



1. Preamble

- 1.1. The following rules must be read in conjunction with the Laws of the Game of the Fédération Internationale de Football Association (FIFA). The latter constitute the basic reference and must be respected at all times.
- 1.2. The Competition is sanctioned by the Fédération internationale de football corporatif (FIFCO).
- 1.3. Ignorance of the rules does not justify the non-observance of the latter.
- 1.4. If it is necessary, the Canadian Corporate Soccer League Executive Committee (named hereafter “the League”) has the authority to decide on any case not foreseen by the present rules or any other article of these Regulations leaving room to interpretation.
- 1.5. In accordance with the CCSL charter, the League reserves the right to limit access to players who do not adhere to the spirit and values of the league.
- 1.6. In accordance with the CCSL charter, the League reserves the right to limit access to teams and all players registered to that team in cases where the League fees have not been remitted prior to the beginning of the season
- 1.7. The League reserves the right, during the course of the season, to amend the rules and regulations pertaining to the competition. All coaches, managers, captains and referees will be notified of any changes that may arise.
- 1.8. All coaches, managers, captains and referees are obliged to attend a pre-season rules meeting. The League reserves the right to apply a financial fine to all members who do not attend this meeting. In the case of referees who do not attend meetings deemed as obligatory by the Referee-in-Chief, the latter shall have the authority to withhold future assignments until the referee attends a subsequent meeting.

2. Team registration

- 2.1. Each team must supply, at the time of their registration, a security deposit of \$250 which will be reimbursed at the conclusion of the season to all teams that have not withdrawn from the competition for reasons ruled to be unacceptable by the League minus any fines incurred during the season
- 2.2. An administrative fee of \$20 will be charged for all cheques without sufficient funds
- 2.3. Teams and their registered players who have defaulted on their payment may be suspended from all League activities until such a time when the payment and any fines incurred are made in full.

- 2.4. League participation: each team is responsible for registration fees according to League policy. Teams who fail to acquit registration fees are liable to a financial penalty and/or interest accrued and/or exclusion from the League.
- 2.5. Registration fees cannot be reimbursed.
- 2.6. In registering for the League, all teams automatically agree to:
 - 2.6.1. Respect all League rules ;
 - 2.6.2. Accept that all administrative, discipline and officiating issues are resolved by the League according to the present Rules;
 - 2.6.3. Respect the principles of Fair Play.

3. Registration and eligibility of the players

- 3.1. A team must provide a list of a maximum of twenty-three (23) players for eleven aside soccer, eighteen (18) players for seven aside soccer, and fourteen (14) players for Futsal , before the beginning of the season.
- 3.2. Coed teams can register unlimited number of female players. Outdoor coed teams may register a maximum of 18 male players to start their summer season. Indoor coed teams for 7x7 soccer can register up to 16 male players before the start of their season. For coed FUTSAL, teams can register up to 10 male players before the start of their season.
- 3.3. Each team will be permitted to make up to three (3) changes to their roster at no additional cost. All additional changes will carry an administrative fee which will be levied by the league to the team altering its roster. The levy will be set at the beginning of the season.
- 3.4. All teams will be permitted to recruit players from inferior divisions (and not vice-versa), so as to allow up to 3 call-ups to play in any one game.
- 3.5. Teams can change or add players up to the second to last game of the season (12th – summer, & 16th – winter). After this point each team roster will be considered final. No new player can be added to the roster after this time.
- 3.6. Only players, who have played a minimum of 4 games with the same team in one season, will be eligible to participate in its team playoffs.
- 3.7. Players are allowed to play in more than one recreational or semi-competitive division, provided they are listed on each team's roster. However, players whose access to the League has been limited subsequent to articles 1.3 are not eligible to play in another team. Players whose access to the League has been limited subsequent to article 1.6 are ineligible for another team unless they appear on this team's roster prior to the League's decision to limit access to the team in default of the League fees.
- 3.8. Every player must sign a league release form before being permitted to play.
- 3.9. Each player will be issued a FIFCO passport ID number to be presented before every match. In some cases, players from previous seasons may still use the FIFCO-issued ID Card.
- 3.10. Participants in all matches of the League must produce government issued identification with photo upon request from a match official if no FIFCO ID card is available. Failure to provide such identification will disallow their participation in the match. The match officials have no discretion in allowing a player/ team official to participant in a game should no identification be presented. Should a team decide to have

the disallowed participant play despite a lack of identification, the team will lose the game by default and will be imposed a \$50 fine.

