

## **Colorado Coed Soccer League Bylaws**

### **(Rules and Regulations)**

**© Copyright 1987 – 2016**

**Revised – August 2016**

#### **A. General Playing Rules**

1. FIFA Soccer rules will govern subject to any League modifications contained within this document.

#### **B. League Governance**

1. The Colorado Coed Soccer League will be governed by the Board of Directors. The Board of Directors has final say in all League matters.
2. The Board of Directors will consist of no less than 7 people. Board members will be appointed as the League Director(s) deem necessary to assist in operating the League. The membership shall not exceed the number of teams currently in good standing with the League. Board Members are comprised as follows: Bill Stahl (founder and honorary member of the Board), the current League Director(s), the current Head Official (if applicable), and four rotating Team Captains/Managers as described herein. Every two years a lottery drawing of all 16 teams will be held. The first four teams drawn will serve in the Spring of the upcoming year, the second four teams in the Fall of that same year, the third four teams in the Spring of the following year, and the last four teams in the Fall of the following year. Therefore, each Team Captain/Manager will only serve on the Board for one season out of every four. The responsibilities when sitting on the Board are to participate in any action/discussion that is brought to the Board during that term, and to assist the League Director(s) temporarily with any duties, if requested. If a team drops out of the league before their term is served, then the new team that takes their place in the league will automatically drop into their spot.

#### **C. Player Eligibility Requirements**

1. All League players must be at least twenty-one (21) years of age as of the first League game.
2. All players must complete the CCSL Waiver & Release prior to playing in their first game. Team rosters close prior to the team's third game of the season. No changes may occur after this time except for injury substitutions. Official rosters are those generated through the online Player Registration process. Part of this registration process is providing the required personal identification that satisfies the League's insurance policy coverage requirements, whatever that may be, and which is subject to change from season to season.

3. Each team is permitted two injury substitutions during the regular season, either male, female, or one of each, but the sub must be “male-for-male” or “female-for-female.” Substitute players must comply with all of the same eligibility requirements, and must complete the online Player Registration process at least 48 hours before playing in their first game. Substitutes can contact the League Director(s) thru the website to obtain the injury sub Player Registration password, or Captain’s may facilitate the process between the new player and the Director.
4. No players may be added to a team roster after the conclusion of the last regular-season game. And, all players must have played in at least 1 regular season game to be eligible to participate in the Playoffs. In addition, no player may play for more than one team in the same season.
5. Any players with professional or semi-professional experience or presently involved with a college team must be sanctioned to play by the Board of Directors.
6. Strict player eligibility requirements will be enforced. Penalty for violation of any of the above requirements will result in the forfeiture, by the offending team, of all games in which the ineligible player(s) participated. In addition, if a team forfeits a game due to an ineligible player they will incur a \$50 fine that must be paid prior to playing in their next game. For multiple violations, the offending player and/or the entire team may be suspended from League play. Any and all sanctions against player(s) and/or teams(s) found in violation of these requirements will be determined by the Board of Directors.

#### **D. Team Requirements**

1. A complete team on the field shall consist of ten (10) players and a goalie. Teams must field a minimum of seven (7) players, three (3) of which are women, plus a goalie, at all times during a game.
2. The goalie is neutral and may be of either gender.
3. A complete team consists of five (5) women and five (5) men players. When five (5) women are not available, the team may field a team consisting of three (3) or four (4) women and five (5) men; other possible combinations are shown in the examples below.
4. If a team cannot field the minimum number of players they will forfeit the game.
5. If both teams cannot field the minimum number of players both teams will receive a forfeit.

