

SECTION 1 – GAME RULES

Match play in the Commonwealth Soccer league, Inc. (CSL) shall be in accordance with the FIFA Laws of the Game as published in the most recent edition of Laws of the Game and Universal Guide for Referees with USSF Supplement, English Edition and USSF Official Rule Book for Administration.

A. LAWS OF THE GAME: CSL modifications to the Laws of the Game are as follows:

1. Law I – The Field of Play: Fields used by CSL shall be marked in accordance with rental/lease agreements between CSL and the owner or managing organization.
2. Law II – Overtime Play (playoffs only): CSL will play extra time in “Golden Goal” format as follows:
 - a. Preliminary rounds will be two (2) five-minute periods. If still tied, normal PK rules will apply.
 - b. Finals will be two (2) 10-minute periods.
3. Law III – Player Substitution: Player substitutions are as follows:
 - a. Unlimited for both teams on throw-ins, goal kicks and corner kicks.
 - b. Unlimited for both teams on any kickoff.
 - c. One-for-one for an injured player (injured player’s team may sub for the injured player and the opposing team may also sub for one player).
 - d. A team may substitute for any yellow-carded player in the best interest of the game (i.e., in order to prevent potential problems by allowing the player a “cooling-off” period).
4. Law IV – Players’ Equipment: Teams allowing persons to violate this policy may be fined with no appeal. Offending teams will be prohibited from all remaining matches until any payments due are rendered.
 - a. All players on a team, excepting the goalkeeper, shall wear like-colored numbered jerseys.
 - b. All players on a team, excepting the goalkeeper, shall wear like-colored shorts.
 - c. All players on a team, excepting the goalkeeper, shall wear like-colored socks.
 - d. All players’ jerseys shall be numbered distinctly, excepting the goalkeeper.
 - e. Player numbers shall not be repeated on any player jersey for the same team.
5. Law V – Referees
 - a. A Game Report and USSF Supplemental Report must be provided to CSL within 48-hours of the completion of any game in which a red card was issued.
 - b. A Game Report and USSF Supplemental Report must be provided to CSL within 48-hours of the completion of any abandoned or suspended game.

B. PRE-GAME REQUIREMENTS

1. League pre-game requirements are as follows:
 - a. Both “Home” and “Visiting” team manager or league representative will provide the referee with a current copy of the applicable team roster for the referee’s exclusive use prior to the start of all games.
2. General pre-game requirements are as follows:

- a. The team managers are responsible for ensuring only players with valid identification are presented to the referee.
- b. Team managers are responsible for ensuring only registered players of the participating teams are present on the player side of the field, or the team area, depending on the field. Exception: Minors in the charge, care and custody of the player/team manager.
- c. Players must check in with valid ID directly to the referee prior to the scheduled start of the match.
 - i. No player may change jersey numbers once the player checks in. Variations of this law will only be at the discretion of the referee (i.e. – blood on jersey, etc.).
 - ii. Players arriving after the start of the match must check in with the assistant referee before being eligible to enter the field.
- d. Teams not having their valid ID's by the scheduled game time may be subject to forfeiture of the match. The game is to be played.
- e. Team captains must be identified and appropriately marked.
- f. Prior to the beginning of the match, team captains and the referee shall meet and review any particulars of the field, substitution rules, game length and other rules/requirements as necessary.
- g. If a uniform color conflict occurs, the home team, as designated on the schedule, must change jerseys, unless the visiting team offers to do so.
- h. Teams having less than seven (7) players "ready to play" by the scheduled start time of the match are subject to forfeiture in accordance with procedures contained elsewhere in this manual (see section 6(B)(4), Forfeiture). "Ready to play" is defined as being on the field, in the proper uniform, wearing all required equipment and checked in by the referee.
- i. The start of the match may be delayed for 10 minutes from the scheduled start time if a team has less than seven (7) players "ready to play". If the previous game runs late and delays the following match more than 10 minutes from its scheduled start time, there will be no grace period and the match will begin and be played in full once the referees have completed their regular pre-game requirements.
- j. At the consent of both team managers, a match may be started after the grace period has expired. If the match starts after the grace period has expired, the result of the game will stand and cannot be appealed. Also, the referee will subtract the amount of time transpired between the end of the grace period and the start of the match from the standard 90 minutes of playing time. For example:
The 7th player arrives 10 minutes after the grace period expires (20 minutes after the scheduled start time). The length of the match will be held to 80 minutes total (to be played in two even-length halves).
- k. All CSL matches are to be officiated with the three-man system [center referee and two (2) assistant referees] unless the Director of Scheduling and Referees approves other arrangements prior to the match.
- l. If any match official is not present at the start of the match, a club linesman from the home team [if one (1) official is absent] or from each team [if two (2) officials are absent] shall be enlisted in order to play the game. A two-person refereeing system is NOT to be used.
- m. If an official arrives late, he/she shall assume officiating responsibilities, either as the center referee or assistant referee, at the direction of the current center referee.