4. Coaches and staff

- 4.1. A maximum of two staff per team are allowed on the team bench. Moreover, any person having access to the team bench must have a League passport ID number.

5. Uniforms and colours

- 5.1. The teams will have to make known, at the time of their registration, the colour of two (2) uniforms (or one set of pinnies) and have it approved by the league.
- 5.2. Each team taking part in a match must be uniformly dressed with the colours of their team. Teams in Premiership and Division 1 must wear the same shirt, shorts and socks. No exceptions are to be made to this rule, aside from minor allowances made for the shade of socks. In all other divisions, only the shirt/shorts are required to be the same.
- 5.3. The goalkeeper must wear different colours from the playing teams.
- 5.4. Each team uniform must have the CCSL patch on their shirt at time of pre-game inspection. CCSL patch can only be worn on the sleeve and/or on the front chest. Failure to have the CCSL patch can be grounds for player refused entry by the referee. League patches cannot be reproduced without prior permission from the League as it remains a trademarked symbol.
- 5.5. In the event of colours considered to be similar by the referee, the visitor team will have to change their colours, or wear different coloured “pinnies”. Contrary to this rule, the referee will not allow the game to proceed. The outcome of the game will be decided by the League.
- 5.6. Premiership: substitutes sitting on their respective team benches must wear “pinnies” at all times.
- 5.7. The players of the involved teams must have on the back of their jersey a visible number corresponding to the number registered on the game sheet opposite their name. **No use of tape will be permitted to recreate a missing number. All goalkeepers in Premiership and Division 1 must also have a number of their jersey.**
- 5.8. All players must conform to Law IV of the FIFA laws of the game. Players who do not conform will be required to leave the field until they are able to conform. Players who repeatedly do not conform to Law IV will be cautioned.
- 5.9. The captain of each team must wear an arm-band or another symbol to identify him as captain.

6. Game Balls

- 6.1. Only official match balls approved by the International Federation of Corporate Football (FIFCO) will be authorised for all games
- 6.2. Two (2) balls, size five and in conformity with rule 6.1, are to provided by the home team prior to the game. Should this not occur, the team at fault will receive a \$25 sanction.

- 6.3. Every team must possess two (2) FIFCO Approved game balls before the beginning of the outdoor season and one (1) FIFCO Approved game ball is necessary for the indoor season.

7. Schedule

- 7.1. The League will draw up the schedule and make it available to all the players and teams on the league website or an alternative internet site, before the start of the competition.
7.2. No changes to the approved schedule will be entertained from any clubs.

8. Field of Play

- 8.1. The field dimensions are determined by the particular venue used for the competition

9. Game Stars

- 9.1. After each game, the coach/captain of the opposing side must choose three game stars of the opposing team in descending order.
9.2. The game stars will be reported by the referee or match delegate on the game sheet.

10. Promotion and Relegation

- 10.1. Teams are assigned to divisions by the League. Promotion or regulation can be applied from season to season only.
10.2. Relegation in competitive and semi-competitive leagues are obligatory
10.3. Promotion in any division is optional
10.4. The League will decide on all events not foreseen in Article 10.1

11. Competition Prizes

- 11.1. Prizes are awarded for;
11.1.1. Most Valuable Player in each division
11.1.2. Golden Boot Award in each division
11.1.3. Best Keeper in each division
10.2 Competition Champions of every division can be awarded a Champions Cup and/or;
10.2.1 \$750 league credit for first place finish in the Premiership Division
10.2.2 \$500 league credit for first place finish in division 1
10.2.3. \$250 league credit for first place finish in all other divisions
10.3 Fair Play Award will be awarded to a team in each division who accumulates the least amount of cautions and send-offs (cumulatively) during the season.
10.3.1. The Fair Play award will be awarded to the entire team
10.3.2. All yellow and red card fines, accumulated during the course of the season, in each division will be donated to a charity of the League's choice.

