



SCASA LEAGUE OF CHAMPIONS (LOC) 2017-2018

FORMAT AND RULES & PROCEDURES

I. FORMAT

The 2017-2018 SCASA League of Champions (LOC) shall:

- Be an invitational 11v11 tournament with 2 teams invited from the SCASA-affiliated CSL, CL-SCASA, and GCRD leagues.
- The teams will be placed in a single group and play each other once in the “regular season” with the top 4 teams, based on points, advancing to a single-game “playoff stage” consisting of 2 Semi Finals and a Final.
- Games will start at the end of September 2017 and run through April 2018 (see Attachment 1 with tentative dates), which:
 - 3 matches for each team played in Fall 2017
 - 2 matches for each team played in Spring 2018 (note that Fall games may have to be moved into Spring due to weather conditions)
 - Semi Finals and Finals played in Spring 2018

Venue selection shall be as follows:

- The 4 games between CSL and GCRD teams will be played in Columbia at a venue selected by SCASA.
- Based on random draw each team from CSL and GCRD will host one (1) of the two (2) CL-SCASA teams in Charleston or Greenville; and each of the CSL and GCRD teams will travel once to Columbia to play with the other of the CL-SCASA teams. Thus, during the “regular season” of the LOC Tournament, each team will play 2 games in their home city and 3 games in Columbia.
- The league (i.e. CSL, CL-SCASA, and GCRD) shall select the venue(s) for the home games they host.
- For the games between teams from the same league, the League Administrator of each league will have the discretion to:
 - Designate a regularly-scheduled league game between the teams to also count as the LOC match; or



- Designate an additional match between the two teams to be played independent of league play to count as the LOC match. The League Administrator must notify the LOC Director what the intent is prior to the start of the LOC Tournament.

For the “regular season” component of the LOC Tournament:

- Teams will be awarded points based on the results of their games as follows:
 - 3 points for a win
 - 1 point for a tie
 - 0 points for a loss
- Matches will be 90 minutes long, with injury time added by the referees. Matches could end in a tie.
- In the event of a forfeit the score shall be recorded as 3-0 and three (3) points awarded to the winning team.
- If two or more teams are tied on points at the end of the “regular season” stage, the following order shall be used to determine the tiebreak:
 1. Head to Head
 2. Goal differential within the match
 3. Forfeiture
 4. Overall Goal Differential
 5. Least goals allowed
 6. Most goals scored

For the “playoffs” component of the LOC Tournament:

- The top 4 teams shall compete in a single-game “playoff stage” with the 1st place team facing the 4th place team and the 2nd place team facing the 3rd place team.
- Semi-Finals and Finals will be played at the highest ranked home fields. Unless it is a game that features a team from CSL and GCRD, in which games will be played in Columbia.
- In the event of a tie score after the end of the 90-minute period, two (2) extra time halves of 15 minutes each will be played.
- In the event of a tie score after the end of the 30-minute extra time, then the game will be determined by kicks from the mark with each team taking five (5) kicks in alternating sequence. In the event that the score is still tied after each team completes its five kicks, then single alternating kicks from the mark will be



taken until there is a winner.

II. RULES & PROCEDURES

Unless otherwise altered or amended below, the FIFA Laws of the Game shall apply to all the LOC matches.

BONDS

- Every team participating in the LOC Tournament shall post a \$200 bond.
- Bonds shall be held by SCASA for the purposes of ensuring that the team is in compliance with the game day requirements of these Rules and Procedures, does not forfeit any game, or otherwise violates any rule. In the event that the team violates any rule that has a monetary fine, the bond shall immediately be forfeited to SCASA and applied towards the fine. Upon the forfeit of the bond, the team shall be suspended from further LOC Tournament play until the bond is renewed by paying an additional amount (equal to the bond amount) to replace the forfeited bond.
- At the end of the LOC Tournament bonds shall be returned to teams that are in good standing.
- Game Completion: If a game is abandoned by the referee due to weather conditions the following shall apply:
 - During the “regular season” if abandonment occurs after the completion of the first half, the score at the time of abandonment shall stand as the final score.
 - During the “regular season” if abandonment occurs during the first half, the balance of the game shall be rescheduled and remaining time played. The rescheduled game shall commence at the time when the game was abandoned (e.g. the 16th minute) with the score as it stood at the time of abandonment (e.g. 3-1).
 - During the “playoffs”, the full game will be rescheduled and played in its entirety.

