player is granted permission to attend the game, then that player may be
45 granted permission by the SFL Club Representative to sit on the bench with the
46 other players as long as the player does not wear a uniform and it is clear to
47 outsiders that the player is not eligible to participate in the game.
48
- 49 (c) The suspended individual will not be involved in any way with administration of
50 the team during the game.
51
- 52 (3) Since the tournament is only conducted during one weekend, any coach or other
53 individual that is not a player who is asked to leave the field may not attend any of that
54 team's remaining tournament games since these suspensions carry at least a two (2)

1 game suspension and a team will not play more than two (2) games after the game in
2 which the offense generating the suspension occurred.

- 3
4 (4) A player receiving a red card that warrants a one game suspension, may attend and
5 participate in that team's third tournament game assuming that (1) the team plays three
6 tournament games and (2) the red card was received in the first game. The player may
7 also attend the team's second tournament game without the SFL Club Representative's
8 approval when (1) the player does not wear a uniform and (2) it is clear to outsiders
9 that the player is not eligible to participate in the game. In addition, the coach should
10 highlight on the roster provided to the opposing coach and referee the player that is not
11 able to play because of a suspension to avoid any confusion on whether a player with
12 that number is allowed on the field of play.

- 13
14 c. **Suspensions involving individuals who have more than one role** – An individual
15 receiving a suspension may serve in more than one role. For example, the individual may
16 be playing on a combined team, coach more than one SFL Team, or play for a team and
17 coach a SFL team. The following governs what is considered serving the red card
18 suspension.

19
20 Proposed Rules – Section IX.

21
22 Duplicate material or material no longer needed – Deleted

- 23
24 (1) ~~**Player receives a red card while playing on a combined team**~~ – Section III.
25 discusses combining teams. If (1) a player receives a red card and (2) the player's team
26 is considered a playing under the combined team rules, the player must not play in the
27 team's next scheduled game. If the player receives a red card during the game as a
28 substitute player, then they may not play in the next game that their regular team is
29 scheduled to play. In addition, they may not play with the other team as a substitute
30 player until they are eligible to play for their regular team.

31
32 Duplicate material or material no longer needed – Deleted

33
34 Proposed Rules – Section IX.

- 35
36 (2) **Coach receives a suspension and coaches more than one SFL team** – If a coach is
37 suspended for an infraction while coaching one SFL Team then the suspension period
38 will be considered served when that team has played the number of games called for
39 by the suspension. For example, assume that a coach receives a two (2) game
40 suspension as a result of a misconduct incident while coaching Team A. The coach is
41 also considered suspended from coaching any other SFL teams until Team A has
42 played two games.

- 43
44 (3) **Coach receives a suspension and plays on a SFL team** – If a coach is suspended for
45 an infraction while coaching one SFL Team and plays on another SFL team, then the
46 suspension period will be considered served when the team that the player coached has
47 played the number of games called for by the suspension. For example, assume that
48 the player receives a two (2) game suspension as a result of a misconduct incident
49 while coaching Team A. The coach cannot participate as a player in any SFL games
50 until Team A has played two games.

- 51
52 (a) The individual's SFL Club Representative is responsible for notifying the SFL if
53 the individual also plays for a SFL Team.

1 (4) **Player receives a suspension and coaches a SFL team** – If a player is suspended for
2 an infraction while playing on a SFL Team and coaches a SFL team, then the
3 suspension period will be considered served when the team that the player is assigned
4 to has played the number of games called for by the suspension. For example, assume
5 that the player receives a two (2) game suspension as a result of a misconduct incident
6 while playing for Team A. The player cannot participate as a coach for any SFL teams
7 until Team A has played two games.
8

9 (a) The individual’s SFL Club Representative is responsible for notifying the SFL if
10 the individual also coaches a SFL Team.
11

12 d. **Failure to serve a game suspension** – A player will be considered as not serving the
13 suspension period if (1) any player wears the same jersey number of the player who received
14 the suspension, unless approval has been given by the appropriate SFL Age Group
15 Commissioner, (2) the player who received the suspension plays in the game regardless of
16 the jersey number, or (3) the suspended individual attends a game during the suspension
17 period without obtaining the required approval from the SFL Club Representative. The team
18 will also be assessed a forfeit.
19

20 e. Games cancelled or games where the team receives a forfeit for any reason are not
21 considered as games played when determining whether a player has served a game
22 suspension.
23