A) Rules of Play

12. Referee

- 12.1. Before each game, the coaches of the two teams must submit their game sheet prior to game start to the referee or match delegate in order review the players. Contrary to this rule, a \$25 fine will be levied.
- 12.2. If a referee does not present himself at a match, one of the assigned assistant-referees will officiate the match.
- 12.3. Referees are to officiate the games according to the most recent version of the Laws of the Game as published by FIFA with the exception of contrary provisions governed by the present rules and regulations.
- 11.4 Referees are subject to the FIFCO disciplinary committee for all misconduct that occurs during FIFCO sanctioned competitions.

13. Team verifications before game time

- 13.1. Teams must be present 30 minutes before starting time in order to proceed in the verification of the players. Contrary to this rule, a \$25 fine will be levied.
- 13.2. No player can take part in the match if he did not present himself to the referee, or match delegate, with a valid passport number before the start of the second half.
- 13.3. Any team that contravenes article 13.1 or 13.2 will have the outcome of the game decided by the Executive Committee.

14. Number of players & game sheet

- 14.1. A team dresses and play a maximum of eighteen (18) players for an eleven aside soccer game, fourteen (14) for a seven aside soccer game, and ten (10) players for a futsal 5 game. The names of all players and coaches must be registered on the game sheet in order to be eligible to play that match or to have access to the team bench. No name can be added on the game sheet after the start of the match.
- 14.2. A team must align a minimum of seven (7) players including one goalkeeper for the duration of an eleven aside match, five (5) players in a seven aside soccer match, and four (4) in a futsal 5 match.
- 14.3. A team in default of article 14.2 will have the outcome of the game decided by the Executive Committee.
- 14.4. If a decision is made to award a default, the team not deemed to be in infraction will win the game by a score of 3-0 unless there was a greater goal differential in their favor at the end of the game or when the game was discontinued.
- 14.5. The League's official game sheet must be used, unless otherwise specified by the League. Contrary to this rule, a \$25 fine will be levied.
- 14.6. The official game sheet must be filled out completely and legibly 30 minutes before the beginning of each match.
- 14.7. Player passport numbers must appear on the game sheet. Failure to do so can lead to a forfeit of the game.
- 14.8. Any player, whose name appears and is not crossed off the game sheet, will be considered to have taken part in the match. The coach is responsible to cross off the

name of an extra player or for who is not present at the match before the start of the second half-time.

- 14.9. Only players in good standing with the league and who hold a valid FIFCO passport number are eligible to participate in a game. Only players and team officials who appear on the game sheet may remain in the bench area. Everyone else must sit in the area reserved for spectators. Suspended players/team officials may not sit in the bench area. Injured players, provided that they appear on the game sheet, may sit in the bench area.
- 14.10. Any team that does not respect article 14.1 or which, following article 14.8, did not strike out the name of a player who proves to be ineligible, is subject to a \$25 fine.
- 14.11. Coed divisions; teams must field a minimum of three (3) female players at all times during an eleven aside match. Only two (2) female players are required during seven aside and futsal 5 matches, respectively. Failure to comply will entail a minus 1 point in the general standings regardless of the outcome of the match.

