

OPERATING RULES



The South Bay/Peninsula Soccer League (SBPSL) shall be administered in accordance with the By Laws and Operating Rules of the SBPSL. The Operating Rules provide guidance to the board, managers, players, and referees.

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ADMINISTRATION

- 1) The SBPSL, its Officials, Member Clubs or Teams, and their Officers are not responsible for any kind of liabilities, financial or otherwise, caused by any Club or Team or Player affiliated with this League. The SBPSL and/or its Officers shall be relieved from all responsibility or liability for injuries to players or expenses connected with such injuries, or for any losses of any nature whatsoever, incurred by or through participation in games sponsored by the SBPSL.
- 2) All players must sign the SBPSL Player Release Form before playing in a SBPSL game. It is the MANAGERS responsibility to have a copy of EVERY PLAYER RELEASE FORM FOR EVERY PLAYER BEFORE THE PLAYER PLAYS IN A GAME. It is the MANAGERS responsibility to SUBMIT A COPY OF EVERY PLAYER RELEASE FORM TO THE LEAGUE REGISTER FOR EVERY PLAYER THAT PLAYS IN EVERY GAME.
 - a) Player cards will not be issued without a Player Release Form.
 - b) It is the responsibility of the team manager to ensure a Player Release Form is on file with the Registrar for all players on their team regardless of how long they have been in the league.
 - c) If a team is 'caught' playing a player without a release form registered with the league, the game will be considered a forfeit and a fine may be imposed based on the division director's and board's discretion.
- 3) Each Team is responsible for providing the SBPSL the correct contact information of the team liaison for the league. The SBPSL shall be relieved of all responsibility for delay or non-delivery if the last available address was properly affixed to the mail/email. To change contact information with the league, contact the league web address: sbpsl@bwe.net

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- 4) All teams must be registered, and a team Roster filed with the Registrar. The Roster must be updated at reasonable intervals, particularly when there is a change of team management.
- 5) To play in Division 40, you must be born on or before 1965. In September 2002, a "Grandfathering" policy was created and provides the following exception:
 - a) you were a registered player in the SBPSL, and had a player card by September 15, 2002; AND
 - b) you were born in 1966 or 1967

Additional Information:

- a) There is no limit to the number of 'Grandfathered' players per team.
- b) Players who join the SBPSL after September 2002 can never qualify for 'Grandfather' status.

- 6) To play in Division 50, you must be born on or before 1955. In September 2002, a "Grandfathering" policy was created and provides the following exception:
 - a) you were a registered player in the SBPSL, and had a player card by September 15, 2002; AND
 - b) you were born in 1956
 - c) you were already playing on a Division 50 team

Additional Information:

- a) There is a limit of one (1) "Grandfathered" player per team.
- b) Players who join the SBPSL after September 2002 can never qualify for 'Grandfather' status.
- c) The following are "known" players who have qualified for the "Grandfathering" policy for the 2004-5 season:
 - Raul Rodriguez – 01/09/1956 (Team 14 – MBSC)
 - George Sirigos – 03/01/1956 (Team 4 – South Torrance)
 - Malcolm Stevens – 08/22/1956 (Team 3 – Fram Old Boys)
 - Ranko Spremo – 01/28/1956 (Team 5 – MB Kickers)
 - Nicolas Covarrobias – 03/23/1956 (Team 11 – Oldstars)
 - Jose Medina – 11/13/1956 (Team TBD)

- 7) Mandatory Promotion and relegation of teams between Divisions Premier and Division Open will occur and the end of each season. (approved 05/31/06)
- 8) A player may not change teams or divisions within the last [TBD by Division Directors Each Season] games of the season, nor in the post-season for Divisions Premiere, Open, D30, D40. Once a player has been documented on a game line-up card within the last [TBD] games of the season, they are ineligible to play on another team within the SBPSL that season. Teams who use an ineligible player are subject to fine and game forfeit, based on the discretion of the division director and/or board.
- 9) Team managers' communications to the SBPSL should be via the Division Director (except applications for registration/player cards - they should be addressed to the Registrar). All mail should be sent to:

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SBPSL Director – Division XXX (insert appropriate Division identifier)
PO Box 1070,
Torrance, CA 90505

10) Proposed Methodology to determine Division Champions after Round Robin Play & Break Ties for Playoff Seeding if there is a tie in points, but NOT for web site display of standings if not specifically defined by the division director for that season. Further, tournament/playoffs may have further clarifications or requirements to determine seed/winner to be provided by the division director.