C. HOME TEAM RESPONSIBILITIES

1. The home team is responsible for providing a game ball for the competition unless one is provided by the league. A ball from the visiting team may be used if the home team agrees or if the referee deems the home teams' ball to be insufficient quality.

D. TEAM RESPONSIBILITIES

1. The team area for each team shall run from the midfield line to the 18-yard line and extend perpendicular to the touchline for 15 yards.
2. The team managers/coaches/players shall not be allowed to enter their opponent's team area and should not allow persons not registered with the league and their team in their team area.
3. Teams are responsible for cleaning their team area and being sure that the spectator areas are cleaned at the conclusion of their matches, whether any trash, tape, water bottles, etc. is from their team or not. Teams not complying will risk possible fines or suspensions. Team managers should be sure to notify the league, by email, of other teams that may not be fulfilling this requirement.

E. REFEREE RESPONSIBILITIES: Referee responsibilities are defined by FIFA.

Exceptions and additions are listed below:

1. The CSL Modifications to the Laws of the Game as described in Section 1(A), Laws of the Game.
2. The referee, assistant referees, or designee, shall, prior to the scheduled start of the match, verify the following:
 - a. All players' ID's are representative of the player on the team roster form as provided.
 - b. Player jersey number is marked on the roster and indicated with the player's name that is listed.
3. The referee shall suspend the match if the spectators become unruly. CSL requires the referee to request the assistance of each team's manager to re-establish order. If this is unsuccessful, then abandonment of the match is required.
4. Game information is required to be reported within 24 hours of the completion of the game.

SECTION 2 – REGISTRATION

Each CSL player, manager, coach and team must register with the League Registrar using the online registration process as established by the registrar, who is the local delegate for the Metropolitan D.C.-Virginia Soccer Association (MDCVSA) and an extension of the U.S. Adult Soccer Association (USASA). The Registrar provides a Registration Procedure for each registration period, which contains detailed requirements and instructions for player, manager, coach and team.

A. ANNUAL PLAYER REGISTRATION/MEMBERSHIP

1. The League determines the player registration/membership fee for each season. The fee covers player registration, insurance, referee costs, field costs, administrative fees, etc.
2. The registration fees and process are determined by player for online registration.

3. The MDCVSA membership, paid individually for online registrants is valid for one (1) playing year. The MDCVSA playing year runs from January 1 through December 31 for the following calendar year, which corresponds to the CSL year.
4. Each member should be a minimum of eighteen (18) years of age or have completed an age waiver form as provided for download on the league website.
5. Each member shall hold a valid ID that will serve as his/her CSL pass for game check-ins.
6. The registration period for players each season:
 - a. Starts at the registration date.
 - b. Ends on the date of the third (3rd) played game for each team, unless another date is designated by the League Registrar.
7. Players will be eligible to participate following the completion of all online registration steps and payments.
8. Players may be on the active roster of only one CSL team per season regardless of the division. In season transfers are not permitted.
9. See Registration section of the website for more details.

B. TEAM REGISTRATION MINIMUMS

1. Each team will be considered active and ready to play for each season once 16 players have completed the registration steps for the team.
2. CSL is not required to reimburse players who do not participate after registering.