15. Time granted to begin a match

- 15.1. For all matches of 90 minutes in length, a fifteen (15) minute and one second grace period will be tolerated for any team to align the minimum number of players prescribed in article 14.2 and to begin the match. For all other games of the League, a ten (10) minute and one second deadline will be granted.
- 15.2. Passed the time prescribed in article 15.1, the outcome of the game will be decided by the Executive Committee.
- 15.3. If the two teams do not present themselves at the match within the time limit, articles 15.1 and 15.2 will be applied to the two teams. Article 15.1 does not apply in situations where a team has been exempted from appearing for a match through prior written notice from the League.
- 15.4. No other reason for delay of game will be tolerated. Should a game not be able to begin within a reasonable amount of time for reasons outside of the teams', referees' and League's control, the outcome of the game will be decided by the Executive Committee
- 15.5. A game will be declared to be completed if at least 75% of the game was completed.

16. Substitutions

- 16.1. Premiership: Each team is entitled to make up to 8 changes during the course of the game. Should a team have exhausted all 8 changes, an additional change can be made should an injury occur in the final 10 minutes of the game. Substitutions can be made at any stoppage. The coach must formally advise the fourth official of his intention to request a substitution by providing a substitution card that indicates the number of the exiting and entering players. The fourth official will regulate the changes. All changes must be made at the centre in front of the fourth official. Substituted players can re-enter the game provided that their team has not exhausted all available substitutions.
- 16.2. In games with a match duration of 60 minutes, substitutions are unlimited. However, they can only be made when the team has ball possession. If the team in

possession asks for a change, the opposing team can also make a change at the same time. Substitutions can be made on goal-kicks or kick-offs regarding of possession.

16.3. Substitutions can only be made during a stoppage of play for all eleven aside soccer games with match durations of 60 and 90 minutes.

16.4. Recreational divisions and for matches of durations of 50 minutes or less, changes will be done “on the fly”, without requesting a change to the referee.

16.4.1. “On the fly” changes, players can only substitute at the centre line.

16.4.2. An illegal substitution will result in an indirect free kick from the location of the play when play is stopped. Should the ball be located within the six yard box, the ball will be placed on the six yard line parallel to the goal line closest to the location of the ball. Repeated disregard could result in a yellow card.

16.5. During small-sided soccer (7x7) and FUTSAL, substitutions are made “on the fly” and do not require a stoppage of game. All substitutions must be made in front of the player’s bench.

16.6. The referee must be informed of each request for a goalie substitution.

16.7. Any player entering the playing field must indicate to the referee the player whom he is replacing.

16.8. The substitute enters the field only after the player whom he replaces exits the field.

16.9. Any player on the field may replace the goalkeeper provided that the referee is informed beforehand of the replacement. The replacement is carried out during a stoppage of play.

17. Out of Bounds (indoor soccer)

17.1. Ball out of bounds: Instead of a throw-in, players will play “kick-ins” from out of bounds. The kick-in is indirect.

18. Free Kick (indoor soccer)

18.1. All free kicks are direct, with the exception of article 16.4.2, 17.1 and 18.4. In the case of a slide tackle in the penalty box, the restart will be a direct free kick. Should the offending player be a member of the defending team, the appropriate restart will be a penalty kick.

18.2. All indirect free kicks within the penalty area will become a direct free kick from the top of the penalty area closest to the point of the foul.

18.3. Opposing players must be five (5) meters from the free kick point.

18.4. If the ball hits the roof of the complex, the ball is placed at the exact spot where the ball hit the roof, with the exception of the penalty box, the free-kick is indirect. Should the ball hit the roof above the penalty area, a free kick in favour of the defending team shall be restarted as with a goal kick and a free kick in favour of the attacking team will be restarted as a corner kick.

19. Slide Tackling

- 19.1. All slide tackling is forbidden in indoor 7x7 soccer and FUTSAL.
- 19.2. All outdoor coed leagues will not allow slide tackling of any kind
- 19.3. Slide tackling involves a challenge for the ball or an attempt to play the ball from a sliding position in the proximity of an opponent. Sliding to play the ball outside of the proximity of an opponent is tolerated.
- 19.4. Tackling from behind will constitute an automatic sending off and subject the offender to further sanctions from the disciplinary committee.