Level 1) Wins

Level 2) Head-to-Head Record

Level 3) Least Goals Allowed

Level 4) Goals For

Level 5) Should this not break the tie a coin will be flipped 'called' by the director.

LAWS OF THE GAME

1) Games shall be conducted in accordance with the commonly accepted FIFA Laws, EXCEPT as follows:

All matches shall be conducted in accordance with FIFA laws, as duly modified by the USSF or the Rules of Competition established by the SBPSL. The following are the SBPSL Rules of Competition:

a) Substitution: (1) The maximum number of substitutes is limited to the eligible players on the Line-Up Card, (2) during any stoppage of the match as deemed appropriate with the permission of the referee.

b) In all Divisions (except Premiere and Open/D30), any player(s) receiving a caution (yellow card) shall be substituted out from the game for NOT LESS THAN five (5) minutes, but may return at any subsequent, normal substitution opportunity as deemed appropriate with the permission of the referee. This provision shall not apply to players acting as goalkeepers.

PLAYER CARDS, GAME LINE-UP CARDS AND GAME REPORTS

Player Cards

1) No Card. No Play. Only registered players with SBPSL approved photo player cards may participate in SBPSL games. In all divisions except D50, a player may only use the card with team stated on the player card. If an identity question arises on the field based on the player card, a secondary piece of identification (i.e. Driving License) must be shown. The division director [or his delegate on the board] may authorize in the case of "lost" player card, temporary approval to use a Government identification (i.e. Driving License). The division director should inform

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all the following affected parties: affected team manager, division director, and referee association (to inform the game's referee). It is recommended that approvals of this nature be in writing, and brought to the game by the team manager as proof for the referee and opposing manager.

- 2) Managers in age-based divisions must physically review the identification card (e.g., Government issued documents such as a Driving License or Passport) for all of their players to ensure that the player qualifies to participate in the division. Each manager will be personally liable for any fines related to the issuance of fraudulent player cards. It is recommended that managers maintain a copy of the identification used when verifying age. Such documentation can be used to dispute charges against the manager made by the league regarding the issuance of a fraudulent player card.
- 3) Each listed player on the game line-up card must have SBPSL approved player card for inspection by the referee. All players must be using 'current' player cards. The Referee will hold all player cards until after the game.
- 4) In Divisions 30/40/50, if there is a question of player eligibility, the suspected player must provide acceptable photo proof (e.g., Government issued documents such as a Driving License or Passport). Follow these procedures: The Manager of the inquiring team will speak to the opposing Manager, and request the suspected player produce acceptable photo proof before the start of the game. If acceptable proof cannot be shown or proof shows the player ineligible, this must be documented on the game line-up card by the referee. The Division Director will investigate and resolve occurrences of this nature. The Division Director may request the help of the Board to resolve such occurrences.

Game Line-Up Cards

- 1) Each team manager shall present to the Referee a properly completed line-up card listing ALL of the team players and their shirt numbers before each game.
- 2) Managers are responsible for completing the line-up card, and ensuring that all latecomers are listed by name and shirt number. If a "carded" player is not on the game line-up card, the Manager will be given a Yellow or Red card as appropriate, and a fine will be imposed.
- 3) The line-up card has a provision for reporting improper equipment, lines etc. When the Referee or visiting teams manager wish to document an improper field condition, the Referee will request the initial of the home team manager on the game line-up card. The division director will monitor and initiate the fine for this type of infraction.

Game Reports

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- 1) Game Reports will be submitted to the PO Box by the referee within 24 hours after the match. Included will be the roster/game line-up cards, misconduct reports (required for ALL send-offs), and player cards of all red-carded players.
 - 2) If a player is Red Carded, the referee must keep that players card, and send it to the league with the match report.
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REFEREES