Examples of legal team configurations:

| <u>Women</u> | <u>Men</u> | <u>Total Players</u> |
|--------------|------------|----------------------|
| 5            | 5          | 10                   |
| 6            | 4          | 10                   |
| 7            | 3          | 10                   |
| 4            | 5          | 9                    |
| 5            | 4          | 9                    |

|   |   |   |
|---|---|---|
| 6 | 3 | 9 |
| 3 | 5 | 8 |
| 4 | 4 | 8 |
| 5 | 3 | 8 |
| 6 | 2 | 8 |
| 3 | 4 | 7 |
| 4 | 3 | 7 |
| 5 | 2 | 7 |

#### **E. Uniform Requirements**

1. All teams are required to wear matching jerseys, shorts and socks of the same design and color. Jerseys must have a number, a minimum of six (6) inches in size, on the back. It is required that each player wear the same number each week in order to keep goal scoring, infraction, and roster records accurate. Jerseys must be worn by all players during Playoff check-in with the Officials. No two players on the same team can wear the same numbered jersey.
2. All players are required to wear shin guards, with socks pulled up over the shin guards.
3. No bare or stocking feet are allowed by any player. Cleats, or turf shoes, must be plastic or molded rubber with no metal tips.
4. If both teams have the same or similar jersey color, it is the home team's (lower seed, 16 is the lowest) responsibility to change to a different color.
5. Fitbits and other fitness bands/watches are only permitted if they are primarily plastic/rubber, are completely taped over with athletic tape, and have no finger catch possibility. Covering them with sweatbands is not permitted. And, all other jewelry is not permitted and must be removed. This includes wedding bands, other rings, earrings, metal watches, necklaces, bracelets, piercings, etc.
6. The Official's decision will be final in regard to proper playing attire.

#### **F. Team Check-In Requirements**

1. Regular season check-in is the accurate completion of the online Player Registration at [www.coloradocoedsoccerleague.com](http://www.coloradocoedsoccerleague.com). Once a player's name shows up on their respective team's roster they are officially checked in for the regular season. The name must be seen online before player is allowed to participate in their first game.

2. During Playoffs, Captains/Managers must have each roster player check-in by presenting their valid Colorado State ID Card or Driver's License, face-to-face, with one of the Assistant Referees assigned to their game.
3. During Playoffs, a team that is not prepared to start the game with the required minimum number of players checked-in within 5 minutes of the game's scheduled start time will forfeit. If neither team is ready, then both teams forfeit. Allowances may be made by the Officials in special circumstances such as weather and overtimes.
4. Players who have not checked-in will not be allowed to play. No exceptions. Late players may be checked in at the close side Assistant Referee's discretion, but no later than the end of regulation time. Checking in during overtime of Playoff games is not permitted.

#### **G. Game Length and Scoring**

1. Regulation play will consist of two 45-minute halves with a 10-minute halftime. The duration of each half may be adjusted by the Official but shall coincide with FIFA rules.
2. Regular season games that end in a tie will be scored as a tie. There will be no overtimes during the regular season.
3. The winning team will receive three (3) points and the losing team will receive zero (0) points. If the game ends in a tie, both teams will receive one (1) point.
4. Final standings at the end of the regular season will be determined by the following criteria in the following order. These will also be used to break any tie: a) Total number of points; b) Total wins; c) Goals-for/goals-against differential; d) Head-to-head competition; e) Coin toss.
5. The standings and each team's goals-for/goals-against differential will be published each week by the League.
6. A team forfeiting a game will receive zero (0) points. If both teams forfeit, both teams will receive zero (0) points. A forfeit will be scored 3 - 0 for the non-forfeiting team.
7. Playoff games resulting in a tie after the completion of regulation play will be decided by playing two (2) fifteen (15) minute, sudden victory, overtime periods. If still tied, the game will be decided by alternating penalty shots. Each team will initially be allowed five (5) penalty kicks to be taken by five (5) players who were on the field at the completion of the overtime periods. Each team must alternate male and female players with each round. If still tied, the remaining players who were on the field at the completion of the overtime periods, including goalies, will take alternating penalty kicks, alternating male and female players, until decided. If still tied after each player has attempted one penalty kick, this sequence will be repeated.

#### **H. Player Substitutions**

1. The Center Referee, in conjunction with the Assistant Referees, will control all substitutions.
2. Player substitutions are allowed on any of the following occasions: a) Both teams may substitute prior to a goal kick by either team; b) The team in possession of a throw-in may substitute prior to taking the throw-in; c) Teams, at the Referee's discretion, may substitute for an injured player(s). The opposing team

may then substitute a like number of player(s) of the same gender as the substituted for injured player(s);  
d) Substitutions may be made by both teams after a goal.

