

Palo Alto Coed Soccer League
Administrative Rules (modified 5/10)

I. League Structure

1. Divisions: PACSL is a recreational soccer league for adult play. If there is a sufficient number of teams of different caliber, there will be two divisions of play within the league; divisions will be based on caliber of skill and experience. The top division will be more competitive, the lower division less competitive. There will be no division that is to be strictly for competitive play only.

2. Players: All players must be a minimum age of 19 years at the time of play.

3. Schedule: The League will create all schedules and post them in a timely manner. No changes to the schedule can be made unless approved and announced by the League Board of Directors.

4. Annual General Meeting: A mandatory meeting for all teams will be held each year. Each team must have a player representative present at the meeting. Each team receives one (1) vote on any matters put up for decision by voting. Any team without a representative at the meeting may be assessed a \$25 fine and must arrange to pick up any materials distributed at the meeting from the appropriate Board member(s).

II. Rules of Play

FIFA rules apply EXCEPT AS NOTED HEREIN.

- **NO SLIDE TACKLING.** A slide tackle shall be a foul and result in a direct kick.
- **Any other slide while in the vicinity of another player shall be considered Dangerous Play.**
- **Substitutions**, including those for yellow carded players, are permitted with the referee's permission at any stoppage for injuries, before any kick-off, any goal kick, or on any throw-in if the team in possession of the ball is subbing.
- Substitutions are not permitted on corner kicks.
- Team may field 5 men, 5 women and the goalie may be of either gender.
- No more than 5 players of either gender may play on the field at any time, excluding the goalie.
- Any team with fewer than 11 players may add additional players during a game (up to the allowed number of each gender) at any stoppage of play with the referee's permission.

III. Team Rules

1. Registration

Registration Materials must be returned to the league registrar by the announced dates or registration will be considered late. Late registrations may not be accepted, or may be subject to a late fee. Registration Materials consist of the following:

- Completed registration form

- Player identification card materials, including signed player card, color 1.5” x 1.5” photo, and copy of current driver’s license or i.d. (indicating date of birth) for new players
- Team roster
- Registration Fee(s)

2. Roster

For **SUMMER SUNDAY** season:

- Each team must have a minimum of 16 players and a maximum of **22** players to be eligible to register.
- Each team is allowed two (**2**) guest passes per game in regular season.

For **EVENING** seasons:

- Each team must have a minimum of 16 players and a maximum of **24** players to be eligible to register.
- Each team is allowed four (**4**) guest passes

3. Player Cards

- Players will not be allowed to participate in a game as a rostered team member until they have a laminated player pass. Any player without a laminated player pass must use one of the guest passes provided to each team.
- Returning players included on the same team’s roster shall use the same laminated player card as in previous season
- Team managers wishing to add new players to their roster prior to a season **must** submit completed player identification materials as indicated under III.1. above.
- Card requests (e.g., for new player, replacement player, or lost card) after the start of the current season will incur a \$10 handling fee per card. Payment must accompany the card materials.
- In the case of replacement players, the card of the player being replaced must be submitted as well. **NO TEAM MAY HAVE MORE PLAYER CARDS THAN THE NUMBER OF PLAYERS ALLOWED ON THEIR ROSTER.**
- Requests for player cards after the beginning of the season should be submitted no less than one week prior to the team’s next game (i.e. league must receive all documents on Monday in order for player to have a card by the following Sunday)
 - In addition to the guest passes allowed each team, and subject to the agreement of the opposing team’s captain, if a team has fewer than 11 eligible players (including the two guests) a maximum of 5 players with a valid PACSL player pass from The teams will be allowed to play without a guest pass to make up a full team (11 players), plus one substitute for each sex. If there are two levels of teams then only players from an equal or lower division may substitute (i.e. for B team sub either B or C player may play; for C substitutes only C players may play).

4. Forfeits: Causes for forfeits include the following:

- Failure to show for a scheduled game
- Having fewer than 7 eligible players on the field at any time during a game

- A team not in possession of team line-up/game card and player card at start of game
- Unpaid fine(s)
- Participation by ineligible player(s)
- Fights

5. Fines

- The League Treasurer must receive fines no later than 5pm on the Thursday preceding the team's next scheduled game, or within one week if the fine is incurred at the end of the season.

Treasurer address:

PACSL Treasurer
1693 Brittan Ave.
San Carlos, CA 94070

- If a fine is not received on time, the team owing it will forfeit the next scheduled game and incur a forfeit fine. The referee staff will be notified and the Board may take punitive action.
- Fines issued at the end of a season or in the tournament must be paid within 7 days to the League Treasurer; fines not paid by that date will be carried over to the following season and will be doubled. If payment is not received the team will forfeit its games and incur forfeit fines and may be dropped from the league.

6. Protest: Only violation of league rules is a matter for protest.

- Any written protest must be received by the Board within 48 hours following the game and accompanied by a \$25 fee (refundable if protest is upheld)
- An upheld protest at the discretion of the Board may or may not result in a replayed game.
- Any Board member(s) included in a protest (as team manager, player or opposing team member) must recuse themselves from voting.