- 1) The SBPSL Board shall negotiate fees and obligations with qualified Referee groups. All correspondence must be via the Board.
 - 2) Unless otherwise agreed with the referee(s) each team must pay its share of the Referee fees before Kick-off.
 - 3) If a team fails to show up, or does not have sufficient players to qualify as a team, then the SBPSL will pay the Referee's fee upon request. Such request should state the circumstances.
 - 4) In the event only two referees are present for a match, it is possible they will only provide the game with a center referee and a single linesman (diagonal system of control). A second volunteer linesman can be brought in to help the center official when the ball has gone out of play, but can not call fouls, off-sides, etc. If a game is short a linesman, sometimes the two officials will not officiate a 'two whistle' game (like high school) due to the rules that govern the referees.
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CANCELLATIONS, CHANGES, KICK-OFF TIME AND DURATION OF PLAY

- 1) ONLY the SBPSL Board may cancel scheduled games because of rain, flood etc. GENERAL cancellation announcements will be made no later than 7:30 AM on Sunday mornings. A hot line (SEE LAST PAGE) is available to notify players of the game status. TEAM MANAGERS MUST FOLLOW THE "SBPSL WEATHER CANCELLATION POLICY" DOCUMENT GUIDELINES.
- 2) IF the field is unexpectedly unavailable e.g., due to a school function, and the SBPSL had no prior warning, then the result is NO OFFICIAL GAME.
- 3) A team manager may cancel a scheduled game by contacting his Division Director BEFORE THURSDAY, 6PM. The Director shall in turn notify the Referees and the opposing team manager by THURSDAY, 6 PM. A game cancellation made after the deadline may be recorded as a NO-SHOW resulting in a forfeit and fine plus the Referees' fees. The result is NO OFFICIAL GAME. Messages left on Answering Machines MUST be verified before the deadline. (It would be prudent to contact the Assistant Director or Assistant Manager, as appropriate) DO NOT ASSUME! If a properly cancelled match (usually w/in 7 days) causes the referees to be unable to pick up alternate assignments, the team which cancels the game may be charged the cost of the referee fees for that game.

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- 4) More than TWO cancellations, no-shows or forfeits (or combination) in one season may result in team expulsion.
- 5) Games may be rescheduled, made-up, or changed only with the approval and agreement of BOTH managers and the division director. If only one of the managers wants to reschedule a game, and the other manager is not interested (for ANY reason), the game cannot be rescheduled. ALL aspects of make-up, changed, or rescheduled games are the responsibility of the teams who are playing and will not receive ANY support from the league. The SBPSL and Division Director encourage team managers to be reasonable, and help facilitate matches be played, even if they are not on scheduled game days. All games rescheduled, made-up, or changed games are not sanctioned by the SBPSL. In order for the results of these games to count, they must be made up before the end of the regular season. If unplayed games are not made up, they will be counted as 0-0 ties
- 6) The Referee shall whistle for the line-up cards to be presented at 15 minutes before the SCHEDULED Kick-Off Time (SKOT). If the Referee is late, the kick-off shall not be later than 15 minutes after the Referee calls for the game cards.
- 7) Games shall consist of two 45-minute halves, with up to 10 minutes interval at half time, for a total of 100 minutes. The referee shall be entitled to cancel or shorten the match, without giving rise to any claim for reduction in referee fees, on account of:
 - a. either team not having at least seven (7) players present and ready to start at the scheduled time
 - b. lack of compliance with the terms of the field permit
 - c. any instance of serious misconduct by players, coaches, or spectators
 - d. any dangerous condition which exists before or arises after the start of the match
- 8) At SKOT each team must have at least 7 players. IF one team does not have 7 players then the kick-off may be delayed up to 15 Minutes past the SKOT. However, half time will be not later than SKOT plus 55 minutes and the game will end no later than SKOT plus 105 Minutes.
 - a. 10 min late start results in 40 min for the second half, with a 10 min half time
 - b. 15 min late start results in 40 min for both halves with 10 min half time
- 9) IF a team does not have the required 7 players within 15 minutes of the SKOT, the teams may elect to play a friendly game and the Referee may officiate at their own discretion, until no later than the SKOT plus 105 minutes. The SBPSL will reimburse the Referee upon request. The delinquent team will forfeit the game, and will be fined an amount equal to the entire Referees' fee (See Schedule for fine info).

