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Prologue

This document explains the Suburban Friendship League's administrative requirements as they pertain to each Law of the Game. It is not the intent of the SFL to alter, change, or modify any of the laws of the game as presented by the International Federation Association Board and US Soccer. Members can find the latest "Laws of the Game," by going to the US Soccer web site, <http://www.ussoccer.com/referees/laws-of-the-game>, for the most recent updates. Nothing in these rules precludes a club from imposing more stringent rules on their own teams.

The SFL's administrative requirements have evolved over the years due to situations brought to the attention of the SFL Commissioners by the clubs. The SFL's administrative requirements are designed to provide guidelines, common operating procedures, and rules to facilitate cooperation between the clubs and, if necessary, consistent disciplinary actions.

While all the "Laws of the Game," are enumerated in this document, not all laws will have an administrative requirement attached to it.

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4 **SFL Administrative Rules For**
5 **The Laws of the Game**

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18 **I. Law 1 – The Field of Play**

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

1. Forfeits will not be awarded for the following conditions.

- a. Fields that are properly sized but the markings are not entirely compliant with the applicable guidelines.
- b. Corner flags not being present.

18 **II. Law 2 – The Ball**

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A. There are no SFL administrative rules for this law of the game.

22 **III. Law 3 – The Players**

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A. SFL Team Roster Presentation – Each coach is expected to provide a **paper copy** of the SFL Team Roster to the opposing coach (and referee if requested) before the start of each game.

1. If a team is unable to provide a **paper copy** of the SFL Team Roster to the opposing team, the opposing team may declare a forfeit (forfeits are mandatory during the tournament).
Electronic copies of SFL Team Rosters are not acceptable substitutes.

- a. If a SFL Team Roster is requested but not provided and both teams agree to play (regular season games only), then neither team can request a forfeit because a roster was not available.

(1) If a forfeit is accepted because of a roster problem, then the teams should leave the field. In other words, the teams should not use the game as a scrimmage.

B. Player eligibility

1. General eligibility

- a. All players must be registered with the proper state soccer association (e.g., Virginia Youth Soccer Association), listed in that state soccer’s recreational player data base and has adequate insurance, as defined by the state association for their players. A player must be registered with an associated club and meet their requirements for being a recreational or house player.

- 1
2 (1) Players can only appear on one (1) SFL Team Roster.
3
4 (2) Special exception for recreational players
5
6 (a) Under no circumstances may a SFL player participate on a travel team on a
7 weekend which the SFL normally has scheduled games. Some travel leagues
8 may allow recreational players to play on a travel team as a guest player. This
9 is allowed under the following conditions:
10
11 (i.) The player does not routinely practice with the travel team. One-time
12 “tryouts” are allowed.
13
14 (ii.) Travel tournaments – The player is playing for a travel team participating
15 in a tournament that occurs either (1) before the first weekend of the SFL
16 season, (2) after the last weekend of the SFL season, or (3) during a week
17 when the SFL does not hold games, e.g., holiday weekends. The SFL
18 must be notified by Email of the player’s name and date of birth along
19 with the game dates that the player is playing for the travel team if the
20 game dates fall between the start and end of the SFL season, e.g., holiday
21 weekends.
22
23 b. If a player played on a travel or select team during the previous season, the player
24 should complete SFL Form 3 (Player No Longer Playing Travel or Select Soccer). This
25 form should also be signed by the Coach and SFL Club Representative. A copy should
26 be sent by Email to the SFL with the original maintained by the coach. Players
27 appearing on this form and complying with its certifications are not considered travel or
28 select players.
29

30 c. Ineligible and illegal players
31

- 32 (1) **Ineligible players** are players assigned to the team but are not eligible to play for
33 some reason and the opposing coach has not given the player permission to play.
34 Ineligible players are not the same as illegal players. However, as discussed
35 elsewhere, an ineligible player may become an illegal player and the penalties for
36 using an illegal player apply. When the SFL determines that the ineligible player
37 used was inadvertent or an administrative error then no penalties will be imposed.
38 The penalty for using an ineligible player when the SFL concludes that the use was
39 advertent or not an administrative error includes a forfeit for the game where the
40 ineligible player was used. Examples of ineligible players include the following.
41

42 **Example A**
43

44 Player’s name does match the roster during a roster check and the name is not a
45 common nickname for the name shown on the SFL Team Roster, e.g., player goes
46 by the nickname name of “Dusty” while the roster shows “Sam.” Examples of

1 common nicknames include Charlie for Charles, Sue for Susan, Ted for Theodor,
2 Sam for Samantha, etc.

3
4 **Example B**

5
6 Player's birth date does not agree with SFL Team Roster during a roster check.
7

8 **Example C**

9
10 SFL Team Roster shows roster issues for the player, e.g., duplicate uniform
11 number, no uniform number, etc.
12

13 **Example D**

14
15 Player shows up at a game (1) with a different uniform number than the Assigned
16 Number on the SFL Team Roster and (2) the SFL Team Roster does not show the
17 player's actual number in the Game Day Number as one of the allowable uniform
18 number changes.
19

- 20 (2) **Illegal players** include (1) travel players, regardless of whether they are shown on
21 the SFL Team Roster, (2) players shown on the SFL Team Roster but declared
22 ineligible during a player validation and later used in the game, and (3) players not
23 shown on the SFL Team Roster. The penalties for using illegal players include
24 forfeits for the games where illegal players are used and the team may be excluded
25 from the SFL tournament.
26
- 27 (a) If a SFL player participates in a regular season travel game, then (1) the club
28 must notify the SFL of the player's name and birth date and (2) ensure that the
29 player no longer plays on the SFL team. Subsequent participation of the
30 player in SFL games will result in game forfeits and the team's elimination
31 from the SFL tournament.
32
- 33 (b) VYSA's Olympic Development Program (not the VYSA Developmental –
34 Olympic Development Program).
35
- 36 (c) Players who are listed in the Virginia Youth Soccer Association (VYSA)
37 travel data base (or any other state youth travel soccer database) and those
38 players who participate in travel/select programs may not participate, except
39 as noted above.
40

41 **Discussion**

42
43 The following examples illustrate how the SFL will determine (1) whether the definition
44 of an ineligible or illegal player will be used in sample situations and (2) whether any
45 penalties apply when an ineligible player is used. These examples are not designed to

1 cover all possible situations and the appropriate SFL Age Group Commissioner will
2 make the final determination.

3
4 **Example A**

5
6 A travel player is found on the roster of Team A after the week 3 game is played. This
7 player is considered as an illegal player and Team A is assessed forfeits and Team
8 Demerits for the 3 games that have been played regardless of whether the player actually
9 played in the game. Additional penalties may apply depending on whether the coach
10 knew about the illegal player.

11
12 **Example B**

13
14 A player is shown on the SFL Team Roster as having a roster issue, e.g., missing
15 uniform number, duplicate uniform number, etc. During the roster exchange process,
16 the opposing coach tells the other coach and the game official that the player cannot be
17 used. During the game, the player is found participating in the game. The game official
18 is notified and confirms that the player in question did participate in the game. The
19 player is considered an illegal player knowingly used by the coach and the applicable
20 penalties apply. Although the player was shown on the roster was an ineligible player,
21 when the coach was told by the opposing coach that the player could not be used and
22 was then used, the player became an illegal player.