20. Length of play

- 20.1. During the season, the regulation length of play will be set by the league.
- 20.2. Duration of overtime periods for competitive and semi-competitive divisions (eliminary series and medal matches only---summer season) will be of two ten (10) minute periods with one rest period of two (2) minutes.
- 20.3. There are no overtime periods in recreational divisions. In case of a tie – the game will proceed to penalty kicks as foreseen by the FIFA laws of the game.
- 20.4. (Indoor Soccer) all tied games (elimination series and medal matches only) after regulation time will immediately go to penalty kicks as foreseen by the FIFA Laws of the Game.
- 20.5. If, there still is a tie after both overtime periods, the game will proceed with penalty kicks as foreseen in the FIFA Laws of the Game.
 - 20.5.1. For 7x7 games and FUTSAL 5s, only 3 shots on goal will be applied.
- 20.6. In all mandatory coed divisions, a female player must be one of the shooters on goal during the penalty shoot out.
- 20.7. The referee, at his discretion, can modify the length of play to account for delays or any other situation that he sees justified.

21. Standings and Classification of the matches

- 21.1. The league consists of many divisions
- 21.2. During the season, the allowance of the points will be done in the following way;
 - 21.2.1. Three points for a victory;
 - 21.2.2. One point for a tied match;
 - 21.2.3. Zero point for a defeat;
 - 21.2.4. Less one point for a match lost by forfeit or default.
 - 21.2.5. Minus one point for a team at fault as per article 14.11
- 21.3. The League may decide on another method of classification, with the proviso of advising all the participating teams before the beginning of the competitions.
- 21.4. Any match won by default or forfeit will result in a score of 3-0. If the number of goals scored by the winning team is higher than three, this number will be entered in the standings.
- 21.5. Any decision as for the forfeit or default or other issues of a match must be approved by the League in order to have full effect.
- 21.6. In the case of a double equality (two teams) or multiple (three teams and more), the criteria used will be, in the order, the following;

- 21.6.1. The greatest number of points obtained at the time of the matches between the teams concerned;
- 21.6.2. Victories obtained between the teams concerned;
- 21.6.3. Difference between the goals for and the goals against for each match played between these teams;
- 21.6.4. Difference between the goals for and the goals against with the classification general;
- 21.6.5. The number of goals for to the classification general;
- 21.6.6. Drawing of lots.

22. Playoff round for all Divisions:

- 22.1. Each division will have a playoff round within its own division.
- 22.2. The final standings will determine the elimination round games.
- 22.3. All yellow and red cards accumulated during the regular season will **NOT** be carried over into the playoff round. Disciplinary sanctions imposed, however, will remain in effect into the playoff round.
- 22.4. Only the top four teams of each division make the playoff round.
- 22.5. The League reserves the right to not offer playoffs in certain divisions.

23. Expulsion and stop of match

- 23.1. Any player, coach or administrator expelled by the referee must leave the field immediately and go to the changing rooms or in the stands. Failure to do so is subject to a suspension to be decided upon by the disciplinary committee of the League.
- 23.2. If the match must be stopped by the referee for non-observance of article 23.1, the case will be submitted to the Disciplinary Committee. Outside of extenuating circumstances, the offending team loses the match by default and the team will be subject to a fine.
- 23.3. All the teams are responsible for the responsible behaviour of their players, coaches, administrators and spectators. They must take the necessary precautions to prevent the individuals mentioned above to attack verbally or physically the officials and opposing players, before, during and after the match. If the necessary precautions are not taken, the team could be suspended and will have to appear then before the disciplinary committee which will decide suitable sanctions.
- 23.4. If the person in charge or a member of a team withdraws his players from the field or refuses to continue a match, except for reasons beyond their control, the team will automatically lose the match by default and be subject to a fine.
- 23.5. If the referee stops a match for any reason, the League will study the reasons and will impose the fines and sanctions considered to be necessary. The Executive Committee of the League will also decide fate of the match.

