

FSSL 2011-12 Policies and Procedures

Important Things to Remember

1. Each team is responsible for knowing the FSSL rules. Go to www.fssl.com for a copy. You should take a copy of the rules to every game.
2. Opposing team managers are responsible for ensuring they communicate with each other the week before their game to ensure both teams have the correct game information and any necessary traveling directions.
3. No changes in the game schedule are permitted without permission of the League Office.
4. Games will be postponed ONLY for inclement weather.
3. No changes 72 hours prior to a scheduled game are allowed - games will be forfeited and referee fees charged if canceled within 72 hours of scheduled game.
5. **The HOME TEAM must call or email scores** to the League Office on game day (\$5.00 per game fine).
7. Each team must complete a referee assessment after every game (see post game procedures).
8. **Teams are completely responsible for the readiness of their field** including nets, flags, lines, anchored goals, etc. as specified in the rules. Fields not ready for play and deemed unplayable by the officials will result in a forfeit of the game and appropriate fines for the home team.
9. It is the responsibility of each team to control the behavior of their team members and spectators. Each team will be held accountable for protecting the officials and players on both teams.
10. **All transactions must be paid for in advance of or at the time of the transaction** (ie. drops, adds, releases). No transactions will be processed without the appropriate fees and paperwork.
11. In the event of forecasted serious weather (hurricane, tropical storm) call the league office for a recording or visit the website to find out if games have been cancelled.

If your field manager closes your field due to weather you are responsible for contacting the league office, referee assignor AND opposing team manager immediately to avoid paying referee fees or fines.
12. Coaches and players must have passes to be on the player bench side of the field. All other team personnel or players without passes must move to the other side of the field.

Game Day Procedures

Pre-Game

Home Team Responsibilities

1. Check field day before – if it will be unplayable due to weather contact the league office, referee assignor and opposing team manager immediately (check field again after inclement weather)
1. Mark the field by USSF guidelines.
2. Set up goal nets and corner flags.
3. Maintain order, protection of players and officials against spectator interference.

Player Requirements

1. Minimum number of registered players - 7.
2. Maximum number of registered players - 22.
3. Maximum number of dressed out players - 18.

Team Uniforms

1. Jerseys must have clearly marked numbers on the back.
2. If both teams have similar or the same color jersey, the **home team** is required to change to an alternate jersey.

Roster Forms and Player Passes

1. Only rosters printed from the online registration system are allowed. No written in names are accepted.
2. You are to take at least 3 (three) copies of the roster to the game at give to the referee at check-in – the referee keeps one and after the game give one to the opposing team manager and one to you with the game score and referee names.
2. Player passes must be presented for any player wishing to participate in the game.

Officials

1. Both teams will divide the official's fees before the game. Fees are: center referee \$60.00, and \$40.00 per assistant referee = \$140.00 total or \$70.00 per team. Teams **pay the officials who are present in cash** prior to the start of the game. If a missing official arrives prior to half time he may collect his fees at half time. An official arriving after half time does not get paid.
2. Each team will present the player passes and roster forms to the officials prior to the game.
3. If the center referee does not arrive then the senior assistant referee assumes responsibility.

During the Game

Coaches and players must have passes to be on the player bench side of the field. All other team personnel (anyone without a coach or player pass) must move to the other side of the field.

Substitutions

1. Substitution is unlimited, only five players may be substituted at one time.
2. 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.

Yellow Cards

A player will be cautioned if he/she:

- a. enters or reenters the field without permission of the referee
- b. shows dissent by word or action
- c. is guilty of ungentlemanly conduct
- d. persistently infringes the Laws of the Game.

Upon receiving a third yellow card the player must serve a one game suspension.

Red Cards

A player will be sent off if he/she:

- a. is guilty of violent conduct or serious foul play
- b. uses foul or abusive language
- c. persists in misconduct after receiving a caution.

Break off of Game

Neither team may break off a game. A fine/suspension may result (Rule IX-8).

Post Game

Referee

1. The referee completes two roster forms with score, winning team and referee names and returns them to the teams.
2. Center referee sends his/her copy of the roster to the League Office along with the Referee's Game Report and player passes for any red carded players.

Team Managers

It is the manager's responsibility to ensure he receives all passes back from the referees after the game. Upon receipt of passes immediately check to ensure they are all there BEFORE the referees leave the complex. If passes are missing (except red carded players) contact the referees or the other team to straighten out passes before you leave the complex.

Home Team

Call or email the score to the League Office by 9:00pm on game day (or be fined \$5.00).

Both Teams

Each team manager is required to provide feedback on the referee crew from each game by the Friday following the game. Failure to provide feedback may result in a \$5 per game fine.

Go to website: www.tmdavis.com

Click on the link on the bottom left side of the home page.

You may also go to www.fssl.com and click on Links/Forms. The first link on the page is to the referee evaluation form.

FSSL Roster Procedures 2011-12

Each team can dress only 18 players on game day. When you print out your rosters they will list all the players registered to your team (max 22). No written in players are allowed on a roster. A player who does not print on your roster will be considered ineligible.

Enter your player ID numbers and jersey numbers into your online team roster page so these will print on your roster form.

THREE COPIES of your roster are required for game day – one for the referees to send in with the report, one for the opposing team and one to be returned to you with the score and referee names.

Printing your rosters:

1. Go to the Online Registration System and log onto your team page using your log in and password (just as you would to register players).
2. Go to the team home page.
3. Click on “Roster” (near the top of the page).
4. Click on “Print Additional Team Roster” (second roster listed on right side of page – NOT “official team roster”)
5. When roster shows on screen click on “File” at the top of your screen and select “print”
6. Select to print 3 copies
7. Click on print

IMPORTANT:

FSSL recommends you print AND CHECK your rosters prior to the Friday before your game so that in the rare situation of technology problems there will be time to solve the problem and fix your roster before your game.

If you wait until the weekend to print and check your roster it is unlikely problems will be solved before your game. This has resulted in players not being able to play on occasion if their name does not print on the roster.

Infractions, Ejections and Suspensions

When a player is ejected, the referee sends his/her pass to the League office with the game report that explains the reason for the ejection. (If the team wishes to appeal, see Appeals section of by-laws). Passes will be returned to the team manager after the suspension has been served.

<u>Reason for ejection</u>	<u>Minimum Suspension</u>
1. Continually arguing with officials	3 games
2. Center referee/assistant referee abuse	6 games or more
3. Strikes referee/assistant referee	Sent to State Association
4. Use of foul or abusive language	2 games
5. Use of foul language towards an official	3 games
6. Reckless, dangerous play	2 games
7. Intentionally trips or kicks opponent	4 games
8. Any violent action towards opponent	4 games
9. Strikes, kicks, punches another	4 games or more
10. Attempts to strike, kick, punch another	2 games
11. Insults opponent	2 games
12. Threatens opponent	2 games
13. Double yellow	1 game
14. "Professional" foul - not otherwise a red card	1 game
15. Serious foul play (intentional violence when challenging for ball)	2 games
16. Entering the field without permission	yellow card

All suspensions listed above are the MINIMUM suspension for each offence and may be increased if the FSSL Board of Directors deems necessary.

Second suspension in one season will result in double the normal suspension.

Third suspension in a season will result in suspension for the balance of the regular season, all cups and summer season.

