



MATCH POLICIES & PROCEDURES FOR TEAMS & OFFICIALS

Unless otherwise altered or amended below FIFA laws of the Game shall apply

PLAYER I.D. CARDS/ PASSES

- **Affinity Roster with Pictures must be presented to the referee. All players must check in before entering the pitch.**

GAME TIME

All games should start on time, because of travel there will be a 15 minute grace period at the discretion of the

- referee.
- Report to the field at least one hour prior to the start of your game.
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GAME BALLS

- Must use size 5 ball provided by SCASA. If SCASA ball is not available ball is provided by the home team. Referee must approve.

TEAM BENCHES AND TECHNICAL AREA

- Both teams **will be seated** on the same side of the field, opposite the fans.
- Each bench (Technical Area) may have a maximum of 15 people. That means all substitute players (7), and a maximum of (4) additional players from the pool who are not listed as substitutes. The coach, manager/staff and or trainer. Individuals not on the player roster for the current game SHALL NOT BE IN GAME UNIFORM.
- No one other than the players on the roster and the technical staff should be allowed within the technical area

Bench behavior:

- Coaches must stay within the technical area (one yard) on either side of the designated seat area and extending forward to a distance of one yard from the touch line.
- Only one person at a time is authorized to convey tactical instructions from the technical area, except in certain circumstances, i.e. physiotherapists or doctors entering the field with the referee's permission
- The coach and other occupants of the technical area must behave in a responsible and professional manner.
- Substitute players must wear their uniform or pennies.
- All occupants of the technical area must wear proper attire, Footwear and Shirts must be worn at all times within the technical area.
- Smoking in 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 the team.
- **Spectators will not be permitted in or near the technical area** and shall only be permitted in the designated spectator areas.

PLAYERS

- No more than 18 players may suit-up for the game.
- The remaining players may sit in the player area but MAY NOT BE IN UNIFORM.

Referees must retain the Player Roster and return the game roster and game reports electronically to cballshregueiro@gmail.com within 24 hours of the conclusion of the game.



PLAYERS EQUIPMENT

- All players must remove all jewelry prior to kick off.
- If there is a color conflict, the home team must change, unless a team appears in any color other than that designated on the game report.
- All players, including the goalkeeper, must wear a different number, If the goalkeeper jersey has no number his is #0, A substitute keeper must have a unique number.

LENGTH OF GAME

- All games shall be two forty-five (2x45) minute halves.
- For Semi-finals and Finals - Overtime is two fifteen (2x15) minute halves followed by kicks from the penalty mark.

SUBSTITUTIONS

- Unlimited substitutions are allowed.
- Substitutions, at the discretion of the referee, may be made on the following stoppages of play:
- Prior to a throw-in your favor
- Prior to a goal kick by either team
- After a goal by either team
- After any injury, if trainer or manager enter the field, the injured player must be substituted, The opposing team may also substitute a player
- At the beginning of the second half

SEND OFF

A player who has been sent off must leave the vicinity of the field of play.

POINTS AND STANDINGS

Teams will be awarded points according to the following formula:

- 3 points for a win
- 1 point for a tie
- 0 points for a loss

During league play, if a match is tied after regulation; the match will 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.

At the conclusion of league play, if two or more teams are tied on points, the tiebreaker will be:

1. Head to Head
2. Goal differential
3. Least goals allowed

WEATHER

- The referee shall make decisions regarding continuing or delaying play in inclement weather.
- The Director of the Facility, in cooperation with the referee administrator and the league commissioner will determine continued or delayed play of the tournament in the case of inclement weather.

PLAYER POOL

- Teams must submit to SCASA a player pool of registered players that will take part in a competition. All players must have been registered on the team after August 1, 2016.
- Teams may submit a player pool with a maximum of 25 players. Only 18 players may dress for each game.



- The Player Pool must be received by the SCASA Office by February 10, 2017.

A protest alleging the use of an ineligible player listed on a player pool as verified by SCASA and approved and published in advance by SCASA will not be entertain

PLAYER SUSPENSIONS

- A player issued a red card, including as a result of being issued two (2) yellow cards in the same match, shall be suspended at minimum for one (1) game in that competition.
- A player issued a red card for violent conduct due to fighting or striking another player shall be suspended a minimum of two matches.
- The League Commissioner shall review the circumstances concerning all red cards issued. If it is determined that the actions of the player warrants greater penalty than the minimum penalties imposed, then USASA reserves authority to impose further sanctions necessary to uphold the integrity of the game.