24 **Example A**

25
26 Player A receives a red card in week 5 and Player A’s next scheduled game in week 6 is
27 cancelled due to weather and team’s next game is during week 7. Player A would be
28 required to serve the suspension during the game scheduled for week 7.
29

30 **Example B**

31
32 Player A receives a red card in week 5. During the next game that Player A’s team plays
33 (week 6), Player A’s team is assessed a forfeit because it did not have a proper roster. Player
34 A would be required to sit out the next game that Player A’s team plays, e.g, the week 7
35 game.
36

37 f. **Suspension notices** – Unless the team is expected to play its next game within two (2) days
38 of game in which the suspension offense was incurred, the SFL will normally send the
39 suspension notices applicable the the following week’s games on Wednesday or Thursday.
40 This allows the impacts of game rescheduling and forfeits to be determined prior to the
41 notice being sent. The following governs the suspension notices.
42

43 (1) **Effects of scores not being reported** – As noted elsewhere, game scores that are not
44 reported by 6:00 PM on Monday result in both teams being assessed scheduling
45 forfeits. As noted elsewhere, games where a team has been assessed a forfeit for any
46 reason are not considered games where an individual has served their suspension and
47 the required suspension will become applicable to the upcoming week. It does not
48 matter if subsequent to the notice that the SFL is notified that the game was played and
49 the suspension was served. The individual must still not participate in the upcoming
50 game.
51

1 **Example**

2
3 Assume that Player A was expected to serve the final suspension for an infraction in
4 week 5. However, no score was reported for the game by Wednesday when the
5 suspension notices for week 6 are prepared. Accordingly, both teams were assessed
6 scheduling forfeits. Since the team was assessed a scheduling forfeit, Player A is
7 considered not to have served the required suspension and a suspension notice for week
8 6 is prepared for Player A. After receiving the week 6 notice, Player A's team notifies
9 the SFL of the week 5 game score and states that Player A served the suspension during
10 that game. Since the suspension notice has already been sent, Player A is also
11 suspended for the week 6 game since (1) the team had adequate time to report the game
12 score for the week 5 game, (2) could easily determine from the web site that the score
13 had not been received by the SFL, and (3) only one team has to report the score to
14 avoid this penalty even if it is not Player A's team.
15

- 16 (2) **Player's name and uniform number issues** – The information reported on player
17 infractions that result in game suspensions is compared to the information contained
18 on the Master Player submitted by the player's club. When significant differences
19 arise, the coach is contacted to confirm the information reported, e.g., the game report
20 says John Smith was wearing 22 while the Master Player Roster shows Sam Jones
21 wears that number. If significant differences still exist when the suspension notices are
22 prepared, then the suspension notification will contain those difference(s) and no player
23 may play whose name or uniform number(s) appear on that notice.
24

25 **Example A**

26
27 A game report is received which states that Johnnie Smith wearing uniform number 22
28 committed an offense that warranted a game suspension. The Master Player Roster
29 shows that uniform number 22 was assigned to John Smith. Since this is not
30 considered a significant difference, the coach is not contacted and the suspension notice
31 will show both names.
32

33 **Example B**

34
35 A game report is received which states that John Smith wearing uniform number 22
36 committed an offense that warranted a game suspension. The Master Player Roster
37 shows that uniform number 22 was assigned to Sam Jones. The coach (1) does not
38 respond to the request for clarification when the suspension notice is prepared, (2)
39 confirms that the reported name and uniform number was correct, or (3) states that the
40 Master Player Roster contains the incorrect uniform number for Sam Jones. However,
41 in the later case, the necessary change to correct the uniform number of Sam Jones is
42 not submitted by the club by the Wednesday deadline for making changes to the Master
43 Player Roster and is not available for the preparation of the game suspension notices.
44 The suspension notice will contain both John Smith and Sam Jones as the players being
45 suspended and that no player wearing the uniform number of 3 may play. The penalty
46 for both players is imposed since (1) the coach had a opportunity to correct the actual
47 name and (2) if the problem was caused by a Master Player Roster issue, the club had
48 time to make the necessary corrections prior to the suspension notice being prepared.
49

50 **Example C**

51
52 A game report is received which states that John Smith wearing uniform number 22
53 committed an offense that warranted a game suspension. The Master Player Roster
54 shows that uniform number 25 was assigned to John Smith. The coach (1) does not