3. Normally players will substitute for players of the same gender. Under certain circumstances, substitutions may occur for players of the opposite gender.
4. Teams may not substitute for an ejected player during the game in which he/she was ejected. The team must finish the game shorthanded.
5. Captains and players must make every effort to minimize the confusion and time required during substitutions.

## **I. Male Domination**

1. Male domination is against the nature of coed soccer. All male domination infractions are at the Referee's discretion. Male Domination can be present during any facet of play such as during offensive attacks and with defensive positioning/strategizing, or when considering team play as a whole. The Referee will use the following guidelines to call male domination infractions.
2. At least one woman must line-up and play in each line of play, i.e., one woman forward, one woman midfielder, and one woman defender. The goalie is neutral in regards to male domination and may be of either gender. However, if any line of play has only one player, i.e., a 3-3-3-1 formation, then it is at the team's discretion whether to use a male or female in that solitary position.
3. Examples of male domination are, but not limited to: a) Men continually bypassing/ignoring their women teammates without regard for whole team play; b) Women regularly calling off of a play, or switching out of a position, where they could be involved in the play. c) Men continually calling women off of the ball and pursuing play without regard to whole team play; d) Any other situation where the referee deems that women are being under-utilized in play when it clearly appears that they should be participating more.
4. Penalties for male domination are: a) First and second offense – Indirect kick by the offended team; b) Third and subsequent offenses – Penalty shot by the offended team.

## **J. Player Conduct**

1. Per Article 3 of the FIFA Statutes... Discrimination of any kind against a team, group of people, or individual on account of race, skin color, ethnicity, nationality, language, religion, social status, economic status, gender, sexual orientation, political affiliation, physical ability, mental ability, illness/ailment, or any other disparaging reason, is strictly prohibited and immediately punishable by permanent expulsion from CCSL. If more than one person can corroborate hearing/seeing something of this nature then the Referees will make note in their official Game Report, and then this policy will be enforced by the League Director(s).
2. Coed soccer is a recreational sport. The important thing to always keep in mind is "DO NOT LOSE YOUR HEAD AND THUS YOUR TEMPER."
3. Verbal or physical abuse of the Referees by players, or spectators, will not be tolerated and will be punished appropriately. Ejections and further sanctions are possible.
4. Ejections (a red card) for violent or unsporting behavior, or for serious foul play or language, will result in a two-game suspension, to begin at the end of the game in which the player was ejected. A review by the

Board of Directors, to determine whether any further sanctions are warranted, may occur. Red cards for denying an obvious goal scoring opportunity, such as an intentional hand ball in the goal box, or a goalkeeper using his hands outside the penalty area, to stop a breakaway situation will be punishable by a one-game suspension.

5. Three yellow cards in a given season by any player will be comparable to a red card. This will result in a two game suspension following the game the third yellow card was received in. This will also be cause for review by the Board of Directors who will determine if any further sanctions are warranted. Yellow cards follow players for one season. Red cards follow players for one year. A year is defined as a moving calendar year; i.e. September 2 to September 1; October 5 to October 4, etc.
6. Two ejections in a given season will result in that player's suspension from all play during that season and possible indefinite suspension from all CCSL play.
7. A player receiving a caution from the Referee must immediately be substituted for by his/her team. The player may return to play at the next normal opportunity. A player receiving an ejection from the Referee must immediately exit the playing field, pack up their belongings, and leave the soccer complex. If the player fails to leave the site in an expedited fashion, the Referee has the ability to suspend play temporarily, or completely, at their sole discretion. The player may return to watch future games during their suspension, but must exhibit proper behavior while doing so. If a suspended player becomes an unruly spectator then further sanctions could be issued.
8. Two captains must be designated by both teams prior to the start of each game. They will be the only players allowed to speak to the Referees during the game, and must do so politely. Any other players who speak to the Referees will be exposing themselves to possible penalties.