FIELDS, UNIFORMS AND EQUIPMENT

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- 1) Only the SBPSL Board and FCC shall be authorized to negotiate field permits. Teams/Managers MUST NOT "negotiate" without prior authorization.
 - 2) ALL teams' uniform colors MUST be registered with the League, via the Division Director. Colors MUST NOT be changed without prior approval. Duplicate colors in any one Division are not permitted. "Ownership" of colors shall be determined by seniority in the SBPSL.
 - 3) ALL of the players on a team must wear shirts with a distinct number on the back. Shirts must be similar in color and reasonably presentable. No duplicate numbers. Except for the Goalkeeper, NO switching of shirts.
 - 4) In the case of conflicting colors, the HOME team must change to a different color uniform shirt.
 - 5) ALL players must wear shin guards.
 - 6) The home team is responsible for providing the equipment required for the game. This includes erecting portable goals, nets, balls, flags, and lining the field of play.
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DISCIPLINE

- 1) NO ALCOHOL on public/school Soccer fields at any time. The Board will review any violations and take appropriate action, including a fine and/or suspension. IF an "away" field is lost as a result, the culprits will forfeit their home field.
- 2) Urination or defecation at the field must be reported, with red cards to the offending players who will be suspended for up to 8 games. Their team is allowed to substitute for these players, provided the offence occurred off the field of play.
- 3) Managers deliberately playing unregistered players, or using players with false identification, may be suspended and the team fined for EACH occasion. The offending player will be suspended for up to 6 months.
- 4) A consistent standard of punishment shall be applied in all divisions. Those standards are documented in the Suspension Guidelines. The Disciplinary Coordinating Committee (DCC) will re-approve the Suspension Guidelines annually. The DCC will be responsible for making modifications to the Suspension Guidelines.
- 5) The Disciplinary Hearing Committee (DHC) or Trial Board designated by the DHC shall be appointed to deal with appeals against suspensions.
- 6) IF the Referee feels threatened by members of a team, the Referee may request protection from the opposing team manager. That team manager must ask his team to take reasonable precautions to protect the Referee. Violence must be avoided, and a report must be submitted to the SBPSL Division Director.

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7) [Prior] WRITTEN appeals against suspensions must be made, within 10 days of notification, by the TEAM MANAGER to the Division Director who will decide if the appeal is worthy of consideration. If so, upon payment of a \$50 fee, the appeal will be forwarded to the Disciplinary Hearing Committee for action. Players or Team officials do not have to appear at the hearing unless they wish to represent themselves.

[Option A] WRITTEN appeals against suspensions must be made, within 10 days of notification, by the TEAM MANAGER to the Division Director who will decide if the appeal is worthy of consideration. If so, upon payment confirmation by the treasurer of \$50 appeal fee, the appeal will be forwarded to the Disciplinary Hearing Committee for action. Upon receiving the case, the DHC should assemble and resolve the appeal within 14 days. Players or Team officials do not have to appear at the hearing unless they wish to represent themselves.

--OR--

[Option B] WRITTEN appeals against suspensions must be made, within 10 days of notification, by the TEAM MANAGER to the Division Director. The Division Director will notify the Vice President of the appeal, and inform him of all relevant information used (i.e., referee report, manager reports, eye-witness accounts, etc.) in making the original suspension. The Vice President may collect additional information if necessary. The Vice President will decide if the appeal is worthy of consideration. If so, upon payment confirmation by the treasurer of \$50 appeal fee, the appeal will be forwarded to the Disciplinary Hearing Committee for action. Upon receiving the case, the DHC should assemble and resolve the appeal within 14 days. Players or Team officials do not have to appear at the hearing unless they wish to represent themselves.

- 8) ALL fines must be paid within ten (10) days after official notification. Teams shall be responsible for prompt payment of fines assessed against their players, managers and officials. Any team failing to comply will stand suspended until the fine is paid
- 9) Teams failing to comply within a further fifteen (15) days will also forfeit their bond. The team and members will be considered "NOT IN GOOD STANDING" until the fine AND a new bond is deposited with the SBPSL.
- 10) After twenty (20) days of suspension the SBPSL has full authority, subject to any attrition rules, to replace the team with another team waiting to join the SBPSL. The suspended team's players cards MUST be turned in to the SBPSL BEFORE reassignment to another team is permitted, and they CANNOT play for any SBPSL team until the Disciplinary Coordinating Committee clears this matter.
- 11) Division Directors shall not discipline themselves. Instead, the Vice President shall issue suspensions for a Division Director.
- 12) Suspended league members should not attend games while suspended as part of the team, as a coach, or as a fan. Since we typically play in public spaces, the league cannot prohibit citizens from going to these spaces. Therefore, the league has the following guidelines:

