



St. Michael's Soccer Outdoor League Rules & Regulations

- Games will be played in accordance with FIFA Rules unless otherwise specified.
- Game times - 2 x 45-minute halves
- It is mandatory that players wear shin guards and remove jewelry prior to the game.
- There are unlimited substitutions allowed during a game. Changes can be made at the following points:
 - Own throw-in
 - Goal kicks
 - Goal
 - Injury
- Points for the season are awarded as follows: Win = 3 pts, Tie = 1 pt, Loss = 0 pts
- In the event that two or more teams finish the regular season with an equal number of points, the final standings will be determined as follows:
 - Head to head record
 - Most wins
 - Goal Difference
 - Goals Scored
- Games are played 11 vs 11. Teams must field a minimum of 7 players to start a game. Any team failing to field 7 players within 15 minutes from the scheduled start of the game will forfeit the game and lose with a score of 3-0. Any delays starting the game will result in time taken off the full 90 minutes of playing time. After the game has been called off, players from each team are free to play a friendly exhibition match, however referees are not responsible to call the game and the league will not be responsible for any misconduct that occurs on the field.
- Teams will be fined \$100 for their first defaulted game and \$150 for the second defaulted game in a season.
- Any team playing with an ineligible or unregistered player will automatically forfeit the game by a score of 3-0 and the team will be fined \$50.

- First and last teams to play are responsible for setting up and removing the goals. Teams not removing nets will be fined \$25.
- Players will be fined for incurring infractions on the field that result in a card. Players receiving a red card (or 2 accumulated yellow cards) during the season will be fined \$25. Subsequent yellow cards will incur a \$25 fine and a red card will incur a \$50 fine.
- Players receiving a red card (or 2 yellow cards) in a game will receive a one-game suspension.
- Players accumulating 3 yellow cards in a season will result in an automatic one-game suspension.
- Suspensions in regular-season games will carry over to the next regular season/playoff game. Suspensions in tournament games will carry over to the next tournament game. If a team has been eliminated from the tournament this will carry over to the next regular season/playoff game.
- Players accumulating 3 red cards in a season will be removed from the league without a refund.
- Fines must be paid before the player can play in any further games.
- There is zero tolerance for alcohol and smoking on all fields and parking lots. A \$100 team fine will be imposed if someone is observed drinking any alcohol, including team spectators.
- Fighting in the league, either during, before or after a game, may result in an immediate ban from the remainder of the season without refund. This decision will be at the discretion of the convenors.
- In the event of thunder/lightning or other inclement weather, games will be immediately stopped by the referees/convenors. Players will be asked to return to their cars and the refs/convenors will reassess the weather every 15 minutes with the intention to resume the match. If after 30 minutes the weather will not allow the match to continue, the ref will call the game.
- If the game has reached halftime, the scores will be recorded as final. Otherwise the league will attempt to reschedule the game at a later date in the season.
- The deadline for any changes to rosters is July 31, 2017.
- If a team wishes to replace a player on the roster there will be a \$25 player switch fee. Teams will also be required to complete a Player Change form that must be emailed to the league convenor 48 hours prior to the start of the next game.
- Teams must notify the league with any roster changes 48hrs prior to game time
- Teams are responsible for the conduct of their spectators at the field.
- In the event of conflict of playing colours in any match as determined by the referee, the home team is responsible for wearing pinnies (supplied by the league).
- In the event that a game is abandoned for any reason, the league will use its discretion to assess the cause of the abandonment. The team responsible will lose the game 3-0.