1 respond to the request for clarification when the suspension notice is prepared, (2)
2 confirms that the reported name and uniform number was correct, or (3) states that the
3 Master Player Roster contains the incorrect uniform number for John Smith. However,
4 in the later case, the necessary change to correct the uniform number of John Smith is
5 not submitted by the club by the Wednesday deadline for making changes to the Master
6 Player Roster and is not available for the preparation of the game suspension notices.
7 The suspension notice will state that John Smith is being suspended and that the
8 uniform numbers 22 and 25 are not eligible to play. Accordingly, no players on the
9 team wearing uniform numbers 22 or 25 may participate in the game since the rules
10 state that no one may wear the uniform number of a suspended player. Assuming that
11 another player on the team is wearing the number 22, then that player is also not
12 eligible to play. The penalty for both players is imposed since (1) the coach had a
13 opportunity to correct the actual name and uniform number combination and (2) if the
14 problem was caused by a Master Player Roster issue, the club had time to make the
15 necessary corrections prior to the suspension notice being prepared.
16

17 **4. Reporting Misconduct** – Yellow cards, red cards, and individuals asked to leave the field must
18 be reported to the SFL by both teams in a timely manner. Red cards and instances where
19 individuals have been asked to leave the field must also be reported by the club who provided
20 the officials for the game. The SFL will notify the teams in advance where players and coaches
21 are suspended and are not eligible to participate in the subject game. It is up to the applicable
22 SFL Club Representative to ensure that any other individuals suspended from a game do not
23 appear at the game. Email is the preferred method of reporting the information relating to red
24 cards and individuals that have been asked to leave the field.
25

- 26 a. A proper red card report for a player includes the following information (1) player's name,
27 (2) player's jersey number, (3) nature of the infraction, and (4) recommended suspension
28 period.
29
- 30 b. A proper report for a coach or spectator who has received a red card or been asked to leave
31 the field of play is the name.
32
- 33 c. Information on red cards and individuals asked to leave the field are required to be reported
34 no later than 6 PM on Monday following the game where the red card was assessed or the
35 individual was asked to leave the field unless the team is expected to play a game during the
36 next two days. If the team is expected to play a game the following two days, then the
37 required information must be reported no later than 8 PM on the game day.
38

39 **Example A**

40
41 Team A plays a game on Saturday and one of its players receives a red card. The next game
42 that Team A plays is the following Saturday. This red card must be properly reported no
43 later than 6 PM on the Monday following the game.
44

45 **Example B**

46
47 Team A plays a game on Saturday and one of its players receives a red card. The next game
48 that Team A plays is the next day (Sunday) or on Monday. This red card must be properly
49 reported no later than 8 PM on the day the game is played (Saturday).
50

- 51 d. A referee may request from the coach, player, or other team official the name of any coach,
52 player, or team official that the referee considers needed to perform their reporting
53 responsibilities. If this information is not provided or incorrect information is provided to

1 the referee, the team will be assessed two (2) Team Demerits in addition to any other Team
2 Demerits that may be assessed during the game.
3

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

15 1. If the SFL decides that a formal review is necessary, the individual(s) that should be subject to
16 the review will normally be identified, if possible, by the SFL.
17

18 a. If the SFL is unable to identify the individual(s) based on the information obtained that led
19 to the request, then the club must provide the name(s) and any other information requested
20 within 3 days of the SFL Club Representative being sent an Email requesting such
21 information.
22

23 (1) If a club is unable to provide the necessary information, then the team will be
24 suspended from SFL play until the necessary information is provided.
25

26 b. Any individual (player, coach, spectator, etc.) whose actions are being reviewed by the
27 club’s Rules Committee is ineligible to participate in SFL games until the SFL receives the
28 written report from the club unless this penalty is waived by the SFL. The SFL shall identify
29 the individual(s) subject to this penalty.
30

31 (1) This requirement does not apply to individuals that the Rules Committee may request
32 to appear before it for information gathering purposes only.
33

34 (2) It is recognized that the Rules Committee may later identify other individuals that
35 should be penalized.
36

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

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

50 2. Once the documentation is prepared, it is submitted to the remaining SFL Commissioners for
51 review. If a majority of the SFL Commissioners agree that the team should be placed on
52 probation, then the applicable SFL Club Representative is formally contacted to obtain his/her
53 views on the proposed probation. The SFL Club Representative will have one week in which