C. CSL ROSTERS

1. Each CSL team may register an unlimited number of players.

D. GUEST PLAYERS:

1. Guest players are not allowed on CSL teams for any form of league play.

E. PLAYOFFS

1. No team may field or otherwise use players during the playoffs that were not registered fully during the regular season (before all registration deadlines) for that team, and did not play for that team during the regular season, unless their lack of play was the result of a pre-season injury or some other unforeseen event that prevented play during the normal course of the season.

SECTION 3 – COMPETITION

All divisional structure and team entry procedures shall fall under the jurisdiction of the League.

A. TEAM ENTRY PROCEDURES

1. All teams, returning and new, must apply for entry into the league each season. Only teams that are Active Member teams shall be considered for play in CSL. All new teams and teams returning to CSL after one (1) or more seasons of absence shall be placed on a waiting list by the League. The League shall evaluate the waiting list and consider teams for inclusion in the coming season of play based on:

- a. Seniority
 - b. League or applicable division size
 - c. Team's strength
 - d. Number of teams of similar strength in CSL
 - e. Field availability
 - f. Team behavior
 - g. Team's home location
2. Teams seeking to join CSL for the upcoming season shall complete and submit a Team Registration Form or email confirmation of participation.
 3. In cases where a team withdraws from league play after the registration deadline, the League may act to fill the vacancy if a suitable new entry is found, or make adjustments as necessary to the division structure of competition.

B. DIVISIONAL ALIGNMENT

1. Teams competing in CSL are assigned to divisions based on their level of skill.
2. By the act of applying to play in CSL, a team agrees to play in any division to which it is assigned under the procedures described in this manual.
3. Decisions as to the placement of team in divisions are at the discretion of the League. The goal of League to assign teams to divisions so that play in all divisions will be as competitive as possible.
4. When assigning teams to the Open Divisions, the League shall use the following guidelines:
 - a. Based on the final regular-season standings of the previous season:
 - i. The top team of each division, except for the highest division, will be promoted to the next highest division. The team may petition the league to remain in the same division. The League will render a decision based on the team's play during the season they won, as well as, any significant roster change entering the new season. Generally, it is the league's practice that if a team wins a division two (2) seasons in a row, they will be moved up to the next highest division.
 - ii. The bottom team of each division, except for the lowest division, will be relegated to the next lowest division.
 - b. Returning teams:
 - i. Returning teams will be placed in divisions based on their finish in the previous season. (Season promotion/relegation system in Section 3, B, a).
 - ii. A "returning team" is defined as a team that played in the CSL the previous season. (For example: Team A played in the Fall 2014 season and is returning for the Spring 2015 season.)
 - iii. A "returning team" must have at least seven (7) players who were on the previous season's roster to be considered a "returning team".
 - iv. To be considered a returning team, the team must be managed by the same manager or have that person sign over control of the team to the new manager.
 - c. New teams:
 - i. A "new team" is defined as a team that did not play in the CSL's previous season (See Returning Teams section).
 - ii. New teams will be placed in the Second or Third Division to begin play in the

league for seasons in which there are more than one division.

iii. If space becomes available in other divisions, the new team can apply to the League to be placed in a higher division. Such consideration does not guarantee placement in the higher division.

iv. The League shall take into account substantial changes in the membership of a team in assigning teams to competitive divisions. A team which has competed successfully in a division may be moved to a lower division if substantial changes in the team's personnel indicate that the team will not be as successful if it returns in the same division.

5. The League shall seek to place all returning teams and as many new teams as possible in a division with an appropriate level of competition. The above guidelines may be waived if, in the opinion of the League, the results will provide a more competitive divisional alignment.

C. TYPES OF COMPETITIONS

1. The regular season shall be defined as a competition where teams within a division play each other for a predetermined amount of games for the purpose of winning first place in the regular season and qualifying for the playoffs. In the event that the playoffs are not held, the winner of the regular season shall be recognized as the division champions.

2. Playoffs shall be defined as a competition that immediately follows the regular season where teams in a given division play in a single-elimination format for the purpose of recognizing a division champion. The top predetermined amount of teams in the final regular-season standings qualify for the playoffs and are seeded according to their regular-season finish in a manner determined each season by the league. Any teams with outstanding monies due during the regular season will be disqualified from participation in Playoff Competition for that season.