23
24 **Example C**

25
26 A player is shown on the SFL Team Roster as having a roster issue, e.g., missing
27 uniform number, duplicate uniform number, etc. During the roster exchange process,
28 neither coach discusses the roster issues shown on the SFL Team Roster. During the
29 game, the player is found participating in the game. The game official is notified and
30 the opposing coach requests that the player be removed from the field. The player's
31 coach complies and the player no longer participates in the game. The player is
32 considered as an ineligible player that was used and the use of this player is considered
33 as an inadvertent or an administrative error. Accordingly, no penalties are assessed.

34
35 **Note:** If the player in question was used after the player's coach and game official had
36 been told by the opposing coach that the player could not play, then the use of this
37 player is considered an illegal player knowingly used by the coach and the applicable
38 penalties apply.

39
40 **Example D**

41
42 A player is shown on the SFL Team Roster as having a roster issue, e.g., missing
43 uniform number, duplicate uniform number, etc. During the roster exchange process,
44 neither coach discusses the roster issues shown on the SFL Team Roster. After the
45 game, the opposing coach sees a picture of the opposing team that shows a player on the
46 field whose number does not agree with any of those shown on the SFL Team Roster.

1 The player is considered as an ineligible player that was used and the use of this player
2 is considered as an inadvertent or an administrative error. Accordingly, no penalties are
3 assessed. The rationale used is that there is no evidence that an illegal player was used,
4 e.g., no roster challenge was used to ascertain the identity of the player, the coach did
5 not ask the game official or team with the player in question to not use the player, etc.
6 Accordingly, the coach with the player in question could have addressed the problem by
7 simply using one of the three (3) allowed number corrections for regular season games,
8 etc.
9

10 **Note:** If the SFL Team Roster provided to the opposing coach showed that the allowed
11 number of uniform number changes, e.g., three (3) for a week 5 regular season game,
12 then the player in question would be considered as an illegal player. The rationale for
13 this decision is that the coach had shown the other coach that the maximum of three (3)
14 player uniform number changes had been used and the player in question would have
15 resulted in four (4) players having uniform number changes. Accordingly, the coach
16 was required to get the opposing coach's permission. Since the coach did not get the
17 opposing coach's permission, the use of the player in question is considered as a
18 deliberate attempt by the coach to use a player that was not eligible to play and the
19 applicable penalties apply.
20

21 **Example E**

22
23 The coach for Team A requests a SFL Team Roster from Team B for a regular season
24 game. Team B's coach says that he left the SFL Team Roster in his car or that he left it
25 at home and he will have someone get it so that the other coach will have it by halftime.
26 The coach for Team A agrees to play the game with the expectation that (1) a paper
27 copy of the SFL Team Roster will be provided at half time and (2) no changes, such as
28 uniform numbers, are needed to it other than those identified by Team B's coach at the
29 start of the game. For example, Team B's coach could tell the coach from Team A at
30 the start of the game that the player wearing number 22 normally wears uniform number
31 14 but picked up the wrong jersey for today's game. Since this would be an allowable
32 uniform number change if the SFL Team Roster were present, this would be handled
33 using the normal procedures and not considered as an attempt by Team B to use an
34 ineligible player. At half time, the coach from Team B provides Team A a copy of the
35 SFL Team Roster. Team A's coach sees that the players on the field are wearing the
36 uniform numbers shown on the SFL Team Roster except for a player wearing the
37 number 22 which is shown as a uniform number change on the paper SFL Team Roster
38 provided at halftime. Since the coach from Team B had told Team A about this change
39 prior to the start of the game, Team A has not used an ineligible player. On the other
40 hand, if the SFL Team Roster for Team B showed roster issues such as missing uniform
41 numbers and duplicate uniform numbers for players on the field and these issues had not
42 been discussed with Team B prior to the start of the game, then Team B would be found to
43 have used at least one ineligible player. Accordingly, the applicable penalties would be
44 assessed to Team B, e.g., game forfeiture and suspension of the coach as called for in
45 the rules.
46

1 **Note:** If Team B does not produce the roster by the time promised for a regular season
2 game, e.g., halftime, then the game should continue until the completed. Team A can
3 then request the SFL to award a forfeit since the coach of Team A had waived the forfeit
4 at the start of the game with the understanding that a SFL Team Roster would be
5 provided and was willing to give Team B additional time to produce the roster so that
6 the players could play. On the other hand, if the coach of Team A had waived the
7 presentation of the roster at the start of the game, then no forfeit can be requested.
8

9 **Example F**

10 The birth date for a player on the Team A’s SFL Team Roster is incorrect. The coach
11 for Team A notices the discrepancy and tells their SFL Club Representative who
12 validates that the player is still eligible to play on that team. However, the date for
13 submitting changes to the Master Player Roster for that week has passed. Team A’s
14 coach notifies the opposing team of the error in the birth date prior to the start of the
15 game and Team B’s coach agrees to let the player play. Since Team B’s coach has
16 agreed to waive the SFL Team Roster issue, Team A no longer has an ineligible player.
17 On the other hand, assume that Team B is not notified of the birth date error at the start
18 of the game and Team B requests the game official to validate the players shown on the
19 SFL Team Roster presented by Team A. During this process, the birth date error is
20 identified. Team A would be considered as having used an ineligible player, even if the
21 Team B’s coach had agreed that the Team A could use this player after the roster
22 validation, since Team B had not been notified in advance of the birth date discrepancy.
23 The rationale for this decision is the following.
24

- 25
 - 26 • Changes shown on the SFL Team Roster, like uniform numbers not matching the
27 SFL Team Roster that are allowed, provide the opposing coach an opportunity to
28 make a decision on whether to request the game official to validate the player(s) in
29 question or tell the coach that the player may not play since the birth dates do not
30 agree.
31
 - 32 • Since the opposing coach was not notified in advance of the birth date discrepancy,
33 Team B’s coach was never given an opportunity to eliminate the player from
34 playing before a subsequent event, such as a roster validation request, that may
35 have originated for some other reason identified the ineligible player.
36
- 37 2. Player validations are conducted through the official present using that team’s SFL Team
38 Roster. In some cases, e.g., regular season games, the player validation process may only
39 be needed for a specific player or players while in the tournament all players on a team are
40 validated. The player(s) line up by uniform number and each player is validated by stating
41 their name and birth date when the game official calls their uniform number.
42
- 43 a. Player issues include but are not limited to (1) name/birth date provided by the player
44 does not agree with the SFL Team Roster, (2) uniform number worn does not agree with
45 SFL Team Roster, (3) SFL Team Roster shows player issues such as missing uniform
46 numbers, duplicate uniform numbers, etc.

- 1
2 b. Player issues shown on the SFL Team Roster or detected during the player validation
3 process are considered ineligible to play in that game unless (1) the opposing coach
4 waives the suspension (regular season games only) or (2) a SFL official waives the
5 suspension.
6
7 c. Players may be required to spell their name or sign their name on a blank piece of paper
8 if required by the official.
9
10 **Note:** Common nicknames are exempt from the matching name requirement while
11 uncommon nicknames are not. For example, a player that goes by the nickname name of
12 “Dusty” should be shown on the roster if the name on the roster shows “Sam” since this
13 is not a common nickname. Examples of common nicknames include Charlie for
14 Charles, Sue for Susan, Ted for Theodor, Sam for Samantha, etc. Accordingly, if the
15 SFL Team Roster shows the player name Samantha Jones but the player says Sam
16 Jones, then this is not considered as a roster name issue.
17
18 d. Coaches should ensure that their players understand the information that will be
19 requested by the official conducting the player validation. However, the coach may not
20 tell a player how to answer the questions, e.g., the coach may not tell the player the birth
21 date that should be provided. Any instructions provided by the coach to the team
22 concerning how the process works should be made in the presence of the official
23 conducting the review.
24
25 e. When a player validation is performed during a regular season game, a report on the
26 results must be submitted to the SFL by both coaches. The report will include (1) team
27 making the request and reason for the request, (2) game reference number, (3) game
28 date, (4) game field, (5) result of the validation, and (6) the details associated any
29 discrepancies. If no discrepancies were noted, then this should also be reported. Based
30 on the reports received, the SFL Age Group Commissioner will make a decision on the
31 appropriate penalties that should be applied should a discrepancy be noted.
32

33 3. Tournament player validation is required for all tournament games.