24. Complaint and protest of match

- 24.1. In all the competitions, any infringement of the rules must be reported to the referee, before, during or at the end of a match. It will be indicated on the game sheet, signed by the coach or the person in charge. A complaint can also be deposited in writing to the League, within the two following work days after the infringement.
- 24.2. In order for a protest to be taken into account by the League, a deposit of \$25, addressed to the president of the League, must accompany the protest. A copy of the complaint must be presented within the same times to the opposing team.
- 24.3. A complaint should relate only to one infringement. Several complaints in the same match must be the subject of as many infringements.
- 24.4. The study of the complaints to be treated by the League will be done behind closed doors, in accordance with the procedure established in the rules of discipline.
- 24.5. For any irregularity in articles 23.1, 23.2 and 23.3, the complaint will be regarded as inadmissible.
- 24.6. When a complaint is considered to be inadmissible, the deposit is retained. If the plaintiff wins his case, the deposit will be returned to him.
- 24.7. However, if, during a revision carried out by the League, an infringement of the rules is discovered, the League reserves the right to apply the sanctions envisaged by the present rules to all preceding matches which present these infringements.
- 24.8. Any ruling may be appealed, according to the procedure established by the articles in the Rules of Discipline.

B) DISCIPLINE

The following are the articles of the Rules of Discipline of the matches of the Canadian Corporate Soccer League of Canada:

25. Procedure of appeal

- 25.1. In order for an appeal to a ruling of the disciplinary committee be heard by the Board of directors of the Canadian Soccer League of Canada, the appellant must observe the procedure of appeal prescribed to articles 24.2
- 25.2. The appellant must provide all its written explanations, at the time of its request, in order to avoid the useless delays. Each notice of appeal must be accompanied by a fee of 25\$ which will be reimbursed by the League should the appeal be successful. A hearing may only be held in exceptional cases, when the Board requires additional explanations.
- 25.3. One can appeal a ruling of the League only for errors of law, procedure or in the imposition of sanctions. No appeals regarding game decisions such as the administering of a caution or expulsion will be entertained unless there has been a misinterpretation of the League rules or the FIFA Laws of the Game.
- 25.4. No appeal of a ruling of first authority must be heard with an only aim of introducing new witnesses or to change the ruling by the Board's appreciation of the proof as made by the committee of discipline which is sovereign in this matter.
- 25.5. The Board must reject an appeal if it considers that the procedural irregularities do not involve any real damage for the appealing one.

- 25.6. The Board may revise a sanction only if it appears that it is obviously exaggerated in regard with the circumstances and the elements contained in the file.
- 25.7. The Board can confirm or cancel a ruling, substitute for it any decision which it considers most suitable or order a new hearing before the discipline committee.
- 25.8. The appeal of a discipline committee ruling is made by the sending a notice to this end, in the two days of reception of the decision which one wants to call with the secretariat of the League and the other part with the complaint.
- 25.9. The opinion of an appeal call must contain the designation of the parts, a copy of the ruling to be appealed, the date of the ruling, the reasons for the appeal call, the points on which the appealing one is based and arguments with the support of its claims.
- 25.10. Any request for principal or incidental appeal must be accompanied by a deposit of \$50. Unless contrary provisions, any decision taken by the discipline committee is subject to an appeal of the League.
- 25.11. A notice of appeal duly completed suspends the execution of the decision taken in first authority and this, until the decision of the League.

26. Resolution of the Board of Directors

- 26.1. The decision of the appeal committee of call is consigned in writing and must contain the reasons with the supporting proof. It is dispatched at once to the parties. In no case, can the board order the provisional suspension of the regular calendar of games for the reason of litigation.