3. A league cup competition shall be defined as a competition that is independent of the regular season and playoffs where teams in all of the divisions compete against each other for the purpose of determining a cup champion.

D. STANDINGS

1. The first-place teams are to be determined by the official standings maintained by the League Statistician.

a. The score of each scheduled game shall be recorded.

b. The score of a forfeited game shall be 3-0 in favor of the non-forfeiting team to conform to international rules and to reflect the gravity of the conduct of the forfeiting team.

c. The score of all other games shall be recorded as certified by the referee in the Official Game Report.

2. Standings are based on overall points accumulated during the playing season with:

a. Three (3) points for a win.

b. One (1) point for a tie.

c. Zero (0) points for a loss.

d. Negative one (-1) for a forfeiture.

3. In case of ties for trophy and awards position, and playoff seeding, the following criteria shall be used progressively to decide the final standings:

a. Head-to-head results between the tied teams (includes the aggregate score)

b. Goals scored

- c. Goals allowed
 - d. Most wins
 - e. Bonus points, up to positive three (+3) points per game for the winning team. The losing team does not receive negative points
 - f. Discipline points (Calculated as follows)
 - i. One (1) point for each yellow card
 - ii. Three (3) points for each red card (straight or double-yellow).
 - iii. Five (5) for each forfeit
 - g. Most shutouts.
 - h. Coin flip.
- E. AWARDS: CSL will issue the following awards, with the criteria listed below each award.
1. Golden Boot Award
 - a. Given to the regular-season leading goal scorer in each division.
 - b. In case of a tie, the award will be given to all players tied for the award.
 2. Fair-Play Award
 - a. Given to the team in each division that has accumulated the fewest discipline points during the regular season.
 - b. In case of a tie, the following tiebreakers will be used:
 - i. Least forfeits.
 - ii. Least red cards.
 - iii. Vote by non-tied members within the given division.
 3. Stonewall Award
 - a. Given to the team in each division with the least goals allowed during the regular season.
 - b. In case of a tie, the award will be given to all teams tied for the award.
 4. Regular-Season Champion Award
 - a. Given to the team in each division that finishes in first place during the regular season.
 5. Division Champion
 - a. The Division Champion is an award given to the team in each division that wins the playoffs.
 - b. Please see Section 6, D. for more details about eligibility for monetary awards for Division Champions and Runners-Up.

SECTION 4 – SCHEDULING

A. SCHEDULE CREATION

1. All schedules and schedule changes will be made by the League using the online scheduler tools from SI.
2. A schedule of matches for each CSL season shall be posted on the website at least one (1) week prior to the start of each season. No team manager, coach or player shall alter the schedule in any way without the permission of the League. The League will consult with the Referee Coordinator/Assignor and Fields provider to check schedule, field and referee availability before a decision is reached.

B. PLAY DATES

1. Each season's schedule of matches shall include a minimum of eight (8) designated

play dates per team. Designated play dates per team are defined as any combination of regular-season games, in-season tournament games and/or playoff games, whether they are regularly scheduled or make-up games.

2. CSL will not schedule any of a team's designated play dates on the following holiday weekends:

- a. Easter
- b. Labor Day

3. CSL will do its best not to schedule designated play dates on the Memorial Day Weekend holiday unless it deems necessary.

4. CSL may schedule any additional games, in excess of the eight (8) designated play dates on the previously listed holiday weekends.

5. Whenever a scheduling conflict arises between a League match and a match in a USSF-, USASA- or MDCVSA-administered cup competition, the affected team shall be allowed to play the cup match and have its League match rescheduled without penalty. A USSF-, USASA- or MDCVSA-administered cup competition is defined as any of the competitions listed below:

- a. MDCVSA State Cup
- b. MDCVSA Challenge Cup
- c. MDCVSA Veterans Cup
- d. MDCVSA Women's State Cup
- e. MDCVSA Coed State Cup
- f. Any of the USASA National Cup competitions
- g. Lamar Hunt U.S. Open Cup

6. The CSL recognizes that teams may want to participate in tournaments that may conflict with league matches. Teams may request a league match not be scheduled for a given weekend under the following stipulations:

- a. The tournament must be a USSF-, USASA- and/or MDCVSA-sanctioned tournament.
- b. The team/manager is obligated to formally notify the League of its request no later than the team registration deadline. The team/manager recognizes and understands that the League neither implies nor guarantees any schedule requests that do not fit under the previously listed stipulations.