- 34
35 a. When player validations are being performed for tournament games, a team
36 representative from each team must be present during the player validation process.
37 This representative does not have to be the coach.
38

39 **Suggestion**

40
41 Team representatives and game officials are encouraged to clearly annotate on the
42 applicable SFL Team Rosters to show the players that have undergone validation
43 process. For example, assume that the SFL Team Roster shows 18 players and 15
44 players have been validated. Placing a check mark next to these 15 names makes it easy
45 to determine whether a uniform number on the field has been properly validated.
46

1 b. Player validations are performed as follows.
2

- 3 (1) Initial player validation – required to be performed before the start of each
4 tournament game. Game officials may not be requested to perform a player
5 validation on arriving players after the initial validation until the second half.
6
7 (2) Second half – Any late arriving players after the initial validation are validated
8 before the start of the second half. Players missing the second half validation are
9 not eligible to play in the game.
10
11 (3) Validation for suspected ineligible and illegal players during the game.
12 Specifically, a team may request the game official to confirm that a player the team
13 believes has not been validated has participated in the game.
14

15 c. Players whose uniform numbers do not agree with the SFL Team Roster or where the
16 SFL Team Roster shows player issues are not allowed to play.
17

18 d. Players that have not been validated must leave the “team area” on the field or take
19 other actions, such as replacing their uniform jersey with some other form of clothing,
20 so that there is no confusion on the players that have undergone a validation and are
21 allowed to play.
22

23 C. Age Groups

- 24
25 1. A player must meet the USSF birth date requirements for their age group.
26
27 2. A club must register all their recreational players for each age group for which they wish to
28 participate.
29
30 3. The SFL Age Groups are: 11, 12, 13, 14, 16, and 19. The SFL encourages the clubs to only
31 assign players whose birth dates comply with their team’s age group.
32
33 4. Playing up is allowed as shown below. **WAIVERS WILL NOT BE GRANTED.**
34

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

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10
11 5. Medical Waivers
12

13 a. Requests for play down waivers are only granted for medical reasons and the SFL Club
14 Representative must provide the following information:

- 15
- 16 (1) A signed statement from the parents/guardians requesting permission for the child
17 to play down, with a brief description of the reason for the request.
18
 - 19 (2) A signed statement from a doctor explaining the medical condition that requires
20 the player to play down.
21
 - 22 (3) A signed statement from the club's Board of Directors that they have reviewed the
23 application and believe that the player should be allowed to play down for medical
24 reasons. The individual signing this determination for the Board must (1) is a
25 Board Member or (2) someone other than the SFL Club Representative or a coach
26 in the SFL.
27
 - 28 (4) If the request is granted, the waiver will state on the SFL Team Roster that the
29 waiver is a medical waiver but it will not provide the reason the medical waiver
30 was granted.
31
 - 32 (5) Clubs must submit a request each season for medical waivers even if a request has
33 been approved in prior seasons. This request must include a new determination by
34 the applicable club's board that the player should be granted a medical waiver.
35
 - 36 (6) **All requests for medical waivers must be submitted prior to March 31 for the
37 spring season and August 31 for the fall season.**
38

39 D. Substitutions – Substitutions may be made under the following conditions:
40

- 41 1. After a goal.
42

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

18 E. Team Size

- 19
- 20 1. All players in good standing must play at least 50 percent of the game. The applicable club
- 21 is responsible for defining what is considered good standing.
- 22
- 23 2. Minimum
- 24
- 25 a. 11 v 11 format – 7 players
- 26
- 27 b. 9 v 9 format – 6 players
- 28
- 29 3. Maximum
- 30
- 31 a. 11/12 age groups – 20 players
- 32
- 33 b. 13/14 age groups – 22 players
- 34
- 35 c. 16/19 age groups – 25 players
- 36

37 **Note:** These limits were established to help satisfy the 50 percent playing time rule.

38 F. Play Down Rule

- 39
- 40
- 41 1. If the number of field players that appear for a game is equal to the minimum required for a
- 42 legal team and not more than the maximum field players allowed, all players must play.
- 43 **No players may be designated as substitutes.**
- 44
- 45 2. The team with the higher number of field eligible players may play no more than two (2)
- 46 players above the opposing team's field eligible players.

- 1
2 a. The above rule also applies when players from the team with the lesser number of
3 players leave a game due to injury or illness.
4
5 b. Red carded players on the team with the lesser number of players, does not cause the
6 team with more players to play down.
7
8 3. The maximum number of field players will be equal to the maximum number of field
9 players allowed minus (1) removal of red carded players and (2) the number of players
10 allowed due to the Mercy Rule being enforced.
11

12 **Example**

13
14 Team A starts the game with eight (8) players and two (2) additional players arrive later. A
15 player on Team A is required to leave the field because of a red card or a mandatory
16 reduction caused by the mercy rule. Team A may now play nine (9) players. This is
17 computed as follows: Original players (8) plus late arriving eligible players (2) less
18 mandatory player reduction (1).
19

20 **G. Combining Teams for the Tournament**

- 21
22 1. If a club decides that it cannot field all its teams within an age group, the club may request
23 permission from the appropriate SFL Age Group Commissioner to combine two teams to
24 form a “tournament team.” If this permission is granted then the following conditions
25 apply.
26
27 a. The higher ranked team is used to determine the tournament group for the combined
28 team.
29
30 b. The SFL Club Representative will prepare and submit to the SFL, a revised Master
31 Player Roster on the Monday after the last regular season game.
32
33 (1) The “combined roster” must only use players currently shown on the two teams
34 being combined.
35
36 (2) The maximum number of players that may be used on this combined team is (1)
37 fourteen (14) for the 11/12 age groups and (2) sixteen (16) players for the 13 and
38 above age groups.
39

40 **IV. Law 4 – The Players Equipment**

41 **A. General requirements**

- 42
43
44 1. If it is determined that the form used by a coach is not a form generated by the SFL, it is an
45 automatic forfeit, regardless if all the information on the form is correct.
46

- 1 2. Coaches are required to inform their SFL Club Representative, as soon as possible, of any
2 changes that are needed for their roster.
3

4 **Suggestion:** Coaches can require their players to wear their jerseys to practice to
5 record/validate their uniform number. Additionally, the date of birth, correct spelling of
6 the name can be validated. Any changes should then be forward to the SFL Club
7 Representative for submission to the SFL.
8

- 9 B. Jersey Issues – It does not matter what jersey color is worn by a team as long as no color clash
10 exist and uniform numbers are consistent with SFL Team Roster. Teams are encouraged to
11 only wear the primary uniform color as shown on the SFL web site to prevent unanticipated
12 color clashes on game day.
13

- 14 1. **Color Clashes** – Color clashes requiring the home team to resolve the color clash can only
15 exist when the primary color shown on the SFL web site is the same for both teams. The
16 home team is responsible for resolving such color clashes.
17