#### **K. League Discipline**

1. Since the intent of the CCSL is to provide an atmosphere of recreational soccer, players who disregard the enjoyment of other players are subject to both fines and eligibility suspension. Both are primarily enforced based upon an individual's conduct seasonally and throughout a moving calendar year, although other discipline may be imposed upon a repeatedly abusive player at the discretion of the League Board.
2. Offenses which occurred prior to one moving calendar year in the past are defined as expired for the purpose of levying fines, but may be weighed in the case of Board review.
3. Fines are to be paid by cash or check payable to "CCSL" and submitted to the League Director(s), who shall make record of such payment. Players/Teams subject to a fine are ineligible to play until that fine is paid, and such ineligible players cannot be "dropped" from a team roster in favor of an "injury substitution." All fines from the previous season must be paid before a team is eligible to play, regardless of whether the player who earned the fine is present and/or still on the roster.
4. Any player issued a red or yellow card by a Referee shall be reported to the League Director for determination of fine or suspension status. A player shall be considered ineligible until cleared by the League Director; any attempt to circumvent the process shall subject both the player and team manager to possible disciplinary action as determined by the Board.
5. Fines and suspensions shall be imposed according to the following guidelines: a) First yellow card – no fine & no suspension; b) Second yellow card – \$10 fine & no suspension; c) Third yellow card (*equals a red card*) – \$25 fine & two games, or more, suspension; d) Fourth, and subsequent, yellow cards – \$25

fine & see below\*; e) First red card – \$25 fine & two games, or more, suspension; f) Second, and subsequent, red cards – \$40 fine & suspension for the remainder of the season, plus mandatory Board review.

*\*A player receives a mandatory two-game suspension only after each third yellow card (i.e., third, sixth, ninth, etc.), while the fine will be \$25 for each yellow card after the second one. The Board, however, will review that player's conduct after the fourth yellow card to determine whether the player merits additional suspensions.*

## **L. Player Protection**

1. Women may protect themselves by covering their upper bodies with their arms, palms and arms flush against their bodies provided the contact does not specifically direct the ball. Men may protect themselves by covering their groin, palms and arms flush against their body provided the contact does not specifically direct the ball. The Referee's decision on this matter is final.

## **M. Dangerous Play**

1. All slide tackles and or challenges must come from within a 180-degree peripheral line of vision of the player with the ball. No slide tackles from behind will be permitted regardless if contact is made with the ball first. The Referee has final say over the legality of any slide tackles, and any and all penalties for illegal slide tackles will be at the Referee's discretion.
2. High kicks can be very dangerous. High kicks are those kicks in which the kicker's foot is raised above any other player's waist that is in close proximity. The Referee has final say over the legality of any high kick, and any and all penalties for high kicks will be at the Referee's discretion.
3. In order to protect a vulnerable goalkeeper, there will be no slide tackles into the keeper. The Referee has final discretion regarding the legality of any slide tackles near the keeper, and any and all penalties for illegal slide tackles into a keeper will be at the Referee's discretion.

## **N. Protests and Appeals**

1. All protests and appeals must be made by Captains/Managers only. Captains/Managers should actively seek out Director(s) and/or other Board members who are present at the field when any major conflict arises during a game. The Director(s) and/or other Board member(s) present at the field will attempt to clarify the conflict at that time. If no Director(s) or other Board members are present when the conflict arises, then the League Director(s) should be contacted immediately by telephone and be made aware of the situation. All protests and appeals must be in writing and submitted to the Director(s) via email within 24 hours of the incident in order to be considered, and a \$25 non-refundable fee must accompany the appeal request.
2. The League Director(s) will convene a hearing at a mutually convenient time to adjudicate the protest. A majority of current Board members is required. While a Board member may join discussions on protests involving players from his/her own team, s/he may not vote. Players and the League may submit evidence from themselves, managers, officials, game reports, and other players. Cards can never be rescinded,

however the Board may decide to change suspension periods, fine amounts, or implement other measures either for better, or for worse, depending on the circumstance.