C. RESCHEDULES

1. All teams are to play their games as scheduled unless weather conditions prohibit play. Decisions on cancelations of games due to field or weather conditions shall be in the priority listed below:

- a. Field owner or management organization
- b. CSL
- c. Referee assigned to officiate

2. In the event of a cancelation or postponement of games, this information shall be conveyed in at least two of the following ways:

- a. Displayed on the league website
- b. Communicated via email
- c. Communicated via telephone/text message
- d. Announced on local radio
- e. Posted on other CSL internet sites (For example, Facebook)

3. The League and Referees shall reschedule games that are postponed for the next available date. Games may be rescheduled for play in as little as 24 hours from the originally schedule date and time.
4. CSL will make every effort to reschedule all postponed games such that all teams are provided eight (8) games, however, due to matters beyond the League's control such as inclement weather or lack of field availability we do not guarantee eight (8) games.
5. In the event of dangerous weather, the referee shall temporarily suspend play of CSL games. Games shall be resumed at the point at which they were suspended when weather conditions permit.
6. Games that are not completed because of dangerous weather, darkness or some unforeseen event shall be considered official games if one-half (1/2) of the scheduled length of the game has been played.
7. Games in which one-half (1/2) of the scheduled length has not been played and that are not completed due to dangerous weather conditions, darkness or some unforeseen event will be rescheduled and resumed at the point which they were stopped.
 - a. Points of discipline for red and yellow cards received in suspended games shall be counted against individuals and their teams, whether the game is rescheduled or not.

D. PENALTIES

1. Failure to play a game as scheduled shall result in forfeiture of that game.

E. ADHERENCE

1. Because of the complexity of the CSL schedule, adherence to these rules is necessary. Failure to comply with the rules may result in forfeiture of affected games.

SECTION 5 – CONDUCT

The CSL's goal is to provide adults in the greater Fredericksburg area with the opportunity to compete in a recreational and/or competitive soccer environment. The league as a whole can neither grow nor survive in an environment that permits confrontations, poor sportsmanship, or verbal or physical abuse from spectators, game participants or game officials. This type of behavior is contrary to the spirit of soccer, conflicts with the establishment of an enjoyable environment, sets a poor example and creates situations which endanger the continuing existence of the league.

A. STANDARDS OF CONDUCT: While the league cannot dictate the internal administrative rules and regulations of its member teams and/or clubs, it must provide a framework for governing undesirable behavior within which member teams/clubs must administer their teams and/or players. Players are expected to perform in a manner consistent with the principles of good sportsmanship. Team managers, coaches and spectators should act in a manner that reinforces the concepts of good sportsmanship. Aggressive play should not be discouraged, however, physical and/or verbal abuse of opponents cannot and shall not be allowed. Verbal or gestured dissent with referees' decisions cannot be tolerated. If carded, a player is expected to observe the presentation of the card without comment and the player should be determined not to repeat the behavior that elicited the card. Team managers, coaches and spectators must also show respect when disagreeing with the referees' decisions. While one cannot expect all referees' calls to be accepted without reservation, loud or abusive dissent is unwarranted

and reprehensible. The following fines and suspensions are intended as minimums; additional fines and suspensions may be levied as required.

1. Players, managers or coaches fighting on the field (i.e. – striking another individual or retaliating by striking another individual) shall be assessed a suspension for the remainder of the current season, plus two (2) additional seasons, as well as a fine of \$100. Situations involving an individual defending oneself will be evaluated by the Rules & Discipline Committee on a case-by-case basis.

2. Players, managers or coaches involved as “third-man in” may be suspended for the remainder of the current season, plus six (6) additional seasons and fined \$100.

a. “Third-man in” is defined as a player, team manager, coach or spectator not directly involved in the confrontation but who involves themselves with the intent of doing bodily harm to another person on the field.

b. There is also the potential of team sanctions if the Rules & Discipline Committee deems necessary.

