

Sault Women's Soccer Club (SWSC)

Sault Ladies Soccer League (SLSL) Policies & Procedures

RULE 1 – Registration:

- A. All players, team officials, SLSL league management committee members shall be registered according to Greater North Soccer Association (GNSA) Governing Documents.
- B. Each team **may** register a maximum 25 players (Outdoor) and a maximum of 18 players (Indoor). A minimum of fourteen (14) players Outdoor a minimum of nine (9) players Indoor must be registered.
- C. Players are eligible to play when their name appears on the Ontario Soccer team roster received by the team manager
- D. Although the league is registered as “open age”, teams may only register players classified as U15 or older according to Ontario Soccer Age Classification.
- E. Registration cut-off date for league play in the current Indoor season is January. 31. Registration cut-off date in the current Outdoor season is July 31.
- F. Any player not in good financial standing is not permitted to register with SLSL until they are deemed in good standing by SWSC Board.

RULE 2 – Payment of Fees:

- A. The SLSL League Management Committee shall establish Indoor and Outdoor Team budgets. The budget will be communicated via email before the season begins to all SLSL Team Managers and the SWSC Board. Budget will include field fees, referee fees, prize money, and banquet.
- B. Player fees are payable to SWSC and deadlines for payment will be set during seasonal startup meeting.
- C. A player will not be registered to play until fees have been paid.

RULE 3 – Player Registration Refunds:

- A. If a player's name appears on a game sheet, there will be no refund.
- B. Refunds will **NOT** be issued to players who are registered and play in at least one (1) game and choose not to continue playing. Scenarios, where players are injured and cannot play, will be reviewed individually on a case-by-case basis by the SWSC.
- C. No refunds will be provided for any Administration Fees (Ontario Soccer & SASA Player fees).

RULE 4 – Movement of Players

- A. First Division teams may use players registered with Second Division teams. Second Division players may play up an unlimited number of games.
- B. Teams may use youth players as guest players who are registered with the Sault Youth S. C. and Northern Heights S. C. in accordance with a signed affiliation agreement, as provided by the District. These players may be used by any team but if used in Cup games (e.g., playoffs), they may play for

only one team. Youth players must fulfill their obligations to their youth league team first. Failure to do so will result in the loss of playing up privileges.

- C. Players registered in the Fun League can play unlimited number of games “up” for any team playing in the SLSL as guest players. However, players in the SLSL cannot play “down” in the Fun League as guest players. Fun League players must fulfill their obligations to their Fun League team first. Failure to do so will result in the loss of playing up privileges.
- D. Teams may play an unlimited number of guest players per game

RULE 5 - Player Equipment:

- A. A player must not use equipment or wear anything that is dangerous. All items of jewellery (necklaces, rings, bracelets, earrings, leather bands, rubber bands, etc.) are forbidden and must be removed. Using tape to cover jewellery is not permitted. The players must be inspected before the start of the match and substitutes before they enter the field of play. If a player is wearing or using unauthorised/ dangerous equipment or jewellery, the referee must order the player to:
 - remove the item
 - leave the field of play at the next stoppage if the player is unable or unwilling to comply. A player who refuses to comply or wears the item again must be cautioned.
- B. The compulsory equipment of a player comprises the following separate items:
 - a shirt with sleeves
 - shorts
 - socks – tape or any material applied or worn externally must be the same colour as that part of the sock it is applied to or covers
 - shinguards – these must be made of a suitable material to provide reasonable protection and covered by the socks
 - footwear
 - Goalkeepers may wear tracksuit bottoms.
- C. All players shall wear a jersey with a clearly marked number which is different from all other numbers on that team.
- D. The goalkeeper shall wear colours which distinguish them from the other players and the Match Official(s)
- E. A player whose footwear or shinguard is lost accidentally must replace it as soon as possible and no later than when the ball next goes out of play; if before doing so the player plays the ball and/or scores a goal, the goal is awarded.

RULE 6 - Scheduled/Rescheduled Games

- A. Schedules shall be sent to teams at least 2 weeks prior to the start of the playing season.
- B. Rescheduled games may, with the written consent of the two teams involved, be rescheduled with at least 48hrs notice, provided that the Chair of SLSL and the Game Scheduler give consent.
- C. Rescheduled outdoor games must be played as soon as there is a rain date available. Friday is the rain date, unless it is a long weekend. Indoor games may be rescheduled if time permits. The Committee may reschedule games as required.