- 18 a. Color clashes when the primary color shown on the web site for both teams is the same
19 the following may be used to resolve the conflict.
20

- 21 (1) One team wearing an alternate jersey color that has uniform numbers consistent
22 with the SFL Team Roster.
23

- 24 (a) The SFL does not require clubs to provide players with an alternate color
25 jersey that is consistent with the official club jersey or pennies. The alternate
26 color jerseys can be as simple as a consistent color T-Shirt (such as white) that
27 has the player’s proper uniform number on the back made with a permanent
28 marker.
29

- 30 (2) Pennies of a different color may be used by either team with the opposing coach’s
31 consent.
32

- 33 b. When game day color clashes results from one or both teams not wearing their primary
34 uniform colors, then the team(s) not wearing the primary color shown on the web site
35 for that team must change into the uniform color shown the web site. It is possible for
36 both teams to have to change uniforms, e.g., both teams are wearing white when white
37 is not the primary color shown on the web site for either team.
38

39 **V. Law 5 – The Referee**
40

- 41 A. All referees must be USSF certified.
42

- 43 B. Referees are encouraged to visit www.ussoccer.com/referees for additional information.
44

1 C. Clubs are expected to provide adequate officials for the games. If adequate officials cannot be
2 provided, then (1) the visiting team should be notified by Friday night that the game cannot be
3 played and (2) a forfeit will be assessed to the home team.
4

5 D. Rules of Competition
6

7 1. From the US Soccer web site:

8 <http://www.usoccer.com/stories/2014/03/17/11/16/may-2008-archive-ii-of-ii>
9

10 “As to local rules of competition, the intelligent referee will always obtain a copy of
11 these rules before accepting any assignments. That way he or she knows what lies
12 ahead and he or she can determine whether or not to accept assignments/appointments
13 to those games.”
14

15 2. Referees are encouraged to visit the SFL web site and under SFL Documents, download
16 “SFL Guide to Referees (Regular Season & Tournament).”
17

18 a. Should a game official have a question regarding the SFL requirements relating to a
19 game, they may call the SFL at 703-476-6611. During the regular season the SFL does
20 not guarantee that someone will be available.
21

22 3. Reporting misconduct – Referees are required to automatically report serious misconduct
23 to the SFL through their club’s reporting process. These required reports include red cards
24 issued, racial slurs (regardless of whether a red card is issued), individuals asked to leave
25 the immediate game area, i.e., within 100 yards of the game field, (regardless of whether a
26 red card is issued), pervasive inappropriate actions toward a game official regardless of
27 whether the individual is ask to the immediate game area, etc.
28

29 a. A referee may request from the coach, player, or other team official the name of any
30 coach, player, or team official that the referee needs to perform their reporting
31 responsibilities. If this information is not provided or incorrect information is provided
32 to the referee, the team will be assessed two (2) Team Demerits in addition to any other
33 Team Demerits that may be assessed during the game.
34

35 E. Age Requirements
36

37 1. The center referee will be at least two (2) years older than the age group they are officiating
38 except as noted below.
39

40 a. The referee possesses a Grade 7 or higher license.
41

42 b. The referee is at least the age of the game they are officiating, and at least one adult of
43 21 years or older is serving as an assistant referee.
44

45 2. Referees should not be immediate family members to team officials except in an
46 emergency.

1
2 F. Quality of Officials
3

- 4 1. The SFL has no role in assigning the officials to a game since this is a club responsibility.
5 However, the SFL provides a mechanism for coaches to report on the quality of the
6 officials provided for their games. Comments can be sent directly to the home team's SFL
7 Club Representative using the standard Email address that is contained in the season
8 package. When reporting on the officiating, please provide the game number, teams, game
9 field, and game time. For those that would like a form, the web site has one suggested
10 form that can be used. (The form is on the SFL Documents page.)
11
- 12 2. As noted by FIFA, the decisions of the referee regarding facts connected with play,
13 including if a goal is scored and the result of the match, are final. Accordingly, (1) game
14 results will not be changed because of referee errors and (2) teams will not be compensated
15 for referee errors. The mechanism available to address such matters is to notify the club
16 providing the officials of the errors so that they can consider such cases when evaluating
17 their referees' performance and guidance that may be needed on how to implement a given
18 rule or set of rules so that these errors do not happen in future games.
19

20 G. Other
21

- 22 1. Game officials may determine that the game conditions are unsafe to play or continue
23 playing a game. This is a decision made by the referee and may not be protested.
24
- 25 2. In order to keep the tournament games on schedule, the referee will normally keep a
26 running clock, i.e., the clock is not stopped for injuries, substitutions, etc. However, the
27 referee may decide to stop the clock if the referee believes that it will not adversely affect
28 the overall tournament game schedule. This is a decision made by the referee and may not
29 be protested.
30
- 31 3. The referee is allowed to use their discretion on when it is too dark to play safely.
32 Therefore, the last games of the day may be shortened because of darkness. This is a
33 decision made by the referee and may not be protested.
34

35 **VI. Law 6 – The Other Match Officials**
36

- 37 A. All match officials must be USSF certified.
38
- 39 B. Referees are encouraged to visit www.usoccer.com/referees for additional information.
40
- 41 C. All match officials should be familiar with LAW 5 – THE REFEREE above.
42

43 **VII. Law 7 – The Duration of the Match**
44

- 45 A. Game Times – The following governs the game times for regular season and tournament
46 games.

Age Group(s)	Regular Season Games	Tournament Games
12 and Under	30 minute halves	30 minute halves
14 and Under	35 minute halves	35 minute halves
16 and Under	40 minute halves	35 minute halves
19 and Under	40/45 minute halves if time allows and both coaches agree	35 minute halves

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 is scheduled using the in single elimination format.

VIII. Law 8 – The Start and Restart of Play

A. There are no SFL administrative rules for this law of the game.

IX. Law 9 – The Ball In and Out of Play

A. There are no SFL administrative rules for this law of the game.

X. Law 10 – Determining the Outcome of A Match

A. Mercy Rule

1. When the goal differential between two teams has reached four(4), the winning team is obligated to remove a player from the field.
 - a. For every goal that the losing team scores, the winning team may add one player.

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- b. At any point when the goal differential reaches four (4) or more, the losing coach may terminate the game without penalty. The game is terminated when the coach or team captain informs the referee. The score reports should include that the game was terminated early because of the mercy rule.
 - c. The player removal/addition process continues for every goal that increases/decreases the differential, until the goal differential reaches eight (8) for teams playing the 11 v 11 format and seven (7) for teams playing the 9 v 9 format. When the score differential reaches these levels, the game is automatically terminated without a penalty being assessed to either team since the number of allowed players on the field falls below the minimum number of players needed for the team with the most goals. The following table shows the maximum number of players allowed when the goal differential exceeds 3 goals.

16
17
18
19
20
21
22

Goal Differential	11 v 11 Format	9 v 9 Format
0 – 3	11 players allowed	9 players allowed
4	10 players allowed	8 players allowed
5	9 players allowed	7 players allowed
6	8 players allowed	6 players allowed
7	7 players allowed	Game Terminated
8	Game Terminated	

23
24
25
26
27

Note: The above number of players allowed assume that the maximum number of field players are used. If a lesser number of field players are present prior to the event, then one (1) player must be removed.

28
29

Example A

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33
34

Assume that a game started with eleven (11) players and a player received a red card. The team would have ten (10) field players. If the team then scored a goal which caused the goal differential to be four (4) goals, then the team must remove a player which would result in the team having nine (9) field players.