FORFEITS

- Any team that forfeits a game or violates any of the rules may be subject to a monetary fine.
- Any team that cannot play in a scheduled match must provide at a minimum a 96-hour notice in writing (by email) to the LOC Administration. In the event that a team cannot/does not play a scheduled match, that match will be awarded as a 3-0 win to the opposing team and the team may also be



subject to a monetary fine and forfeit of it's bond.

- Any game abandoned after start of play will be recorded as a minimum 3-goal differential (or the score at the time of abandonment if greater than 3 goals) win to the non-forfeiting team, with additional sanctions (including potential monetary fines) imposed by the LOC Administration on the forfeiting team.
- A team that forfeits 2 games during the LOC Tournament may be removed from the schedule for balance of the tournament and shall not be eligible for the playoffs” of the tournament. The team shall also forfeit its bond as well as all team and player dues paid. In the event that this occurs, the LOC Administration shall issue a revised schedule so that the remaining teams that may be affected by a forfeiture of a given team will have an amended schedule.

WEATHER

- In the event of inclement weather forecast, the LOC Administration may cancel games and re-schedule these at a different date.
- On game day, the referee shall make decisions regarding starting, continuing, or delaying play in case of inclement weather.

GAME BALLS

- SCASA shall provide match balls for each game. If SCASA-issued balls are not available then game balls must be provided by the home team.
- All balls used must be approved by the referee prior to being used.

GRACE PERIOD

- Teams must be at the field at least 30 minutes ahead of scheduled game time.
- All games shall start on time (or the moment a team has 7 eligible players present after the scheduled kick-off time). A 15-minute grace period will be afforded on all matches to accommodate out of town travel time. Teams not having 7 eligible players after the 15-minute grace period shall forfeit the game.

PLAYER ELIGIBILITY

- All players must be registered with SCASA.
- The team must be registered and competing in league play at its local



league (CSL, CL-SCASA, or GCRD).

- The team fielded for the LOC must consist only of players rostered/registered on that team and they must be competing in the current season (Fall or Spring) of league play at CSL, CL-SCASA, or GCRD.
- No guest players are allowed.

PLAYER PASSES AND PLAYER CHECK-IN

- SCASA-issued Player Passes shall be used in all LOC games and these must be presented individually by each player to the referee or AR during the pre-game check-in.
- The referee, AR, or LOC Administration may request in addition to the Player Pass a secondary form of identification of any player.
- All players must check in with the Referee or AR before entering the pitch.
- The “no-pass no-play” policy shall be strictly enforced.

ROSTER SIZE AND SUBSTITUTIONS

Roster size and substitutions will be different between the “regular season” and “playoff” stages of the LOC competition.

For the “regular season” component of the LOC:

- Roster Size:
 - Limited to 30 players, all of whom must be registered on the team playing in the local league and the LOC competition.
- Substitutions:
 - Unlimited substitutions are allowed and any given player may enter the game again substituted an unlimited number of times.
- Roster Add/Drop:
 - Roster will freeze by October 11th and reopen from Jan 1, 2018 to Jan 31, 2018 and will close for the remainder of the time.
 - Special considerations may be given if there is a season ending injury.

For the “playoffs” component of the LOC:

- Roster Size:
 - Limited to 18 players, all of whom must be registered on the team playing in



the local league and the LOC competition.

- Substitutions:
 - All seven (7) potential substitutes may be used, but may only enter the game once. Hence, if substituted a player may not re-enter the game.

Roster Add/Drop

- Not allowed under any circumstance after the roster freeze date.

