



- 1 • Procedures and Processes – Game Reports
- 2 • Procedures and Processes – Publishing Email Addresses
- 3 • SFL Guide for Referees
- 4 • Procedures and Processes – Regular Season Game Scheduling for Odd Team Scheduling
- 5 Divisions
- 6 • Procedures and Processes – Rescheduling Regular Season Games
- 7 • Procedures and Processes – SFL Team Rosters
- 8 • Procedures and Processes – Tournament Scheduling

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10 The following documents will be retained as stand alone documents because of their unique  
11 purposes.

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- 13 • Procedures and Processes – Master Player Roster Summary
- 14 • Procedures and Processes – Club Additions
- 15 • Procedures and Processes – Red Card Processing
- 16 • Procedures and Processes – Inclement Weather During the Tournament

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18 Because of the major restructuring and consolidation of the SFL materials, the traditional  
19 traceability approach used in the past to discuss and highlight changes was not used for the new  
20 documents. Specifically, the new documents were designed to eliminate the duplications in the  
21 previous documents and simplify the presentation by consolidating material into logical topics.  
22 Rather than developing a complex traceability matrix, the SFL Commissioners decided to simply  
23 show where significant changes from the previous documents were made and this document is  
24 designed to accomplish this purpose. Specifically, each section in the SFL Administrative Rules  
25 for the Laws of the Game and SFL Club and Coach Guide that had significant changes is  
26 discussed below. These changes have also been incorporated into the related Overview of SFL  
27 Processes and Procedures for Coaches and SFL Club Representatives and SFL Referee Guide  
28 where appropriate. **THE SFL COMMISSIONERS STRONGLY RECOMMEND**  
29 **READING THE ENTIRE DOCUMENT SET SO THAT A PROPER UNDERSTANDING**  
30 **CAN BE OBTAINED HOW THE RULE CHANGES AND THE STREAMLINED RULES**  
31 **MAY IMPACT A CLUB.**

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33 **SFL Administrative Rules for the Laws of the Game**

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Section	Comments
III.B.1.c.	Defined and clarified the difference between ineligible and illegal players. This was needed since the penalties for ineligible players should be different than those for illegal players. Specifically, some items associated in ineligible players are not considered penalties since they are considered inadvertent or administrative errors while others are considered worthy of a penalty. As noted in the definitions, ineligible players can become illegal players. Four examples are provided to illustrate how the SFL will handle various situations that have

1 2 3	III.B.2.b. and III.B.3.c.	Statement added that opposing coach can no longer waive roster issues in tournament games. A number of complaints have been received that coaches in tournament games have received undue pressure to provide waivers for roster issues by the opposing coach, spectators, and game officials.
4	III.B.3.a.	Section added to require that both teams have a representative (it does not have to be the coach) present when player validations are performed for tournament games. This was added to eliminate the concerns that have arisen in previous tournaments on which players have actually undergone the player validation.
5	III.B.3.b.	Section added to define when player validations may be performed during tournament games. Specifically, player validations are only performed before the start of the game and before the start of the second half. Late arriving players after the initial validation must wait until the second half validation before playing and players arriving after the second half validation are not allowed to play in the game.
6	IV.B.	Revised section to discuss how color clashes must be resolved. The key point is that the alternate color uniform must have a number that is consistent with SFL Team Roster or, for regular season games only, be shown as one of the acceptable uniform number changes on the SFL Team Roster.
7	X.A.	Mercy rule changed to (1) require a reduction in players starting at a four (4) goal differential and (2) automatic game termination when the goal differential reaches 8 goals for 11 v 11 games and 7 goals for 9 v 9 games. Should the goal differential be more than these limits, the team with the most goals is assessed a forfeit.
8	XII.C.3.	Section added to state that teams are placed on probation when a coach knowingly uses illegal players.
9	XII.E.	Section simplified to discuss club review of disciplinary issues referred to it by the SFL.
10	XII.F.	Section added that teams may be placed on probation during the season because of the conduct of the coach, players, and/or other individuals.

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1 **SFL Club and Coach Guide**  
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Section	Comments
II.D.	Section added that allows the SFL to place teams in divisions based on prior season performance. This change is proposed to be effective starting for the Fall 2019 season. However, the SFL would like to start using it for the Spring 2019 season in order to better evaluate how well it will work. Specifically, since the team composition for many of the spring teams more closely match the fall teams, it should be easier to evaluate the methodology's effectiveness.
III.A.4.	Section added to discuss the Master Player Roster Requirements when a club allows player names on uniforms.
III.A.5.	Section added to discuss Master Player Roster Requirements when a player has a nickname that is not common to the name shown on the Master Player Roster. For example, assume the player goes by his/her middle name but the Master Player Roster only shows the first and last name of the player. The middle name should be shown on the Master Player Roster.
III.C.3.	Time changed for the last Master Player Roster submission for SFL Team Rosters to the Wednesday after the week 3 games are played rather than the Wednesday after the week 4 games.
IV.A.3.	Section added to require that the individual serving as the coach for a game must sign the following certification on the SFL Team Roster used for the game.  "The undersigned is considered the coach for the players shown on this SFL Team Roster for this game. I have fully read and understand the current SFL rules contained in the SFL's Club and Coach Guide and the SFL Administrative Rules for the Laws of the Game. I affirm only the players shown above are those who are eligible to play for my team and that no illegal or ineligible players, as defined by the SFL, e.g., players with game suspensions, travel, guest players, etc. are shown on this roster and/or will participate in this game."
IV.B.4.	Section added that no alternations may be made to the SFL Team Roster except for leading zeros for tournament games. This means that opposing coaches may no longer be requested to or waive issues, such as issues shown on the SFL Team Roster, uniform number, player name issues, etc. that have been identified during the player validation process.

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VI.B.5.a.	Requirement added for both teams to report game misconduct issues, red cards, individuals ask to leave the field, etc. on the day of the game or the team will be assessed a forfeit. The deadline for providing scores for games that do not have misconduct issues is still Monday at 6 PM. This would have affected around 5 percent of the games based on the Fall 2018 games.
VII.A.1.	Revised process for determining game cancellations for regular season games for games starting prior to 10 AM on Saturday.
VII.B.	Revised process for game cancellation notifications. For regular season games, the club is now responsible for notifying the SFL by 6 PM on the day of the game cancellation. For tournament games, the notification must be received by the SFL by 7:20 AM.
VII.D.	Revised requirement relating to game changes and rescheduling games. Clarified the requirements relating to game schedule changes made for the convenience of the club and when opposing teams must approve game changes. Also clarified how the mandatory game rescheduling process is implemented.