3. Under no circumstances should a player, team manager, coach or spectator enter the field of play unless invited by the referee.

a. Players, managers or coaches entering the field of play without the permission of the referee may be suspended additions games.

4. Players, managers or coaches receiving red cards are required to leave the playing area immediately and may not remain on the player side of the field nor in the spectator area.

a. A player, manager or coach re-entering the field of play after being shown a red card may be suspended indefinitely.

5. Should a player, team manager or coach abuse a referee or assistant referee (where abuse is defined as a verbal or physical act not resulting in bodily contact that implies or threatens physical harm to the referee, assistant referee or their property and/or equipment), he/she may be assessed a suspension of three (3) games in addition to any cautions or ejections awarded by the referee.

6. Should a player, manager or coach commit an assault upon a referee or assistant referee (where abuse is defined as an intentional act of physical violence at or upon a referee) he/she shall be assessed a suspension for the remainder of the current season plus six (6) additions seasons, as well as a fine of \$100. The offender shall not be eligible for reinstatement into the league until successfully completing a FIFA referee’s training course.

7. The same level of restraint should be observed after a game is over. Players, managers or coaches involved in disturbances after a game shall be assessed at a minimum a suspension of one (1) game. This does not exclude the potential for CSL taking civil action to protect the league, contracted properties and league supporters.

8. Member teams and/or clubs whose members repeatedly show a disregard for these Policies and Procedures may receive long-term penalties and restrictions.

9. Managers and players should make their spectators aware that spectators are responsible for their own actions on the sidelines. Any violent or unruly conduct may provide justification for a civil action against that individual.

10. Any altercation on or off the field that results in a suspension of the game or that, in the opinion of the League, causes harm or embarrassment to the League may cause the parent team of any player(s) participating in the altercation to be fined and/or suspended.

11. Altercations occurring within the playoff season may result in the team being suspended from competing in the playoffs in following seasons.
12. If a manager/team knowingly fields an ineligible player, the game that is being played or has been played will be considered a forfeit. The manager or team may be considered for suspension for the remainder of the current season and may be assessed a minimum fine of \$100.
13. Smoking is not permitted on the field and/or in the designated players' area on the player side of the field. The minimum fine is \$25 per offense.
14. Only players "in good standing" will be allowed in the designated players' area on the player side of the field. Teams, managers, coaches or players allowing players not "in good standing" or non-registered persons in this area may be fined up to \$25 per offense. Note: Exceptions stated in sections 1(B)(2)(b).
15. The League may take action to bar an individual player from participation in CSL events at any time.

B. DISCIPLINE: In order to promote better understanding of the importance of sportsmanship and proper conduct within the Laws of the Game, CSL maintains the following discipline system of serious and/or persistent misconduct:

1. Yellow Cards (Cautions).
 - a. There shall be no initial fine for receiving a yellow card.
 - b. For every three (3) yellow cards an individual accumulates in one (1) CSL regular season, he/she shall be suspended for the next played game. Where two (2) yellow cards are accumulated in any one (1) game and a red card is presented, those yellow cards are not counted in the yellow card count.
 - c. For every two (2) yellow cards an individual accumulates in one (1) CSL playoff season, he/she shall be suspended for the next played game. If he/she is unable to serve the suspension during the current playoffs due to the team's elimination, he/she will be suspended for the first game of the following season.
 - d. For each subsequent yellow card over four (4) in a regular season, a \$10 fine shall be assessed. It is the responsibility of the player/manager to pay the fine (by check or money order) to the League. The offender shall not be considered a CSL member "in good standing" until the fine is paid.
2. Red Cards (Ejections). All shall be assessed by the League Committee to determine the severity of the infringement for which the ejection was received within three weeks of the infringement.
 - a. Players:
 - i. A player/manager/coach receiving a red card in a CSL game is automatically suspended from the team's next played game.
 - ii. There shall be a \$20 fine for any individual receiving a red card. It is the responsibility of the player/manager to pay the fine (by check or money order) to the League. The fee must be received at least three (3) days prior to the team's next scheduled game that the offending player is eligible to play and after the fine is issued. Upon receipt of the payment and once the suspension is completed, the player's eligibility will be updated.
 - iii. If any player/manager/coach receiving a second red card during the season (including regular season and playoffs), then that player/manager/coach shall be suspended for the team's next three (3) played CSL games.