- D. Indoor games cannot be rescheduled without the consent of the SLSL Committee.
- E. The Scheduler may reschedule games without joint team consent with at least 7 days notice.

RULE 7 - Duration of Game:

- A. Outdoor games shall consist of two (2) forty-five (45) minute halves in Regular Season/League games.
- B. Indoor games shall consist of two (2) twenty-five (25) minute halves in Regular Season/League games.
- C. In the case of abandoned games where no winner must be decided, the score stands once 50% of a game has been played. Where a game winner must be decided, the game score stands once 75% of a game has been played.
- D. An Outdoor final game, where a winner must be declared, will consist of two (2) forty-five (45) minute halves. If tied, two (2) fifteen-minute halves are added to the game duration. If still tied at the end of overtime, penalty shots (5) will determine the winner.
- E. An Indoor final game, where a winner must be declared, will consist of two (2) twenty-five (25) minute halves. If still tied at the end overtime, penalty shots (5) will determine the winner.

RULE 8 - No Show Match Officials:

- A. If no Match Official is present, the game must proceed.
- B. The Manager of the home team will report any absent Match Official to the SLSL Chair and the SWSC by email (saultwomenssc@outlook.com).

RULE 9 - No Show Team or Players:

- A. Only 15 minutes of grace time is given to a team failing to field the minimum players for a scheduled Outdoor game and only 10 minutes for an Indoor game. The game will be defaulted if a team is unable to field sufficient players for the game. In both situations the loss of time is not recovered during the game. End of game time is the same as scheduled to ensure subsequent game to start on time.
- B. If seven (7) players from the team are present for Outdoor, the game will begin. If four (4) players from the team are present for Indoor, the game will begin.
- C. If neither team has the minimum number of players required to play, the score will stand at 0 – 0 and no points are awarded.
- D. Teams must notify SWSC of forfeited games by email (saultwomenssc@outlook.com)
- E. Fines will be invoiced to Team Managers for games forfeited without just cause. Fines must be paid within 14 days of issuance to the SWSC. Fines are as follows:
 - **1st Offence** – The game forfeited will result in a \$100.00 fine.
 - **2nd Offence** – The game forfeited will result a \$100.00 fine.
 - **3rd Offence** – This would result in expulsion from the league for the remainder of the season.
- F. The remaining games scheduled for a team which has been expelled from the league will be recorded as forfeits and the other team scheduled to play will be awarded a 2 – 0 win. To be cost efficient, referees will not be scheduled for these games; consequently, teams would not be required to go to the field to be awarded their points.

RULE 10 - Game Administration:

- A. Game sheet template will be provided by the league.
- B. Game sheets must be completed in full and printed legibly using a pen-
- C. Game sheets must be completed and handed to the Match Official by half-time.
- D. Game sheets must include only players playing. Cross out any players on the game sheet who are not present for that game. A player appearing on a game sheet is deemed to have played. A “G” must identify all guest players. (A protest may not be launched for failing to comply with this rule.)
- E. Each team must register the colour of their uniform prior to the beginning of the season.
- F. Each team shall provide a game ball.

RULE 11 - Game Protests & Discipline:

- A. The SLSL Management Committee shall deal with game protests. All protests are to be submitted in writing within 48 hours of the league game. a-copy emailed to the affected team. The protest must identify the FIFA Law and/or the SLSL rule that has been violated. Match Official decisions may not be contested.
- B. Protest of Cup games (i.e. midseason or playoff) must be submitted to a SLSL Committee Member within two (2) hours of the game that is being protested.
- C. Game Misconduct shall be by the Discipline by Review System (DBR)as set out in Ontario Soccer Governing Documents Section 12. The SLSL shall review game misconduct reports and coordinate the DBR with the District.

RULE 12 - Responsibilities of Team Officials

- A. Team Officials are responsible for the conduct of their team members.
- B. Only registered persons who appear on the team roster shall be allowed in the technical area.

RULE 13 - SLSL Prize Money:

- B. Prize monies will be paid according:
1st / 2nd Division Regular (Outdoor/Indoor)
1st Place - \$200.
2nd Place - \$100.

1st / 2nd Division Playoffs (Outdoor/Indoor)
1st Place - \$200.
2nd Place - \$100.