7. Fights. Fighting is unacceptable and will not be tolerated by the league Board.

- Any players involved in a fight will immediately be red carded and incur the associated fees and suspensions. If more than one player from each team is involved, the game will be terminated, both teams will record a loss and each team will be fined \$50 IN ADDITION TO any other fines or penalties.

8. Fair Play: Players and spectators are expected to behave in a sportsmanlike manner on the field and on the sidelines. Unsportsmanlike behavior on or off the field by players, fans, or coaches can result in red cards for the offending player or captain of the associated team.

IV. Individual Rules

1. Each player must provide the following to his or her team manager for submission to the league in order to obtain a laminated player card:

- a copy of a valid driver's license or valid photographic identification displaying the player's date of birth
- a photo suitable for placement on the league player card
- signature on the back of the player card under the waiver

2. Eligibility: a player must be at least 19 years old to participate in league play.

3. Yellow and Red Cards:

- Any individual receiving a red card must leave the game AND the immediate field area immediately after being issued the red card. Team cannot replace the red-carded player in the game and must play short for the remainder of the game.
- One red card results in a minimum one game suspension. The mandatory suspension will be for the team's next scheduled game. The Board, if required, will decide further action.
- A red card fine not paid by the due date will result in a forfeit for the player's team.
- A player receiving a yellow card must leave the game until given permission to return by the referee. The team may substitute for a yellow-carded player.
- A player receiving two yellow cards in a single game will be treated as if receiving a red card.
- A player receiving four (4) yellow cards in a single season will receive a mandatory one game suspension for the next scheduled game, and must pay an additional fine by 5pm Thursday preceding the team's next scheduled game or the team will forfeit. At the discretion of the Board, such a player may be suspended for the remainder of the season.

V. Game Rules

1. Lineup Cards: Prior to the start of each game, each team will submit a game card listing each player by name, jersey number, and player card number. These cards can be downloaded from the league website: www.PACSL.org

2. Player Cards:

- Player card must be complete with photo and signature, **including lamination**, before a player can participate as a member of the team.
- Prior to the start of play, the referee will verify each player against his or her laminated player card, The allowed two guest players must provide valid identification and sign the waiver on the game card.
- The team manager is responsible for bringing the game cards and player passes to each game.

3. Initiation of play

- All games are to begin and end on time. Any game starting late will be shortened by the amount of time elapsed since the scheduled start time.
- In the event a team cannot field a full team at game time, the game will begin as soon as the referee checks in seven (7) eligible players.

- If play has not been initiated within 15 minutes of the scheduled game time, a forfeit will be declared. The team not meeting the 7 eligible player requirement will be charged the forfeit fee. If neither team meets the requirement, both will be assessed the forfeit fee.

4. Spectators

- Referees may card the coach, manager, or captain for inappropriate behavior on the part of a spectator.
- No coaching is permitted beyond 10 yards on either side of the midfield line during the game.

5. Team Equipment.

- Each team shall supply a playable game ball; one set or corner flags, and alternate jerseys in case of color conflict.

6. Stoppage of play

- The game will be halted at any point one of the teams has fewer than 7 eligible players on the field. The forfeit fee will be assessed to the team falling below the limit.

7. Players' Equipment

- Uniforms must consist of gym type shorts and a numbered jersey.
- All teams must have matching colored shirts with permanent and unique numbers.
- Jerseys must differ in color from field players on both teams
- Only soccer or tennis shoes are allowed
- Shin guards are required at all times. Socks must cover the shin guards completely.
- A player will not wear anything which poses a danger to another player
- No jewelry, including but not limited to necklaces, watches, earrings and piercings, is permitted UNLESS deemed by the referee to be safely taped and padded.
- Liability for wearing taped or padded jewelry remains that of the player.
- Casts are not permitted
- Splints/braces are permitted to the extent that they are reasonably cushioned or otherwise considered safe.
- Only goalies are permitted to wear soft visors (no baseball caps).
- Only prescription glasses may be worn and should be held by a safety strap

8. Referees

- Referee uniforms will be FIFA approved attire and must be easily distinguishable from the players.
- Referees will return the game cards along with any written incident reports (if applicable) to the head referee at the end of each game. The full set of game cards and any confiscated player cards must be turned in to the Board member designated as referee coordinator within 48 hours.

- Referee must submit a written report of any incident causing ejection of players or coaches.
- Referees must submit a written incident report when a game is protested.

Table of Fines

Red Card	\$50	Due to Treasurer within 4 days or fee doubles.
Forfeit	Price of Referees & Field Contact Board member for season's rate.	Due to Treasurer within 4 days or fee doubles.
Failure to attend GM	\$25	Due to Treasurer within 4 days or fee doubles.
Fighting—more than 2 players	\$50 per team plus red card fines and forfeit fines for each team involved.	Due to Treasurer within 4 days or fee doubles.
Failure to provide team equipment	\$10 per occurrence.	Due to Treasurer within 4 days or fee doubles.