iv. If any player/manager/coach receives three (3) red cards during a single playing season (including regular season and playoffs), that player/manager/coach is suspended indefinitely.

v. It is the duty of the team manager as well as the team to withhold a red-carded player from the team's next played game. Any violation of this requirement shall be considered as a separate offense and shall be forwarded to the League for additional action.

b. Team managers/coaches:

i. Managers/coaches shall be held accountable to the same rules and discipline as players as, as stated above. In addition, a suspended team manager/coach is not allowed in the playing area which his/her team is playing, even as a spectator.

3. Suspensions.

a. The League shall monitor the game reports as well as the league card statistics tracked by the league statistician.

b. Players, team managers or coaches ejected during the last game of the season must sit out the given suspension during their next season in the CSL.

c. Participation in any games by an individual who has been suspended or failed to pay a respective fine or the failure to sit out the next CSL played game after receiving a red card, shall be considered as a separate offense and shall be subject to further action by the League.

4. Forfeiture.

a. The score of a forfeited game shall be recorded as 3-0 in favor of the non-forfeiting team to conform to international rules and to reflect the gravity of the conduct of the forfeiting team.

b. Negative one (-1) standings point will be subtracted in the standings for the forfeiting team.

5. Protests.

a. CSL does not accept protests of match decisions from players, managers, coaches or members due to referee calls under the Laws of the Game. The only exception would be a misinterpretation of the Laws. Protests of decisions regarding violations of CSL Policies & procedures should be in the form of a written appeal, not a protest, and sent to the League along with a check or money order for \$100 payable to CSL. If the appeal is upheld, the fee will be refunded.

C. DISCIPLINE FOR TOURNAMENTS: CSL generally considers participation in tournaments, such as Marino Cup, to be separate from divisional play of divisional playoffs for the purposes of tracking disciplinary actions. CSL maintains the following discipline system of serious and/or persistent misconduct tournaments:

1. Yellow Cards (Cautions).

a. There shall be no initial fine for receiving a yellow card.

b. Yellow cards do not carry over into divisional play and/or division playoffs. There are tracked within the given tournament only.

c. For every two (2) yellow cards a player receives in tournament play, that player must sit out his/her team's next played game. A list of suspended players will be kept separately and provided for the referees prior to each round of tournament play. Players on this list are not permitted to play under any circumstances.

d. For those players whose team has been eliminated from tournament play, those cards will not be carried over into divisional play and/or divisional playoffs. This includes if a player receives his/her second yellow card of the tournament in the game in which his/her team was eliminated.

2. Red Cards (Suspensions). All red cards shall be assessed by the League to determine the severity of the infringement for which the ejection was received within three weeks of the infringement.

a. Red cards received in tournament play will be at the minimum a one-game suspension and a \$20 fine.

b. Red cards do not carry over into division play and/or divisional playoffs. They are tracked within the given tournament only, unless they meet one of the following exceptions:

i. The red card was received in the match in which his/her team was eliminated.

ii. The red card was received in the championship match of the tournament.

iii. In both of these cases, the red card suspension will carry over to his/her team's next played CSL game, whether it is in regular-season divisional play or divisional playoffs of the current or following season.

c. Red carded player passes should be returned to the manager of the player's team following the match, unless they meet one of the following exceptions:

i. The red card was due to fighting/striking.

ii. The red card was due to referee assault or abuse.

d. A list of suspended players will be kept separately and provided for the managers and referees prior to each round of in-season tournament play.

Players/manager/coaches on this list are not permitted to play under any circumstances.