27. Yellow Cards

- 27.1. All yellow cards received during the course a game, will carry a \$5 administrative fine per card, applied against the team's security deposit.
- 27.2. Whoever receives two (2) yellow cards in the same game is automatically expelled from the match and in accordance with article 23.1, must leave the field immediately and go to the changing rooms or in the stands.
 - 27.2.1. If he does not do so, they will have to appear before the disciplinary committee of the League.
- 27.3. A player who receives two (2) yellow cards during the same game will only have one red card assigned to his season's total and not two yellows and one red.
- 27.4. Whoever receives a third (3rd) yellow card during the season is automatically suspended for the following match of his team.
- 27.5. Whoever receives a fifth (5th) yellow card during the season is automatically suspended for two (2) consecutive matches of his team.
- 27.6. Whoever receives a seventh (7th) yellow card during the season is automatically suspended for the remainder of the season.

28. Red Cards

- 28.1. Whoever receives during a game a red card is automatically expelled from the match and in accordance with article 23.1, must leave the field immediately and go to the changing rooms or in the stands. Moreover, his team continues the match with a player in less. The expelled player is automatically suspended for the next team match.
- 28.2. All red cards will be evaluated by the disciplinary committee. This committee has the authority to impose any additional penalty deemed appropriate.
- 28.3. If a player receives during the season a second red card, he is automatically suspended for a minimum of two matches and will have to appear before the disciplinary committee of the League to determine whether additional discipline is indicated.
- 28.4. If a player receives during the season a third red card, he is automatically suspended for the remainder of the season, must appear in front of the disciplinary committee to consider additional discipline and can receive a financial fine at the discretion of the league.
- 28.5. All red cards received during the course of a game, carry a \$20 administrative fine, which will be applied against the team's security deposit.

29. COOL-OFF Period

- 29.1. Referees may, without prior warning, send a player off the field of play for a 10 (ten) minute period if his/her conduct or type of play makes it necessary. Another eligible player may replace the player sent off on the field of play. The referee shall have the option not to administer a caution. **Article 29.1 does not apply to the Premiership division.**
- 29.2. Coaches of the home and visiting teams must immediately be notified of any action taken by the referee pursuant to the provision of this rule.

30. Disciplinary Sanctions

- 30.1. All administrative penalties will be decided by the disciplinary committee aside from automatic sanctions foreseen in the Rules.
- 30.2. In the case where a player does not respect the sanction which was imposed to him and plays while suspended, the team in fault automatically loses its match(es) by default and will be imposed a fine of 100,00 \$ until the player has served his sanction. Moreover, his case will be referred again to the discipline committee. Coaches and team captains are responsible for ensuring that no player plays while under suspension. Team captains must ensure that they provide up-to-date contact (e-mail) information to the League for themselves and their delegates in their absence. All suspensions will be published by e-mail on a weekly basis. All red cards are punished by an automatic one-game suspension to be served during the team's next game. At no time will ignorance of a published sanction be accepted with respect to a player who has played despite being suspended. In cases where a suspended player is registered for more than one team, their suspension will only apply to the games of the team for which they were playing at the time of their expulsion in cases where article 27.2 is applied. In all other cases, the suspension received applies to all the teams for which the offender is registered until the

suspension is served. This applies equally to individuals who are registered as players and team officials on different teams.

30.3. Red cards received are subject to the following minimum sanctions:

30.3.1 A second yellow card: one game suspension and a maximum fine of \$50.

30.3.2 Foul and abusive language and/or gestures towards an opponent: two games suspension and a maximum fine of \$50

30.3.3 Foul and abusive language and/or gestures towards a spectator or match official: a possible suspension from the league as well as a minimum two games suspension and a maximum fine of \$50.

30.3.4 Foul and abusive language towards anyone that includes threats of violence or racism: indefinite suspension until a decision of the disciplinary committee. Note that this infraction carries a minimum three game suspension and a \$100 fine.

30.3.5 Violent conduct: An indefinite suspension until a decision of the disciplinary committee. Note that this infraction carries a minimum three game suspension and a \$100 fine.

30.3.6 In cases of attempted violent conduct, the offender is subject to a maximum sanction of two game suspension and a maximum of a \$100 fine.

