

FSSL Referee Procedures 2008-09

Collection of Game Fees

Fees are \$50 center and \$35 each line. Referees will collect fees only for those referees who are in attendance prior to the start of the game. (If only a center and 1 line are present you should collect \$85). Teams must pay in cash prior to the start of the game. If a missing referee appears BEFORE half time referees will collect fees for that referee at half time (do not collect these fees before the game starts).

Referee Reports

Complete a USSF game report for EVERY game and return to the FSSL office with a roster from each team. Reports should be mailed within 24 hours of the game to: FSSL, 2108 S. Cortez Avenue, Tampa, FL 33629.

Reports may also be sent electronically as long as they include scanned roster forms. Any player passes retained should be mailed to the office within 24 hours of the game. Contact the assignor if you need help obtaining game report forms.

Red and Yellow Cards

Please do not punch player cards until after the game. If the player receives a single yellow card, punch the card once and write the date next to it. If it is the player's 3rd yellow after punching it return the card to the league office with your report. If the player receives a double yellow or red card *do not punch the card* or write on the card but return it with your report to the league office.

Red cards should be written up separately on a supplemental USSF referee report form with a description of the incident.

Un-played Game

A report must be submitted if a scheduled game does not take place. If a team does not arrive for the game or does not have enough players you will still be paid full official's fees by the league. Submit your report (see Reports section above) with complete mailing addresses for all officials. Payment will be made promptly if all data is received promptly.

If you arrive for a game that cannot be conducted due to inclement weather, or the field is unplayable due to weather conditions, you are entitled to a \$5.00 travel fee. Again, a completed USSF referee report must be submitted to the league office along with official's addresses.

O40 Games

Referees must check each player pass for every O40 game just as they would for regular division games. No Pass, No Play. There will be three officials assigned for all O40 games.

Only passes with a red O40 violations card on them are acceptable for play during the 2008-09 season. All O40 players will have a white player pass with a red violations card. Passes for the regular season games will be white with a blue violations card – these cards are not acceptable for play in the O40 Division.

FSSL games procedures (extracted from FSSL By-laws – complete by-laws available at www.fssl.com)

II. Games

1. The home team shall be ready to play at game time. The visiting team shall have 20 minutes from the scheduled game time if they have problems finding the fields. If both teams have at least 7 players, the game shall begin on schedule.

The home team shall be allowed a reasonable time period to correct any damage done to their field by outside persons or the elements, if damage was beyond their control.

2. No scheduled games shall be postponed or rescheduled without the consent of the games chairperson and both teams. The games chairperson will reschedule the game if the need arises.
3. When jersey colors of the competing teams are the same, the home team must change or provide satisfactory identifying marks.

A team that changes its colors during the season must notify the league AND all their opponents of the change. Failure to give proper notification may result in forfeiture of the game.

4. A team must have a minimum of seven (7) players on the field at all times during FSSL games.
5. An official of each team shall be present at all FSSL games. In the absence of the Manager/Coach the team Captain shall be the "official."
6. The referee shall have the right to call off the game due to adverse weather. In the event the home team shall pay each official five (\$5.00) dollars to cover travel expenses.
7. Player substitutions shall be permitted in the following circumstances:
 - a. Either or both teams may substitute when the ball goes over the end line during a game.
 - b. The team in possession of the ball may substitute on their own throw in.
 - c. A team may substitute a yellow carded player immediately after receiving his yellow card.

A player who has been substituted may be allowed to return. No substitution shall be allowed for a player ordered off the field.

8. No changes in schedule by teams seventy-two (72) hours prior to games. Any team calling off the game within the seventy-two (72) hours time limit will be fined fifty (\$50.00) dollars and any official's fees incurred, A second offense during the same seasonal year shall result in a one hundred (\$100.00) dollars fine plus any official's fees incurred. A third offense will result in suspension of the team and all registered players for the balance of the season and all cup games as well as a one hundred fifty (\$150.00) dollars fine and any official's fees incurred. A

team suspended under this provision shall play under a one (1) year probation and shall be required to post a five hundred (\$500.00) dollars bond, to be returned at the end of the probationary period if there are no further infractions under this rule.

9. If the appointed referee fails to appear the game will be postponed to a later date unless a registered, uniformed official is available.
10. If a team does not complete all its scheduled league games the team will be fined eighty (\$80.00) dollars.
11. Standings shall be determined by awarding three (3) points for a win, one (1) point for a tie, and zero (0) points for a loss. All places in the standings shall be determined by the goal difference in case of equal number of points.

All protests which arise from infringements of the rules are subject to a protest fee. Protests shall be presented in writing to the League Office within three (3) days after the game, accompanied by a fee of fifty (\$50.00) dollars. Any grounds for protest, which should arise before the start of a game, shall be immediately submitted to the referee and the opposing team in writing.

12. If a game is not completed due to weather, field conditions or other reasons beyond the control of the competing teams, the game shall be replayed if the first half is not completed. If the first half was completed, the score at the time the game was suspended shall be final. This rule does not apply if the game was abandoned due to player, team or spectator misconduct. League and division cup final games must be played in their entirety. For reasons other than abandonment due to misconduct a final game not completed must be replayed.
13. If the non-completion of a game results from misconduct clearly traceable to one or the other of the contending teams, its management, or its followers, as determined by the FSSL board, the board shall decide on the disposition of the game. Non-completion due to misconduct may result in dismissal of the offending team or teams from further participation in the league.

XII. Club Organization

1. A club is defined as two or more teams who play at the same complex and are registered at the start of the season as a Club Organization (Club). All players registered for a particular Club shall bear passes with the club name to indicate their association.
2. A player is permitted to move to a higher division team within his organization at any time. There will be no ineligibility period. This player may not play for his original team for five (5) days after playing for the higher division team. This player may play three (3) games in the higher division, after which time he must register to play for that team. Release and registration will follow FSSL Rules and Regulations.
3. A player is permitted to move to one division lower within his organization at any time. There will be no ineligibility period. This player may play three (3) games in the lower division, after

which time he must register to play for that team. Release and registration will follow FSSL Rules and Regulations. A maximum two (2) players from another division within the club may be used by a single team at any game.

Premier division players may not move down to a lower division at any time.

4. Any organization with two (2) or more teams within the same division cannot move players within that division.