35
36

Example B

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41

Assume that a game started with Team A only playing 10 players because Team B was only able the field eight (8) players, i.e., the number of players Team A could field was limited by the play down rule. If Team A then scored a goal which caused the goal differential to be four (4) goals, then Team A is required to remove a player and Team A could only field nine (9) players. This is computed as

1 follows – Maximum Number of Players Allowed (10) less the required removal of
2 one player caused by the goal differential reaching four (4).
3

- 4 (1) It is the responsibility of the winning coach to notify the game officials of this
5 requirement should the game official not terminate the game when the score
6 reaches the appropriate level. If either score report shows that the automatic game
7 termination was not implemented as required, then the team with the most goals
8 will be assessed a forfeit.
9

10 **XI. Law 11 – Offsides**

- 11
12 A. There are no SFL administrative rules for this law of the game.
13
14

15 **XII. Law 12 – Fouls and Misconduct**

- 16
17 A. For the Good of the Players – It should be remembered that the SFL is governed by the
18 principle that all actions are **“For the Good of the Players”** and unsporting behavior or
19 violation of the Laws of the Game cannot be tolerated. It should also be noted that the SFL is
20 primarily a scheduling organization and that the resolution of complaints, disciplinary actions,
21 and protests is primarily the responsibility of the affected clubs. The role of the SFL is to help
22 facilitate the resolution of complaints, disciplinary problems, and protests.
23

- 24 B. Misconduct – Individual Demerits and Team Demerits are used to identify individuals and
25 teams that have a history of infractions related to misconduct and administrative issues while
26 game suspensions are used to penalize specific individuals for the infractions.
27

- 28 1. Penalties for Misconduct – The SFL has three types of penalties relating to misconduct, (1)
29 game suspensions, (2) Individual Demerits, and (3) Team Demerits. Game suspensions
30 and Individual Demerits apply to an individual based on the infraction while Team
31 Demerits apply to a team. Although in many cases the number Individual Demerits
32 assigned to the individual and the team may be the same, this is not always the case as
33 shown below. The following shows the game suspensions, Individual Demerits, and Team
34 Demerits assigned for given types of misconduct.
35

- 36 a. Player infractions resulting in one (1) game suspension; one (1) Individual Demerit; and
37 one (1) Team Demerit.
38

39 (1) Denying an obvious goal scoring opportunity to an opponent moving toward the
40 player’s goal by an offense punishable by a free kick or a penalty kick.
41

42 (2) Denying the opposing team, a goal or an obvious goal scoring opportunity by
43 deliberately handling the ball (this does not apply to a goalkeeper within his own
44 penalty area).
45

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

1
2 **Note:** If a player receives a red card after receiving a second caution a decision is
3 made on whether the red card was received based on the player committing a red
4 card offense or receiving a second caution. For example, assume that a player
5 receives a caution for dissent and then received a red card for using
6 offensive/insulting/abusive/language/gestures. This is treated as a red card for
7 using offensive, insulting or abusive language and/or gestures rather than a second
8 yellow card for dissent.
9

- 10 (4) Serious foul play.
11
12 (5) Using offensive, insulting or abusive language and/or gestures.
13
14 (6) Ineligible players used – SFL concludes that a team deliberately used one or more
15 ineligible players – head coach suspended for one game and one Team Demerit per
16 player, e.g., if one (1) ineligible player was used, then one (1) Team Demerit, two
17 (2) ineligible players, then two (2) Team Demerits, etc.
18
19 (7) Individual Conduct Detrimental to the League – Conduct that warrants a one game
20 suspension that is not specifically covered by other suspension offenses. Examples
21 include failing to serve a game suspension by a player. When an individual does
22 not properly serve a suspension period, this penalty is in addition to the original
23 penalty. For example, assume a player suspended for one game and does not serve
24 the one game suspension. The player would be suspended for one additional
25 game.
26
27 (a) Games where a forfeit or scheduling forfeit has been assessed are not
28 considered games where an individual has served their suspension and the
29 required suspension will become applicable to the next game the team plays.
30

31 b. Infractions incurred by players, coaches, and others resulting in two (2) game
32 suspensions, two (2) Individual Demerits, and two (2) Team Demerits.
33

- 34 (1) Violent conduct and fighting as defined by the SFL regardless of whether a red
35 card is shown. Conduct which will be treated as fighting includes but is not
36 limited to (1) fighting in the opinion of the referee, (2) shoving another player or
37 any other aggressive action outside the normal course of play, (3) kicking/striking
38 or attempting to kick/strike a player, or spitting. A player “defending
39 himself/herself” is not exempt from this penalty.
40
41 (2) Individual Conduct Detrimental to the League – Conduct that warrants a two game
42 suspension rather than the standard one game suspension or not specifically
43 covered by other infractions. Examples, include racial slurs, non players (such as
44 coaching staff or spectators) being asked to leave the field or shown a red card,
45 inappropriate behavior toward a game official, etc. Inappropriate conduct toward a
46 game official includes persistent inappropriate comments, verbal threats, being

1 followed to the parking lot in an inappropriate manner, or other actions that would
2 make a referee fear for his/her safety.

3
4 **Discussion**

5
6 The SFL has a zero tolerance policy toward the use of racial slurs. Unfortunately,
7 we have seen an increasing number of complaints of racial slurs being used. In
8 some of the reports the coaches noted that this was “trash talk”and “players say
9 this a lot to each other,” etc. In effect, the inference was that this behavior was not
10 considered to be harmful or offensive. Unfortunately this is a subjective
11 judgement and what is not offensive to one person may be offensive to another.
12 History has shown such statements have resulted in very unpleasant situations on
13 the field.

14
15 c. Infractions incurred by players, coaches and others resulting in season suspensions and
16 three (3) Team Demerits.

17
18 (1) Head Coach – Illegal players used.

19
20 (2) Individual Conduct Detrimental to the League – Offenses that warrant a three-
21 game suspension rather than the standard one or two game suspensions. Offenses
22 that would normally warrant this type of suspension include referee assault
23 incidents or other behavior that should be referred to VYSA for review.

24
25 2. Administrative penalties assessed to individuals and teams.

26
27 a. Illegal players used – One (1) Team Demerit per illegal player per game. Illegal players
28 include (1) travel players regardless of whether they are shown on the SFL Team Roster,
29 (2) players shown on the SFL Team Roster but declared ineligible during a roster check
30 or roster challenge, and (3) players not shown on the SFL Team Roster. As noted in
31 Section III. a team using illegal players will be assessed forfeits for the games where
32 illegal players are used and may be excluded from the SFL tournament.

33
34 (1) If the coach is assessed a penalty for using illegal players, then the Team Demerit
35 penalty is not assessed unless more than three (3) illegal players are used.

36
37 b. Team Conduct Detrimental to the League – One Team Demerit. Conduct by members
38 of the team or its supporters that are not specifically covered by other suspension or
39 team offenses and warrants one Team Demerit. Examples include failing to ensure a
40 suspended player does not play (this is in addition to the penalty assessed to the
41 individual), etc.