30.3.7 Whoever spits on another individual is subject to a possible suspension from the league and a maximum of a \$100 fine.

30.3.8 In cases of serious foul play, a suspension of two games and a maximum fine of \$100

30.3.9 Whoever physically attacks an official, attempts to physically attack an official or spits on an official is automatically suspended from the League, in addition to a \$300 fine.

30.3.10 It is the responsibility of the players and of the administrators of both teams to ensure the safety of match officials and to prevent any disorder resulting from the attitude from the public, the players and officials, before, during and after a game, and to avoid any all physical altercations. Referees are empowered by the League to stop any match when it is deemed necessary in order to avoid the occurrence of physical violence towards any participant in the match including match officials. This includes, yet is not limited to, behaviour demonstrated by spectators.

30.3.11 The result of any game stopped subsequent to behaviours described in article 30.3.10 will be decided upon by the League in accordance with an evaluation of the situation.

- 30.4 Any team that re-offends subsequent to a sanction foreseen in articles 30.3.9, 30.3.10, 30.7, 30.8 or 30.9 in the same season will have their situation referred to the disciplinary committee which has the authority to suspend the team indefinitely and to confiscate their deposit.
- 30.5 Any team suspended from League competition will see their deposit confiscated.
- 30.6 In the case of a spectator entering on the field of play without the authorization of the referee and engaging in behavior contrary to the spirit of the Laws of the Game, the team judged to be responsible for the spectator's behavior will be held responsible and a fine of \$100 may be imposed.
- 30.7 In the case of a general brawl between two teams, in addition to other sanctions provided for in the Rules, the initiator of this brawl is subject to a maximum sanction of a suspension for the remainder of the season and a fine of \$300.
- 30.8 A player or team official who leaves the field to go in the stands for the purpose of inciting violence, is liable to a suspension of the League, in addition to a \$200 fine.
- 30.9 Any person (player, coach, administrator) in possession of illicit drugs and/or alcohol on the field or in its surroundings is subject to a minimum three games suspension and a maximum fine of \$200.
- 30.10 The match officials are empowered to prevent any player or match official from participating in a game should they suspect, on reasonable grounds, that the player or match official's behaviour is impaired by the use of illicit drugs or alcohol.

Discipline with respect to behaviour by match officials:

- 31 Any behavior by a match official described in the aforementioned clauses will be automatically referred to the disciplinary committee upon the receipt of a complaint. The disciplinary committee will impose a sanction that is consistent with the sanctions foreseen by the Rules had the behavior been committed by a player or other team official.
- 32 Any match official that causes a delay in the start of a game because of their arrival will have half their game fee deducted by the League and will be subject to an additional sanction to be decided by the discipline committee;
- 33 Any match official that does not appear for a scheduled game will be suspended for their next two assignments upon the first infraction. A subsequent infraction in the same season will result in a suspension of their next three assignments as well as a maximum fine of \$25. Any subsequent infractions in the same League season may result in a

withdrawal of all future assignments as decided upon by the Referee-in-Chief. Any appeals to this decision must be made in accordance with the appeals procedures specified elsewhere in the Rules.

- 34 Any referee who shows a red card (aside those described in article 27.2 where no misconduct is demonstrated after the showing of the red card) must complete the League discipline report and return it by e-mail to the Disciplinary committee within 24 hours of the infraction. Failure to do may result in a maximum penalty of half the referee's game fee.
- 35 Any referee wearing a FIFCO uniform in a non-sanctioned competition is subject to administrative sanctions as decided by the discipline committee.
- 36 The discipline committee may impose a sanction not exceeding a suspension of 2 games for negligent behaviour related to the application of the rules.
- 37 Entry into force**

These rules and regulations were adopted by the Executive Committee of the Canadian Corporate Soccer League, on April 16, 2014

Montreal, April 18, 2014

For the Executive Committee,

Eric CAMERON
Director of Disciplinary Committee
Referee-in-Chief

Albert Zbily
President