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Members who are serving suspensions for Violent Conduct (a suspension issued for greater than 4 weeks) should not attend SBPSL matches. If a suspended member is in attendance of a match or is recognized to be in the proximity of the match (parking lot, nearby, etc.), a team manager or match captain should alert the referee (if the referee crew does not notice the player themselves). The referee shall be empowered to pause the game for up to 5 minutes of time till the member leaves the area (preferably motivated by the referee, a team manager, the match captains, or his fellow league members). If the suspended member chooses not to leave the vicinity, the referee will end the match, and note the circumstances in a match report. The division director will determine if/if not it is appropriate to issue a forfeit, suspension, fine, or let match results stand as is.

- If a suspended member attends a match, and he is not recognized by the referee crew or his presence is not brought to the attention of the referees by a team manager or team captain (before, during or shortly after the match), then it will be interpreted as if the suspended player was not in attendance of the match.

- If the suspended member is brought to the referees attention, and for whatever reason the referee does not stop the match and wait for the player to leave the field (ex. maybe the referee is new to our league, and is unfamiliar with this specific rule), the team manager may choose to either (a) continue playing the match and file a match protest with the division director, (b) stop the match by removing his team from the game.

- If a person in attendance is identified to the referee as a suspended member, and the referee is unfamiliar with the person, the referee will have no choice but to believe the team manager or team captain (i.e., the referee won't ask to see a spectator's drivers license) and pause the game for up to 5 minutes of time till the spectator leaves the area. If this results in a disagreement or conflict, the division director may need to determine the final outcome.

- If a manager feels he, his team, or the referee is at risk by a suspended members presence at a match, the manager should remove his team from the field immediately. The referee should note the circumstances in a match report, and the division director will determine if/if not it is appropriate to issue a forfeit, suspension, fine, or let match results stand as is.

- If a suspended member continues to attend matches while suspended to the defiance of the leagues rules, games may be forfeit in advance of the Sunday game.

- It is suggested that team managers bring a copy of the operating rules to the matches to assist in communicating league rules to the referees who may not be familiar with our rules

- If convenient and assuming this action will not cause a conflict, where possible snap a picture

SUMMARY OF CURRENT FEES AND FINES

- 1) Fines may be in addition to suspensions.
- 2) Fines may be added, removed, or altered at the discretion of the Board, and without prior notice.
- 3) Each team must submit to the SBPSL an annual or seasonal administration fee for participation in the league. The fee and due date will be determined by the Board. The fees will be used to meet the financial obligations of the SBPSL. All new teams must post a performance bond.

New Team Registration Fee

\$ 125 per team

-Fee may be waived if 9 or more players registered

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on the new team are active SBPSL players in good standing

New Team Performance Bond (Bond is refundable if team leaves the league in good standing)	\$ 100 per team
SBPSL League Dues	\$ 1,150 per team
SBPSL League Dues – Private Field Discount	\$ 450 per team
Discount on League Dues & Field Tax when total is paid in full by September	\$ 100
SBPSL "Summer" Operating Fees (The majority of these fees go to the cost of field permits)	\$ 100
Fee for convening a "Trial Board"	\$ 50 per player
SBPSL Registration & Player Card -New team registration (10 or more cards), one time discount of \$5/card	\$ 10 per player
Fine for improperly lined field	\$ 25 per game
Fine for improperly completed game line-up card	\$ 5 per game
Fine for "No-show" Fine for "No-show" on turf fields	\$ 50 plus Ref. Fees Cost of field permit+ Ref fees
Miss Manager Meeting	\$50
Fine for playing with a false player card (per player)	\$ 25 per game
Fine for conduct jeopardizing SBPSL field permits	UP TO \$500/team
Fines Escalate by doubling for repeat offenses -Ex. \$25 -> 25 -> 50 -> 50 -> 100 -> 100	
Suspension 4 weeks or more... 1st offence by player in a season: \$25 team fine 2nd offence by player in a season: \$50 team fine 3rd offence by player in a season: \$100 team fine	

4) Referee Fee Schedule [See Referee Contracts]

GAME HOTLINE (310) 817-2663 (message after 7:30 am on Sundays)

OPERATING RULES



WEATHER CANCELLATION POLICY DOCUMENT (Attached)



D:\My Documents\
Data\Personal\Entert