For both the “regular season” and “playoffs” stages of the LOC, substitutions shall be at the discretion of the referee and may be made on the following stoppages of play:

- Prior to a throw-in team’s favor.
- Prior to a goal kick by either team.
- After a goal by either team.
- After any injury, the injured player may be substituted. When this occurs, the opposing team may also substitute a player.
- At the beginning of the second half.

TEAM BENCHES AND TECHNICAL AREA

- Both teams will be seated on the same side of the field, opposite the fans.
- Only players on the roster and the technical staff are allowed within the Technical Area.
- Spectators will not be permitted in or near the Technical Area and shall only be permitted in the designated spectator areas (for most venues this is the opposite side of the field that the team benches are situated).
- Players and technical staff in the Technical Area must behave in a responsible and professional manner at all times.
- Misconduct towards LOC Administration officials, and game officials (referees) by players, coaches, and spectators shall not be tolerated (refer to SCASA’s Policy on Misconduct Towards Officials).
- Smoking, including use of smokeless tobacco products are not permitted within the Technical Area will not be permitted. No alcoholic beverages, tobacco products, or other intoxicants shall be permitted in the technical area.
- Players warming up must stay behind the Technical Area and must wear a penny or shirt other than the color of the uniform of either team.



PLAYER EJECTIONS

- Any player ejected from the game (either by straight red card or 2 yellow cards) as well as any manager ejected must leave the vicinity of the field of play.
- The game will not resume until said player or manager leaves the vicinity of the field of play.
- The LOC Administration in conjunction with the League Administrator of the venue where the game is being played shall designate the area to which an ejected player or manager must go to.
- Referees shall send the Match Report detailing ejections along with the Player Pass(es) to the LOC Administration within 24 hours of the match.
- The referees may also request that disorderly spectators leave the premises. In this event, the Team Reps shall be asked to cooperate with the referee to ensure that disorderly spectators leave the premises.

PLAYER SUSPENSIONS

- All ejections during LOC play will be reviewed by SCASA's Discipline Committee. If it is determined that the actions of the player warrants greater penalty than the minimum penalties customarily imposed, then SCASA reserves may impose further sanctions as necessary.
- Players serving long-term suspensions (more than 3 matches) from their league play will not be eligible to participate in the LOC Tournament until these suspensions have been served.
- A player issued a red card, including being issued two (2) yellow cards in the same match, shall be suspended at minimum for one (1) game in the LOC Tournament.
- A player issued a red card for violent conduct due to fighting or striking another player shall be suspended for a minimum of two (2) matches.

USE OF INELIGIBLE PLAYERS

- If a team uses/plays a non-registered, non-rostered player, a player currently under suspension, or otherwise an ineligible player, then the game will be awarded as a forfeit to the opposing team. The Team Reps (including Manager[s] and Captain) shall serve a 2-game suspension and the ineligible player will also serve a 2-game suspension. The referee, assistant referee, LOC Administration, or opposing team player may at any time during or after the match determine if a player played who is ineligible. A challenge of a player's



status at the game must be made to the referee, who will note any such rule violation in his game report. Otherwise irrefutable photographic evidence must be submitted to the LOC Administration documenting the ineligible player. The team will also forfeit its bond (note this must be re-instated as per league rules prior to the team's ensuing game).

- If a team attempts to use a non-registered, non-rostered player, a player currently under suspension, or otherwise an ineligible player, the referee will note this in his/her report. The game will be held, as long as such a player does not play. The score at the end of the game will stand and points issued accordingly. Furthermore, the team that attempted to use an illegal player will be penalized 3 points in the standings, the Team Reps (including Manager(s) and Captain) shall serve a 2-game suspension and the player (if registered on any SCASA-affiliated team) will also serve a 2-game suspension.
- If a team uses/plays or attempts to use a non-registered, non-rostered player, a player currently under suspension, or otherwise an ineligible player a second time, then the LOC Administration shall convene to review the circumstances and make a ruling.

PROTESTS AND APPEALS

- Protests or appeals by teams participating in the LOC Tournament must be submitted through the Team Rep/Team Manager in writing (by email) and must include all pertinent details and supporting documentation.

LOC ADMINISTRATION

For all communications and questions with respect to the LOC please contact:

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