

**Appleseed Adult Soccer League  
By-Laws  
Updated Spring 2009**

**I. League Guidelines**

**A. Application for membership**

1. A team wishing to join the league must present its request in writing to the board accompanied by a \$40 bond.
2. Upon a 2/3 majority vote by the league members, the team will be scheduled for the upcoming season.
3. The team's uniform color is subject to approval by the board to avoid duplication.
4. The \$40 entrance bond if kept by the league as long as the team is a member.
  - a. The bond may be used by the league to repay any outstanding fines or debts the team may have. In this case, the team will have to pay another bond before being scheduled for future games in the league.

**B. League Meetings**

1. Order of business; to be carried out by the Board President
  - a. Roll Call
  - b. Visitors
  - c. Minutes from previous meeting
  - d. Treasurer's Report
  - e. Vice-President's Report
  - f. Committee and Special Reports
  - g. Old/New Business
  - h. Adjournment
2. Missed Meetings and Tardiness
  - a. If a team's representative is more than 15 minutes late, without notifying a board member, they will be considered absent and assessed a \$10 fine.
  - b. If two consecutive meetings are missed, the fine doubles, making the total \$30, and this team will not be scheduled for the upcoming season.
  - c. If a team has missed two consecutive meetings and still wishes to be scheduled for the upcoming season, they must contact the vice-president before the first week of the season. In addition to the late fee, the team must also pay a \$10 registration fee in order to be added to the schedule.
  - d. Teams in this situation must repeat their petition for membership into the league and pay all fines due before being scheduled for the upcoming season.
  - e. If a team does not respond, their \$40 entrance bond is forfeit.
3. If someone other than the listed team representative is sent to attend the league meeting, that person must be assigned by the noted team representative. This person will have the authority to vote on any issues on behalf of the team he/she represents. Any decision this substitute makes will be upheld by the board.
4. Team representatives must call a board member if either he/she cannot attend, or their assigned substitute cannot attend.

**C. Missed Games**

1. All teams will be assessed a \$20 fine for each game missed.
2. The absent team is also liable to pay their portion, \$20, of the referee fees.
3. The team present to play will still pay their portion of the referee's fees and will be reimbursed by the league upon receipt of the referee's game summary card.

**II. Team Guidelines**

**A. Player Eligibility**

**1. Female players**

- a. Must be 18 years of age or older
- b. It is recommended that female players not play while pregnant. Teams wishing to enter underage girls must have the Board's permission and the women can be no younger than 17 years old nor involved in their school's high school soccer program. Their parents must sign a waiver of liability that the Team Representative brings to each game and turns a copy into the Board.

**2. Male players**

- a. Must be 25 years of age or older
- b. Teams may have 3 men on their roster that are 23 years old. However, only two of these players may be on the field at one time.

**THERE ARE NO EXCEPTIONS TO THIS RULE!!**

**3. Proof of age**

- a. All players must bring a driver's license or valid identification to each game as they may be asked to verify their age.
- b. If a player is questioned prior to the game and cannot provide proper identification to verify their age, they will not be able to play that game.
- c. If a team representative or coach refuses the referee's request for age verification on any player, neither that player or the coach will play that game.
- d. If any team refuses to play their scheduled game, due to the age verification process, they will be subject to the usual fines and penalties.

**B. Rosters**

1. A valid roster, including: name, phone number, date of birth, and jersey # must be submitted to the registrar by the time set by the Board prior to each season. No team will be scheduled without submitting this roster to the registrar.

- a. Any additions or changes to the roster may be done up to the second game. A finalized roster must be turned into the registrar prior to the second game. Men 23+ years of age must wait until the following season to be added to the roster after the first game. Any women and men 25+ years of age may be added throughout the season.

2. All players jersey numbers must correspond with the number assigned on the roster. Thereby, teams must have matching jersey's for all their players.

- a. Teams using an alternate jersey to resolve color conflicts need not display numbers.
- b. Goalkeepers need not wear a numbered shirt.

3. No player may play for more than one team during a season, except in the following situation:

- a. If a team does not have enough women players, they may borrow some from other teams or the sidelines, as long as coaches from both teams are in agreement.
- b. **THIS DOES NOT APPLY TO MALE PLAYERS!!**

4. No player can transfer from one team/roster to another team/roster during a season once the rosters are signed by the secretary.