42
43 c. Team Conduct Detrimental to the League – Two Team Demerits. Conduct by members
44 of the team or its supporters that are not specifically covered by other suspension or
45 team offenses and warrants two Team Demerits. Examples include actions that cause a
46 game to be terminated early and failing to properly report red cards or individuals

1 (including the Head Coach) being asked to leave the field.
2

3 (1) When the game is terminated early, a forfeit is also assessed to the team causing
4 the game to be terminated early. The applicable SFL Age Group Commissioner
5 may assess both teams this forfeit depending on the reasons for the game
6 termination.
7

8 (2) When suspension offenses are not properly reported, the team is also assessed
9 additional Team Demerits and game forfeits until the information is properly
10 received.
11

12 d. Team Conduct Detrimental to the League – Three Team Demerits. Conduct by
13 members of the team or its supporters that are not specifically covered by other
14 suspension or team offenses and warrant three Team Demerits. Examples include
15 actions that warrant review by VYSA.
16

17 C. Individual and Team Demerits 18

19 1. Individual suspensions – An individual that receives three (3) Individual Demerits during a
20 season, including post season tournament play, is automatically suspended for the
21 remainder of the season including tournament play.
22

23 2. **Team suspensions** – Two types of team suspensions may result from the accumulation of
24 Team Demerits (1) suspension from the tournament, and (2) suspension from regular
25 season and tournament games.
26

27 a. Suspension from the tournament – A team that averages one (1) Team Demerit per
28 game played when the tournament schedules are prepared will be excluded from the
29 tournament but will be allowed to continue playing regular season games until the
30 maximum Team Demerits allowed are reached. For example, if a team has played four
31 (4) games when the tournament scheduling process is started and has been assessed four
32 (4) or more Team Demerits, then that team will not be scheduled for the tournament
33 although it may continue playing its regular season games until the maximum Team
34 Demerits allowed is reached.
35

36 b. Suspension from regular season and tournament games – A team that accumulates Team
37 Demerits that equal or exceeds the maximum Team Demerits allowed will be (1)
38 suspended for any remaining regular season games, (2) excluded from the tournament if
39 scheduled for any tournament games, and (3) placed on probation for the following
40 season.
41

42 (1) Maximum Team Demerits Allowed – the lesser of (1) the number of regular
43 season games scheduled or (2) the actual games played.
44

1 **Example**

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

10
11 (2) Games Played – A game where a team is assessed a forfeit for any reason is not
12 considered as a game played. In addition, if the game is unscheduled and neither
13 team has been assessed a forfeit, then that game is also not considered as a game
14 played. For example, Team A is scheduled for eight regular season games and the
15 web site shows that all eight games are considered played. However, Team A is
16 assessed a forfeit for some reason for one game. Team A is considered to have
17 played seven games.

18
19 c. **Appeal of regular season and tournament suspensions** – A SFL Club Representative
20 may appeal the regular season and tournament suspension associated with the
21 accumulation of Team Demerits to the appropriate SFL Age Group Commissioner when
22 **all the Team Demerits were associated with one game**. Based on the facts of the
23 situation, the SFL Age Group Commissioner may (1) retain the suspension, (2) allow
24 the team to complete the regular season but not play in the tournament, or (3) allow the
25 team to complete the regular season and participate in the tournament.

26
27 (1) When the SFL Age Group Commissioner agrees to let a team continue to play,
28 then such approval is automatically revoked should the team receive a Team
29 Demerit for any reason in a subsequent game. Accordingly, the team is
30 automatically suspended for the remainder of the season.

31
32 **Example A**

33
34 Team A is assessed eight (8) Team Demerits in regular season game 5. These Team
35 Demerits are associated with several different infractions. Team A has not received any
36 other Team Demerits prior to this game. **The SFL Club Representative is allowed to**
37 **appeal** the regular season and tournament suspensions required because the team had
38 accumulated eight (8) Team Demerits.

39
40 **Example B**

41
42 Team A received eight (8) Team Demerits in regular season game 5 and appealed the
43 regular season and tournament suspension required in the rules. The appropriate SFL
44 Age Group Commissioner agreed, based on the facts associated with the given game,
45 that the team should be allowed to complete its regular season games and participate in
46 the tournament. However, in week 7, a player on Team A receives a red card because of

1 the accumulation of two yellow cards. Accordingly, (1) Team A receives an additional
2 Team Demerit and (2) is suspended for the remainder of the season, i.e., is not allowed
3 to play regular season game 8 and participate in the tournament. **No appeal of this**
4 **suspension is available since the Team Demerits were accumulated in two games.**
5

6 **Example C**

7
8 Team A is assessed one (1) Team Demerit in regular season game 1 because of a player
9 that received a red card. In regular season game 5, Team A is assessed seven (7) Team
10 Demerits. These Team Demerits are associated with several different infractions. **The**
11 **SFL Club Representative is not allowed to appeal** the regular season and tournament
12 suspensions required because the team had accumulated eight (8) Team Demerits in
13 more than one game.
14

- 15 3. **Team Probations** – Teams are placed on probation when (1) the coach knowingly uses an
16 illegal player or (2) the number of Team Demerits received in a season equal or exceeds the
17 number of games played during that season. For example, if a team plays seven regular
18 season and two tournament games, then the team would be placed on probation if the Team
19 Demerits for the season equal or exceed nine Team Demerits.
20
- 21 a. The SFL Club Representative is responsible for ensuring that a team is notified that it is
22 considered on probation and aware of the rules that can affect their continued
23 participation in the SFL.
24
- 25 (1) If a team on probation has any of the following conditions, the remainder of the
26 regular season games will be forfeited and team considered ineligible for
27 tournament play.
28
- 29 (a) Accumulation of four Team Demerits.
30
- 31 (b) A game terminated because of the team's conduct.
32
- 33 (c) Any other disciplinary reason that the SFL Age Group Commissioner deems
34 significant and warrants suspension from the SFL.
35
- 36 b. Any team on probation that is suspended is considered ineligible to return to the SFL for
37 at least two seasons.
38
- 39 (1) The applicable SFL Age Group Commissioner is responsible for determining
40 whether the members associated with a team constitute the team ineligible to
41 participate.
42
- 43 (a) It is up to the SFL Club Representative to notify the appropriate SFL Age
44 Group Commissioner when any members of the suspended team or coaches
45 associated with the suspended team are placed on teams(s) that will be
46 registered. The SFL Age Group Commissioner must approve each of these

1 players(s) or coach(es) returning to the SFL before the two–season suspension
2 is served.
3

4 D. Suspensions 5

- 6 1. Unserved suspensions carry over to the next season while the associated Individual
7 Demerits and Team Demerits do not.
8
- 9 2. Suspended players, coaches, and other individuals serving their suspension period are
10 encouraged not to attend the game at all. If the individual desires to attend the team’s
11 game during a suspension period, the individual must receive the applicable SFL Club
12 Representative’s permission to attend any games where that individual is serving a
13 suspension by 6:00 P.M. at least two days before the game is scheduled to be played. For
14 example, if an individual is suspended for a game being played on Saturday and the SFL
15 Club Representative decides to permit the individual to attend the game, then this decision
16 must be made by 6:00 P.M. on Thursday night.
17
 - 18 a. The SFL Club Representative must also notify the SFL when this permission has been
19 granted at the same time the individual is notified.
20
 - 21 b. If a non player receives the SFL Club Representative’s permission and does attend the
22 game, the following applies.
23
 - 24 (1) The individual should not be closer to the playing field than 100 yards beginning
25 30 minutes before game time until the game is over. The fact that a game can be
26 seen from a public street or sidewalk which may be closer than 100 yards does not
27 relieve the coach, team official, parent, or a spectator from complying with this
28 100-yard rule.
29
 - 30 (2) The suspended individual will not be involved in any way with administration of
31 the team during the game.
32
 - 33 (3) If a player is granted permission to attend the game, then that player may be
34 granted permission be the SFL Club Representative to sit on the bench with the
35 other players if the player does not wear a uniform and it is clear to outsiders that
36 the player is not eligible to participate in the game.
37
 - 38 c. Since the tournament is only conducted during one weekend, any coach or other
39 individual that is not a player who is asked to leave the field may not attend any of that
40 team’s remaining games since these suspensions carry at least a two game suspension
41 and a team will not play more than two games after the game in which the offense
42 generating the suspension occurred.
43
 - 44 d. A player receiving a red card that warrants a one game suspension, may attend and
45 participate in that team’s third tournament game assuming that (1) the team plays three
46 tournament games and (2) the red card was received in the first game. The player may

