

## **LEAGUE RULES**

The current FIFA laws will govern play for all divisions with the following exceptions (see below):

### **Section 1: ELIGIBILITY**

- 1) In the 40+ League, participants must be 40 years of age or older at the time of player(s) registration.
  - a) Exception: For any game day, each team is allowed two players under 40, but at least 36 years of age.
- 2) In the 48+ League, participants must be 48 years of age or older at the time of player(s) registration.
  - a) Exception #1: For any game day, each team is allowed three (3) players under 48, but at least 45 years of age.
  - b) Exception #2: For any game day, each team is allowed one (1) player goalie under 48, but at least 40 years of age.
- 3) As long as the player meets the minimum age requirement, and has a player ID card, they are allowed to play in multiple games on any given Sunday and for any team.

### **SUSPENDED PLAYERS**

- The list of suspended players will be posted on the League's website and emailed to all team managers.
- It is the responsibility of each team manager to know who is not eligible on his/her team.
- If a suspended player(s) participates in a game, all the games that the suspended player(s) has participated in may result in a forfeit, and the team may be fined \$50.00 per player for every game that the suspended player(s) participates in.

### **Section 2: IDENTIFICATION CARDS**

- 1) All participants, which includes players, managers, and coaches must have completely registered with the association, and have received their player ID cards, before participating in any league games.
- 2) All players must present their own player ID cards to the Head Official before entering the pitch.
- 3) The use of another player's identification card is prohibited.
- 4) Upon request, players must be able to produce an additional photo ID for verification.
- 5) Falsification of a player ID card, or illegal use of another player's ID Card, by a player(s) or manager shall result in an immediate RED card and forfeiture of all the games that the player(s) participated in.
  - a) The team will be fined \$100.00 for each infraction.
  - b) The misrepresented player ID card will be confiscated until the fine is paid by the team.
- 6) Players with missing or lost player ID cards will not be allowed to participate in any game.
  - a) Note: Same-day or Rush service, for player ID card generation, is available. Call or send the registrar a message.

### **Section 3: GAME OFFICIALS**

- 1) Currently, only one game official will be assigned to each 11 v 11 game until further notice.
- 2) Cost: The officials' fee for (11v11) is \$40.00 per game, per team. This fee will be paid in the form of cash prior to the start of the game.
- 3) Legal action will be sought against any individual who physically attacks a game official.

#### **Section 4: PRE-GAME**

- 1) Game Ball: Both teams must furnish a ball that is acceptable by the game official for game play. A team will forfeit their game if they are unable to produce an acceptable game ball. It will be the referees' discretion whether or not a ball is acceptable.
- 2) Equipment:
  - a) Metal cleats are not acceptable.
  - b) All players must wear shin guards in order to play
- 3) Kick-off:
  - a) A team that does not show up will automatically receive a forfeit and be responsible for the entire game officials' fees. There will also be \$50 no-show penalty
  - b) A team that doesn't have enough players (at least 7) at kickoff will also receive a forfeit. However, if after the forfeit is declared, the team is able to round up enough players (e.g., borrowing from the opposing team), a friendly game may be allowed as long as there is mutual agreement between team managers. Each team will still be required to pay their share of the game officials' fees.
  - c) Teams may borrow players from a previous game as long as those players have an player ID card and meet the age requirements.
  - d) There will be a 15 minute grace period. If the game cannot be started within 15 minutes, the game official will have the option to declare a forfeit.
- 4) Non-League Games (Friendlies)
  - a) All league rules will be enforced during any friendly games.
  - b) All players must have a player ID card in order to participate.
  - c) Underage players may be allowed but only with consent by both team managers. This consent can be revoked at any time during the game.
  - d) All Red Card rules will still apply regardless if the game is a friendly or an official league game.

#### **Section 5: GAME PLAY**

- 1) Red Cards: Red Cards are subject to fines and suspensions. Fines are to be paid by the team managers or players to the league office before the next scheduled game. Fines can be paid online, or by dropping off a check at the league office.
- 2) Game Termination:
  - a) Games will be terminated after 90 minutes.
    - i) Exception #1: League Cup games will go automatically into penalty kicks to determine the game winner.
    - ii) Exception #2: Depending on the location and time, game durations may be reduced to 80 minutes (40 min per half) in order to have sufficient time for penalty kicks.
  - b) The game official has pre-authorization to terminate any game if the conditions or environment becomes hazardous to either himself, or anyone participation in the game.
  - c) If the game is terminated due to the actions of a player(s), manager, and/or team spectators, then the team at fault will be issued a forfeit for that game regardless of the score at the time of the incident. Additionally, the team will be put on probation and may be fined.
  - d) Games terminated due to environmental conditions will be rescheduled except when more than half has been played.
- 3) Team Managers are responsible for the conduct of their players and fans.
- 4) Game Forfeit:
  - a) The forfeiting team will be required to pay all officials fees unless otherwise specified.
  - b) Fees must be paid before the next schedule game or risk having your game cancelled.

## **Section 6: POST-GAME**

- 1) Protests:
  - a) All protests must be made before within 48 hours after completion of the game.
  - b) In order to file a protest, the following requirements must be met:
    - i) Contact must be made to a league official (phone or email)
    - ii) The protest cannot be based on a “judgment call”.
    - iii) Protest fee has been paid (\$0.32)
  - c) Once submitted and the fee paid, the League’s Executive Committee will review the protest and make a final ruling. The Protest fee will be refunded if the committee rules in your favor.

## **Section 7: GAME SCHEDULE**

- 1) Each team is allowed one game reschedule, without penalty (i.e., loss of points), per season.
  - a) Exception #1: League Cup games cannot be rescheduled, unless the game is cancelled due to location unavailability or safety concerns.
  - b) Exception #2: Requests for game cancellations must be made no later than 9pm (PST) on the Friday before the game.

## **Section 8: OTHER RESTRICTIONS, REQUIREMENTS, AND DECLARATIONS**

- 1) Consumption of alcoholic beverages and smoking at the site or on the grounds of the facility where the game is played is prohibited.
- 2) All teams must maintain a minimum \$100 Membership Bond in order to register into each new season.
- 3) Teams who fail to attend the Team Manager’s Meeting will be fined \$100.
- 4) This is not an all-inclusive set of rules. League administration reserves the right to amend the rules at any time, as needed, for the overall benefit of the SCFA and its participants.

## **Section 9: CALABASAS HIGH SCHOOL**

- 1) The 7:15 am kickoff time, at Calabasas HS Stadium, will be strictly enforced. Teams that do not have at least 7 players ready to play at 7:30am, as deemed by the game official, will automatically receive a forfeit and a \$25 game delay fee.