5. Coaches knowingly playing an ineligible player will be suspended for the remainder of that season.

**\*\*\*\* FIFA Laws of the Game shall govern play unless the league has adopted specific variations. \*\*\*\***

### C. League Structure

1. The Appleseed Adult Soccer league will now consist of an A Division and B Division, based on the final standings from the previous season. The President of the Board will be given the duty of collecting the scores from each game and totaling them for the group standings. Team Representatives must submit their scores and goal scorers within 24 hours of their game in order to be counted towards the group standings. Late submissions will not be accepted. A division game scores will be emailed to Neera at [raneerules@yahoo.com](mailto:raneerules@yahoo.com) and B division game scores will be emailed to Brandy Mortimer at [bmortimer@neo.rr.com](mailto:bmortimer@neo.rr.com).
2. The top 7 teams in the final standings will be in the A Division and all other teams will be in the B Division. New teams entering the League will be placed into the B Division. If the amount of teams in the B Division grow too large, the number of teams in each Division will be adjusted, but not without a League vote.
3. A championship game between the top 2 teams of each division will be held after the Fall season, based on the standings from both Spring and Fall seasons.
4. Every Spring season will commence a new season and the standings will start from zero.
5. The group standings will be tallied as follows: Wins- 3 points; Loss- 0 points; Tie- 1 point.
  - a. If a team forfeits a game (i.e. Due to having ineligible player on the field, not having at least 7 players show up for the game, or cancels a game that is never rescheduled), the opposing team earns the win (3 points) and is awarded 2 goals to the total goals scored.
  - b. The point system will also be used for infractions against the By-laws (i.e. knowingly playing ineligible players, foul language/aggression or any other behavior that warrants a red card from a referee). A sum of three points will be deducted from the teams' total points for each red card infraction, foul language and/or aggression. For teams knowingly playing ineligible players, they will be required to forfeit that game AND lose 3 points from their total standings.

### C. Length of games

1. Games will consist of two 35 minute halves.

### D. Fields

1. Games will be played on regulation sized fields.
2. Any team that cannot provide a home field will pay a field fee of \$40 at the beginning of each season. This fee must be paid prior to be scheduled for the upcoming season.
3. Teams with no home field may be asked to provide volunteers to maintain their designated home field.

### E. Inclement weather policy

1. In case of inclement weather, the team representative for the field in question must contact the vice-president (or other available league officer) and team representatives for all teams affected at least two hours prior to game time. Team representatives should notify all pertinent people whenever it is decided that the field is not of playable condition, even if that be a day early.
  - a. Severe thunderstorms, hail, snow, standing water, excessive mud, etc. warrant cancelling the game.
2. Teams will not be fined for missing games due to poor field conditions or cancellations due to any inclement weather.

#### F. Size of the ball

1. All teams will use a referee approved size 5 ball for each game, which must be supplied by the home team.

#### G. Number of players on the field

1. Each team must field at least 7 players at all times, or they forfeit the game. If each team agrees to still play, as a scrimmage rather than a league game, the referee fees must still be paid by each team.
2. There must be 6 males and 5 females on the field at all times.
  - a. If teams are short players, they must still have at least three females on the field at all times.
  - b. They may not add more male players, but may add more than 5 female players in order to field a full team.

#### H. "No blowout" rule

1. In order to ensure that all teams involved in the league have fun and continue to want to play in the league, the "no blowout" rule is in effect to hinder teams from scoring an excessive amount of goals. The losing team must request the addition of the extra player through the referee or the opposing Team Rep.
  - a. For every 5 goal advantage a leading team has, the opposing team may add one player. After the 5 goal advantage has been reduced, the extra player must be removed.
  - b. When any team has a 5 goal advantage, the leading team's scoring is restricted to outside the penalty box (18 yard line), unless a woman player is taking the shot. A goal as a result from a kick inside the 18 yard line, unless made by a woman, will be removed and will result in a direct kick from the top of the penalty box for the opposing team.

### III. Disciplinary actions (League Structure also)

A. Disciplinary action for any inappropriate behavior, based on the referee's game summary card, will be reviewed and set forth by the board.

#### B. Slide tackling

1. **Slide tackling is not allowed!** For the first offense on a slide tackle, away or near a player, unless blatant and/or physical injury occurs, the player will receive a verbal caution.
2. As a general rule, if a slide tackle occurs within 5 feet of any player, and a verbal warning has already been issued, that player will receive a yellow card and be ejected for the remainder of that half.
3. If a player receives another yellow card for slide tackling during the same game, they are ejected for the remainder of that game, plus the next game on their schedule. This player also incurs a \$25 red card fine.
4. All slide tackles are under the referee's discretion. However, efforts made in order to keep the ball in play or slides farther than 5 feet from another player shall not be deemed a slide tackle.

#### C. Referee's authority

1. The referee's authority over the field begins with the referee's appearance at the field and ends once the referee has left the field at the end of the game.
2. Any after-game incidents involving the referee will be subject to disciplinary action by the league. Multiple incidents within one game will be subject to the \$25 fine.