D. DIVISION WINNER AND RUNNER-UP MONETARY AWARDS

1. Eligibility.

a. A team must meet all deadlines for league fees and paperwork to be eligible.

b. If a team forfeits a game during the season, they will be ineligible.

c. If a team compiles a total of 15 or more Discipline Points at any point throughout the current season, including regular-season and playoffs, the team will be ineligible. Tournament games do not count toward this total.

i. Discipline Points are calculated as follows (as per Section 3(D)(3)(f)).

1 point per yellow card

3 points per red card

5 points per forfeit

d. If a "team" is found to be involved in fighting or referee abuse by the League, they will be ineligible.

i. Multiple individual incidents of fighting by players on one team during the season will also be grounds for ineligibility.

e. All incidents may be reviewed by the League as needed.

2. How Monetary Awards will be awarded.

a. Division Winners will receive a monetary credit (to be determined prior to each season) to be used for the following season in which their team won their given division.

i. If a team does not play the following season, that credit will be forfeited (i.e., It does not carry over indefinitely).

b. Division Runners-Up will receive a monetary credit (to be determined prior to each season) to be used for the following season in which their team was runner-up in their given division.

i. If a team does not play the following season, that credit will be forfeited (i.e., It does not carry over indefinitely).

c. Regular-Season Champions will receive a monetary credit (to be determined prior to each season) to be used for the following season in which their team was runner-up in their given division.

i. If a team does not play the following season, that credit will be forfeited (i.e., It does not carry over indefinitely).

d. Division Winners and Runners-Up will still be required to pay the \$500 non-refundable deposit at the beginning of each season.

i. The league will inform the teams of how much money they owe prior to each season.

ii. Any excess money collected by the league from the team for the current season, will be returned to the team once rosters are closed.

E. OPERATIONAL PROCEDURES FOR RULES & DISCIPLINE: The League shall conduct hearings and investigate and act upon serious violations of the league's Policies & Procedures and Standards of Conduct.

1. Upon receipt of information from an official game report relating to any violations of Sections 6, Conduct, concerning undesirable behavior or violation of league policies, the League shall review the offense. If necessary, the League shall communicate with witnesses to obtain any information they may possess.

2. If the League decides that the alleged offense has merit, the League shall conduct an investigation and hearing.

a. An investigation is defined as the process by which the League seeks out information relevant to the alleged violation.

b. A hearing is defined as a discussion of the alleged violation. The discussion can occur in person, over the phone or electronically.

3. The two types of investigative and hearing processes are "Standard" and "Fast Track".

a. Standard is the process where the League informs the relevant parties as stated below in 3(c).

b. Fast Track is a procedure where a match official has already informed the alleged party of the offense and the League will impose predefined fines, restrictions and/or suspensions as stated in Policies & Procedures. The player's right to appeal remains intact. This procedure was created to eliminate the bureaucratic process of informing the relevant parties, because the relevant parties already know of the violations through a match official. If the alleged offense involves any of the following items: red cards, yellow cards or accumulation of three (3) yellow cards, the League shall conduct a Fast Track investigation and hearing process. Otherwise, the League shall conduct the Standard process.

c. The following procedures shall be performed if the investigative and hearing process is designated as Standard.

i. The League shall inform the relevant parties as applicable (i.e., offender, manager, referee, witnesses),

- ii. The League shall communicate with the appropriate team manager, notify him/her of the offense set out and inform him/her of the date, time and location at which the League will meet to hear the case.
- iii. The League shall advise the offender of the offense or alleged violation and the date, time, location and method of hearing. He/she shall further inform the offense that matters of rebuttal, mitigation of extenuation may be presented in writing, in person or by telephone, with the caution that defenses presented in writing must be in the hands of the League at least 24 hours prior to the scheduled hearing in order to be considered.
- d. The following procedures shall be performed in the investigative and hearing process is designated as Fast Track:
 - i. The team manager or player must submit evidence within 48 hours of the match in which the violation occurred.
 - ii. The League shall conduct a hearing immediately upon receipt of the game report.
- 4. The League shall consider all such cases utilizing such evidence as is available at the time. A written decision shall be provided to the team manager. Additional copies may be sent to other league officials as appropriate.
- 5. All decisions of the League are final concerning the CSL. Matters concerning USASA, USSF or FIFA Law may be appealed to MDCVSA.