1 also attend the team's second tournament game without the SFL Club Representative's
2 approval when (1) the player does not wear a uniform and (2) it is clear to outsiders that
3 the player is not eligible to participate in the game. In addition, the coach should
4 highlight on the roster provided to the opposing coach and referee the player that is not
5 able to play because of a suspension to avoid any conclusion on whether a player with
6 that number is allowed on the field of play.
7

8 3. Suspensions involving individuals who have more than one role – An individual receiving
9 a suspension may serve in more than one role. For example, the individual may coach
10 more than one SFL team, or play for a team and coach an SFL team. The following
11 governs what is considered serving the red card suspension.
12

13 a. Coach received a suspension and coaches more than one SFL Team – If a coach is
14 suspended for an infraction while coaching an SFL team then the suspension period will
15 be considered served when that team has played the number of games called for by the
16 suspension. For example, assume that a coach receives a two game suspension because
17 of a misconduct incident while coaching Team A. The coach is also considered
18 suspended from coaching any other SFL teams until Team A has played two games.
19

20 b. Coach receives a suspension and plays on an SFL team – If a coach is suspended for an
21 infraction while coaching one SFL team and plays on another SFL team, then the
22 suspension period will be considered served when the team that the player coached has
23 played the number of games called for by the suspension. For example, assume that the
24 coach receives a two game suspension because of a misconduct incident while coaching
25 Team A. The coach cannot participate as a player in any SFL games until Team A has
26 played two games.
27

28 (1) The individual's SFL Club Representative is responsible for notifying the SFL if
29 the individual also plays for an SFL team.
30

31 c. A player receives a suspension and coaches an SFL team – If a player is suspended for
32 an infraction while playing on an SFL team and coaches an SFL team, then the
33 suspension period will be considered served when the team to which the player is
34 assigned has played the number of games called for by the suspension. For example,
35 assume that the player receives a two game suspension because of a misconduct incident
36 while playing for Team A. The player cannot participate as a coach for any SFL teams
37 until Team A has played two games.
38

39 (1) The individual's SFL Club Representative is responsible for notifying the SFL if
40 the individual also coaches an SFL team.
41

42 4. Failure to serve a game suspension – A player will be considered as not serving the
43 suspension period if (1) any player wears the same jersey number of the player who
44 received the suspension, unless approval has been given by the appropriate SFL Age Group
45 Commissioner, (2) the player who received the suspension plays in the game regardless of
46 the jersey number, or (3) the suspended individual attends a game during the suspension

1 period without obtaining the required approval from the SFL Club Representative, the team
2 will also be assessed a forfeit.

- 3
4 5. Games cancelled or games where the team receives a forfeit or scheduling forfeit are not
5 considered as games played when determining whether a player has served a game
6 suspension.

7
8 **Example A**

9
10 Player A receives a red card in week 5 and Player A's next scheduled game in week 6 in
11 cancelled due to weather and the team's next game is during week 7. Player A would be
12 required to serve the suspension during the game scheduled for week 7.

13
14 **Example B**

15
16 Player A receives a red card in week five. During the next game that Player A's team plays
17 (week 6), Player A's team is assessed a forfeit because it did not have a proper roster.
18 Player A would be required to sit out the next game that Player A's team plays, e.g., the
19 week 7 game.

- 20
21 6. Suspension notices – Unless the team is expected to play its next game within two days of
22 the game in which the suspension offense was incurred, the SFL will normally send the
23 suspension notices by Wednesday or Thursday of the following week. This allows the
24 impacts of game rescheduling and forfeits to be determined prior to the notice being sent.
25 It is up to the applicable SFL Club Representative to ensure that any other individuals
26 suspended from a game do not appear at the game. The following governs the suspension
27 notices.

- 28
29 a. Effects of scores not being reported – As noted elsewhere, game scores that are not
30 reported by 6:00 P.M. on Monday results in both teams being assessed scheduling
31 forfeits. As noted elsewhere, games where a team has been assessed forfeits for any
32 reason are not considered games where an individual has served their suspension and
33 the required suspension will become applicable to the upcoming week. It does not
34 matter if subsequent to the notice that the SFL is notified that the game was played and
35 the suspension was served. The individual must still not participate in the upcoming
36 game.

37
38 **Example**

39
40 Assume that Player A was expected to serve the final suspension for an infraction in
41 week 5. However, no score was reported for the game by Wednesday when the
42 suspension notices for week 6 are prepared. Accordingly, both teams were assessed
43 scheduling forfeits. Since the team was assessed a scheduling forfeit, Player A is
44 considered not to have served the required suspension and a suspension notice for week
45 6 is prepared for Player A. After receiving the week 6 notice, Player A's team notifies
46 that SFL of the week 5 game score and states that Player A served the suspension during

1 that game. Since the suspension notice has already been sent, Player A is also
2 suspended for the week 6 game since (1) the team had adequate time to report the game
3 score for the week 5 game, (2) could easily determine from the web site that the score
4 had not been received by the SFL, and (3) only one team must report the score to avoid
5 this penalty even if it is not Player A's team.
6

- 7 b. Players' name and uniform number issues – The information reported on player
8 infractions that result in game suspensions is compared to the information contained on
9 the Master Player Roster submitted by the player's club. When significant differences
10 arise, the coach is contacted to confirm the information reported, e.g., the game report
11 says John Smith was wearing 22 while the master Player Roster shows that Sam Jones
12 wears that number. If significant differences still exist when the suspension notices are
13 prepared, then the suspension notification will contain those differences(s) and no player
14 may play whose name or uniform number(s) appear on that notice.
15

16 **Example A**

17
18 A game report is received which states that Johnnie Smith wearing uniform number 22
19 committed an offense that warranted a game suspension. The Master Player Roster
20 shows that uniform number 22 was assigned to John Smith. Since this is not considered
21 a significant difference, the coach is not contacted and the suspension notice will show
22 both names.
23

24 **Example B**

25
26 A game report is received which states that John Smith wearing uniform number 22
27 committed an offense that warranted a game suspension. The Master Player Roster
28 shows that uniform number 22 was assigned to Sam Jones. The coach (1) does not
29 respond to the request for clarification when the suspension notice is prepared, or (2)
30 confirms that the reported name and uniform number was correct, or (3) states that the
31 Master Player Roster contains the incorrect uniform number for Sam Jones. However,
32 in the latter case, the necessary change to correct the uniform number of Sam Joneses is
33 not submitted by the club by the Wednesday deadline for making changes to the Master
34 Player Roster and is not available for the preparation of the game suspension notices.
35 The suspension notice will contain both John Smith and Sam Jones as the players being
36 suspended and that no player wearing the uniform number of 22 may play. The penalty
37 for both players is imposed since (1) the coach had an opportunity to correct the actual
38 name and (2) if the problem was caused by a Master Player Roster issue, the club had
39 time to make the necessary corrections prior to the suspension notice being prepared.
40