#### D. Player conduct

1. Based on the referee's game summary card, any verbal or physical confrontation will be subject to review by the board and appropriate disciplinary action taken.
  - a. **Profanity and/or fighting is strongly advised against while playing or**

### **observing a league game!!**

- b.** Any player sent off for violent conduct or abusive language will be assessed a personal fine of \$25 in addition to a red card fine of \$25.
  - c.** All fines must be paid prior to the player playing in any league games.
- 2.** Each disciplinary action will be assessed on an incident by incident basis up to and including suspension from the league for a board determined amount of time.
- 3.** This ruling will not replace the referee's normal allowance to eject players for these fouls committed during the normal course of play. Thereby, players are subject to fines based on the incidents and disciplinary action taken.
- 4.** Retaliation by the offended player will result in a two game suspension for that player.
- 5.** The referee will submit a game summary card to the board immediately after each game.
  - a.** In the event that disciplinary action needs to be taken earlier, the referee will contact the board verbally and follow up with the game summary card.
  - b.** The president will advise the team representative and affected player of disciplinary actions prior to the teams next game and the team will be liable for any fines prior to playing the next game.

### **6. Yellow Cards**

- a.** A player receiving a yellow card for any reason must exit the field for the remainder of that half. Teams are allowed to substitute another player in his/her place. In the event the incident occurs in the first half, the player may return to the field for the second half.
- b.** After a player receives three yellows within one season, they will be suspended for one game without a fine.

### **7. Red Cards**

- a.** If a player receives one red card, they are expelled one game, plus incur a \$25 fine.
- b.** If a player receives two red cards in the same season, they are expelled for the rest of the season and incur a \$50 fine.
- c.** If a coach knowingly plays a player who has been expelled, the coach will also be expelled for the remainder of the season.
- d.** All fines are payable prior to the ejected player returning to the field.

### **8. Goalkeeper Conduct**

- a. Goal Keepers are not allowed to slide out feet first!** For the first offense, where no contact is made with a field player, a verbal warning will be issued. For a second offense where no contact is made, a yellow card will be issued and that keeper is to sit out the remainder of the half. If a goal keeper comes out feet first and makes contact with a field player, it is considered an automatic red card, which incurs a \$25 red card fine. This will also result in a penalty kick for the other team. **Field players are warned to avoid contact with the keeper at all costs!** Any contact made with the keeper will be subjected to the disciplinary action handed down by the referee who is to use his best judgement regarding each individual situation.

## **IV. Player safety**

### **A. Equipment**

- 1.** Although recommended, shin guards are not required of any player. **Players who choose not to wear shin guards do so at their own risk!**
- 2.** Hardware worn by a player, such as braces, casts, supports, or protectors, must be covered with some type of soft overlay, such as ace wraps, sweatshirts/pant sleeves, etc.

in order to ensure safety to that player and opposing players.

**B. "No Blood" rule**

**1.** A player with visible blood must leave the field immediately, with substitution allowed, and may not return until the blood is no longer visible.

**2.** Clothing with any blood on it must be changed before the player can return to play.

**3.** A first aid kit is recommended for all teams in order to deal with and manage any injuries team members may incur. Teams should also keep extra jerseys available in order to allow players who have blood on their clothes to remain in the game.

**C. All players should be in control of their body and language at all times! As this is a co-ed league, all players should use their common sense when playing into another player. All actions should be made for the ball, and not other players. Self-control and common sense will ensure the safety of all players and enjoyment of the game.**

**V. Protests of actions during the course of a league game**

**A. Subject of protests**

**1.** Violations of By-Laws during the course of a league game are subject to protest.

**2.** Decisions made by the referee's regarding interpretations of the laws of the games are **NOT** subject to protest.

**3.** It is inappropriate for a team to refuse to play a game because they plan to file a protest.

**B. Submission of a protest**

**1.** A written statement of protest must be submitted to the president within 48 hours of the incident, along with a \$20 deposit.

**a.** If the protest is upheld, the protesting team will be returned their \$20 deposit.

**2.** The protest statement must refer to the portion of the By-Laws that were violated, contain all relevant facts, and prescribe a remedy appropriate to prevent future violations.

**C. Action of the board**

**1.** Within three days of receipt of the protest, the president will schedule a meeting with board members and both team representatives and players involved.

**2.** The board will have possession of the referee's game summary card at that time, and will, if necessary, summon the referee for his/her input on the situation.

**3.** The board will then review all protests and notify all involved parties within 24 hours of their decision regarding the protest. At this time, any disciplinary action and fines will be handed down.

**4. The board's decisions are final and not subject to argument or retaliation.**