1 to provide a formal response. If no response is received within that time, the SFL will consider
2 that the SFL Club Representative agrees with the proposed probation.
3

4 a. Each SFL Age Group Commissioner will have one vote and a tie is broken by the SFL
5 Commissioner. If a person holds more than one SFL Age Group Commissioner position,
6 then that individual is allowed one vote. If the SFL Commissioner also holds an SFL Age
7 Group Commissioner position and the vote is tied, then the SFL Commissioner may not
8 break the tie and the team will not be placed on probation for conduct detrimental to the
9 league.

10
11 b. If the original request to place a team on probation for conduct detrimental to the league was
12 received from a SFL Club Representative and the majority of SFL Commissioners do not
13 concur, then the SFL Club Representative submitting the request will be notified of the
14 SFL's decision and no appeal is allowed.
15

16 3. Once the SFL Club Representative has provided a formal response to the proposal to place a
17 team on probation, the appropriate SFL Age Group Commissioner will review the response and
18 opine on whether the proposed probation should be enforced. The SFL Commissioners shall
19 then vote on whether the proposed probation should be finalized using the same voting process
20 that is used for proposing a team for probation. The applicable SFL Club Representative shall
21 then be notified of the final decision. If the original request was received from another SFL
22 Club Representative, then that SFL Club Representative shall also be notified of the final
23 decision. No appeal of this decision is available.
24

25 4. Teams placed on probation during the season will automatically placed on probation for the
26 following season. Furthermore, any team placed on probation will be suspended from the
27 remaining games of the season when (1) the team accumulates four (4) Team Demerits for any
28 reason during the season or (2) is considered to have conducted another offense that warrants
29 another decision that the team has demonstrated conduct detrimental to the league. If a team
30 has already accumulated four(4) Team Demerits prior to the decision that it has demonstrated
31 conduct detrimental to the league, then (1) the team is automatically suspended for the
32 remainder of the season and (2) automatically place on probation for the following season.
33

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

46 1. The formal complaint or protest must include:
47

48 a. the time and location of the match;
49

50 b. the team names and age group;
51

52 c. the nature of the complaint or protest (referee judgment is not considered an item for
53 protest);
54

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

Discussion

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

As noted elsewhere, the SFL rules contain a variety of standard penalties for offenses covered by the Laws of the Game or SFL specific infractions such as violent conduct, fighting, using illegal players, etc. While these cover a large number of disciplinary situations, the SFL also receives requests for the SFL to undertake reviews and impose penalties that are well outside the scope of its operations. Specifically, it must be remembered that the SFL's primary purpose to provide a scheduling service so that clubs can have a robust recreational program. When situations arise that are outside its scope of operations, the SFL has adopted a policy recommending that the complaint be addressed through more appropriate means such as referring the matter to VYSA and/or the appropriate law enforcement agency. These organizations have the administrative policies, procedures, and authority to address the concerns that are outside the scope of the SFL's operations.

- G. **Video Evidence** – The SFL is willing to accept video evidence to support a given disciplinary issue. However, it is up to the appropriate SFL Commissioner to the extent that the information is used in arriving at a decision. The following guidelines have been adopted by the SFL Commissioners in guiding the decision on the extent that video evidence will be used.

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15
1. Video evidence will normally be considered in reviewing such matters as (1) deciding whether a team used illegal players that was not able to be detected through the roster checking or roster challenge process and (2) whether physical altercations that would warrant a two game suspension may have occurred on or off the field of play that were not detected by the officiating crew.
 2. Video evidence will not be considered in requests to overturn referee decisions such as whether (1) goal was or was not scored, (2) a red card should be reduced to a yellow card, etc. In addition, it will not be used to evaluate subjective items such as whether a player or team is “too physical”. Such issues should be addressed with the team’s SFL Club Representative. As noted elsewhere, when a club is concerned about a team’s “level of play”, the club may request the SFL to review the matter as conduct that is detrimental to the league. In such cases, video evidence may be allowed by the SFL.

16 Proposed Rules – Section IX.
17

Glossary of Terms

1
2
3
4 Duplicate material or material no longer needed – Deleted
5

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

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

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

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

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

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

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

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

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

50
51 Duplicate material or material no longer needed – Deleted
52
53

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