41 **Example C**

42
43 A game report is received which states that John Smith wearing uniform number 22
44 committed an offense that warranted a game suspension. The Master Player Roster
45 shows that uniform number 25 was assigned to John Smith. The coach (1) does not
46 respond to the request for clarification when the suspension notice is prepared, or (2)

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

- 16 E. Club Review of Disciplinary Issues – The applicable SFL Age Group Commissioner or SFL
17 Commissioner may request a club to review any incident that involves individual or team
18 misconduct.
19
- 20 F. Conduct Detrimental to the League – A team may be placed on probation during the current
21 and/or subsequent season, regardless of whether any Team Demerits are assigned, because the
22 conduct of the coach, player(s), and/or other individuals are detrimental to the league.
23
- 24 1. The Appropriate SFL Age Group Commissioner or SFL Commissioner will document the
25 reason(s) that a team should be considered being placed on probation for conduct
26 detrimental to the league. Once the document is prepared, it is submitted to the remaining
27 SFL Age Group Commissioners for review.
28
- 29 a. If a majority of the SFL Age Group Commissioners agree that the team should be placed
30 on probation, then the applicable SFL Club Representative is formally contacted to
31 obtain his/her views on the proposed probation. The SFL Club Representative will have
32 one week in which to provide a formal response. If no response is received within that
33 time, the SFL will consider that the SFL Club Representative agrees with the proposed
34 probation.
35
- 36 (1) Each SFL Age Group Commissioner will have one vote and a tie is broken by the
37 SFL Commissioner. If a person holds more than one SFL Age Group
38 Commissioner position, then that individual is allowed one vote. If the SFL
39 Commissioner also holds an SFL Age Group Commissioner position and the vote
40 is tied, then the SFL Commissioner may not break the tie and the team will not be
41 placed on probation for conduct detrimental to the league.
42
- 43 2. Once the SFL Club Representative has provided a formal response to the proposal to place
44 a team on probation, the appropriate SFL Age Group Commissioner will review the
45 response and opine on whether the proposed probation should be enforced. The SFL Age
46 Group Commissioners will then vote on whether the proposed probation should be

1 finalized using the same voting process that is used for proposing a team for probation.
2 The applicable SFL Club Representative will then be notified of the final decision. If the
3 original request was received from another SFL Club Representative, then that SFL Club
4 Representative will also be notified of the final decision. No appeal of this decision is
5 available.
6

7 3. Teams placed on probation during the season will automatically be placed on probation for
8 the following season.
9

10 a. A team placed on probation will be suspended from the remaining games of the season
11 when (1) the team accumulates four (4) Team Demerits for any reason during the season
12 or (2) is considered to have conducted another offense that warrants another decision
13 that the team has demonstrated conduct detrimental to the league. If a team has already
14 accumulated four (4) Team Demerits prior to the decision that it has demonstrated
15 conduct detrimental to the league, then (1) the team is automatically suspended for the
16 remainder of the season and (2) automatically placed on probation for the following
17 season.
18

19 G. Complaints and Protests – Only an SFL Club Representative, President or equivalent of a
20 club’s governing body can submit formal complaints or protest a game. SFL Club
21 Representatives or Club Presidents who wish to protest a game or provide a formal complaint,
22 must notify the appropriate SFL Age Group Commissioner in writing within hours after the
23 match with a copy to the SFL Commissioner. Coaches and any other club officials are not
24 allowed to file formal complaints or protests directly with the SFL. Although the SFL Club
25 Representative of Club President may request other individuals to help the SFL Club
26 representative or Club President file a complaint or protest, the applicable SFL Age Group
27 Commissioner is only responsible for accepting information from and discussing the
28 complaint or protest with the SFL club Representative or Club President who is acting on
29 behalf of the club. Only one individual may act on behalf of the club during the complaint or
30 protest process.
31

32 1. The formal complaint or protest must include:
33

34 a. The time and location of the match
35

36 b. The team names and age group
37

38 c. The nature of the complaint or protest (referee judgment is not considered an item for
39 protest)
40

41 d. The referee’s name, address, and phone number (if known)
42

43 e. The opposing teams coach’s name and other significant witnesses.
44

45 2. During tournament play, a phone report may be made by the SFL Club Representative but
46 must include the above information. The protest will be handled by the applicable SFL

1 Age Group Commissioner.
2

- 3 3. The SFL Age Group Commissioner is responsible for making the initial decision on an
4 appeal unless that individual is affiliated with a club involved in the protest. The
5 appropriate person making the protest may; appeal the SFL Age Group Commissioner's
6 decision to the SFL Commissioner whose decision is final.
7
8 a. If the SFL Age Group Commissioner is affiliated with a club involved in the protest,
9 then the protest will be heard by the SFL Commissioner, unless the SFL Commissioner
10 is affiliated with a club involved in the protest, whose decision is final.
11
12 b. If the SFL Commissioner is affiliated with a club involved in the protest, than the SFL
13 Age Group Commissioner's decision is considered final and cannot be appealed.
14
15 c. If both the SFL Age Group Commissioner and SFL Commissioner are affiliated with a
16 club involved in the protest, then the protest will be heard by an SFL Age Group
17 Commissioner that is not Affiliated with any of the clubs involved in the protest. The
18 SFL Administrator will determine which SFL Age Group Commissioner should hear the
19 protest. The decision of this SFL Age Group Commissioner is considered final and may
20 not be appealed.
21

22 **Discussion**

23
24 In the past, the SFL has received many protests which should not have been filed or
25 requested to review actions which are the responsibility of a given club. For example,
26 games were protested because of referee decisions. The SFL recognizes that protests or
27 formal complaints are not appropriate for many conditions that a coach or club believes
28 warrants additional review by a club. Therefore, the SFL will accept informal
29 complaints and forward them to the appropriate club for informational purposes. The
30 SFL is not responsible for following up to determine what actions were taken by a given
31 club on informal complaints.
32

- 33 H. Video Evidence – The SFL is willing to accept video evidence to support a given disciplinary
34 issue. However, it is up to the appropriate SFL Age Group Commissioner to determine the
35 extent that the information is used in arriving at a decision. The following guidelines have
36 been adopted by the SFL in guiding the decision on the extent that video evidence will be
37 used.
38
39 1. Video evidence will normally be considered in reviewing such matters as (1) deciding
40 whether a team used illegal players that were not able to be detected through the roster
41 checking or roster challenge process and (2) whether physical altercations that would
42 warrant a two-game suspension may have occurred on or off the field of play that were not
43 detected by the officiating crew.
44
45 2. Video evidence will not be considered in requests to overturn referee decisions such as
46 whether (1) a goal was or was not scored, (2) a red card should be reduced to a yellow card,

1 etc. In addition, it will not be used to evaluate subjective items such as whether a player or
2 team is “too physical.” Such issues should be addressed with the team’s SFL Club
3 Representative. As noted elsewhere, when a club is concerned about a team’s “level of
4 play,” the club may request the SFL to review the matter as conduct that is detrimental to
5 the league. In such cases, video evidence may be allowed by the SFL.
6

7 **XIII. Law 13 – Free Kicks**

8
9 A. There are no SFL administrative rules for this law of the game.
10

11 **XIV. Law 14 – The Penalty Kick**

12
13 A. There are no SFL administrative rules for this law of the game.
14

15 **XV. Law 15 – The Throw in**

16
17 A. There are no SFL administrative rules for this law of the game.
18

19 **XVI. Law 16 – The Goal Kick**

20
21 A. There are no SFL administrative rules for this law of the game.
22

23 **XVII. Law 17 – The Corner Kick**

24
25 A. There are no SFL administrative rules for this law of the game.
26