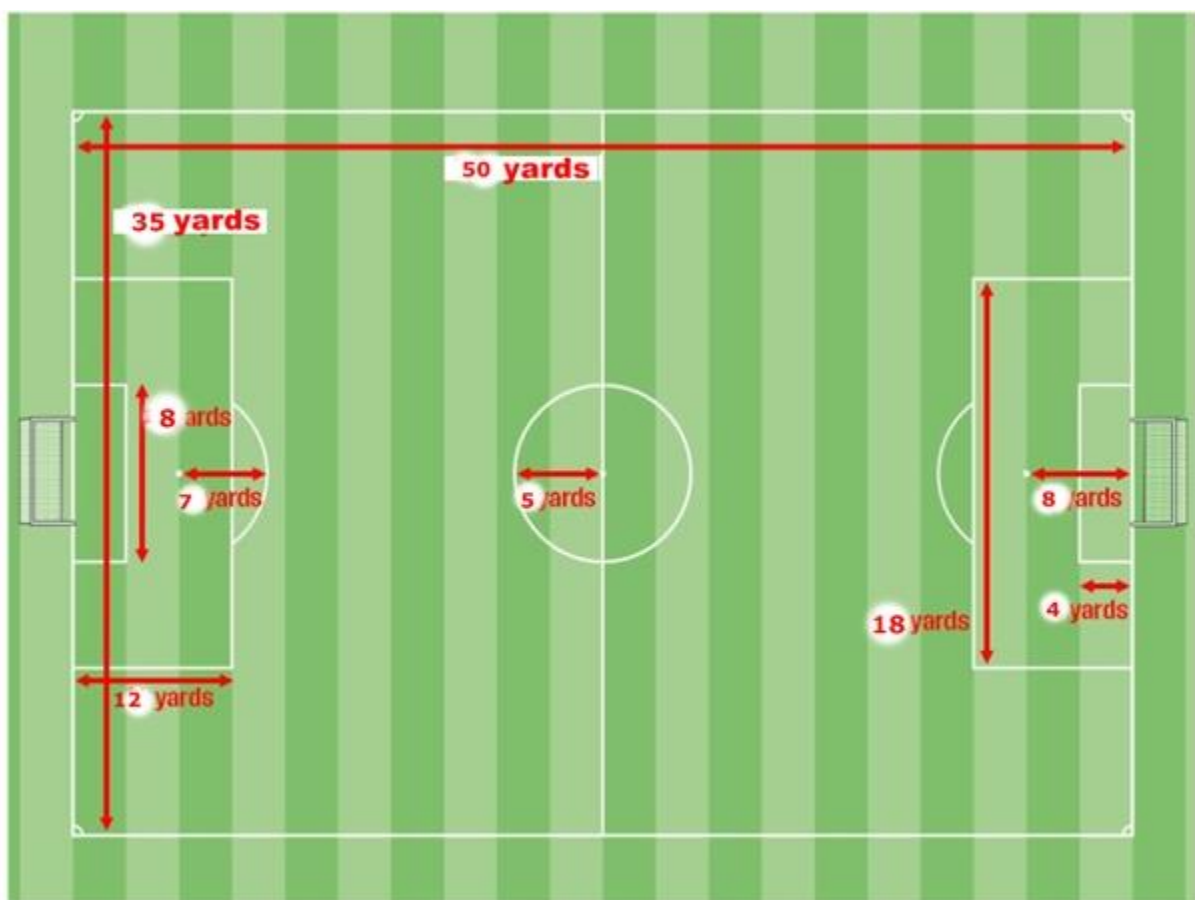


## 2021 Erie Soccer League Coed 6v6 Soccer League Procedures, Rules, and Laws of the Game

Except where other provision in these Laws are made, USSF Laws apply. Each Law is numbered to correspond with the appropriate Law of the Game. Additional note is that the Erie Soccer League is volunteer-run. Common sense is and should be applied to all league matters not directly covered by the laws below. When applicable, the team captains will be included in a vote of common sense when extenuating circumstances apply.

### Law 1 Playing Area



### Goal Size

The goals shall be a maximum of 6.5 feet high x 18 feet wide.

## **Law 2 The Ball**

Normal rules apply. The Erie Soccer League will not provide match ball for the match. The home team shall be responsible for providing a game-worthy ball (properly inflated to specifications).

## **Law 3 Number of Players**

Maximum number of players per team, including goalkeeper is 6v6 on the field. The breakdown is five (5) field players – of which a minimum of two (2) female players are required for the coed division. Should a team not have three female players available, they must “play short”. In order to play or continue playing, there must be at least one (1) female player available, suited, and playing in the match.

A match may not START if either team consists of fewer than four players. The minimum number of players in a team required for a match to CONTINUE is also four. Should a team fall below this, normal rules apply.

Each team must not have a squad greater than 15 players.

Any number of substitutes may be used at any time with the permission of the referee. A player who has been replaced may return to the playing area as a substitute for another player. Subs are permitted “on the fly” providing the exiting player is within a “short distance” of the player entering the field of play.

As best practice, all team members should receive equal playing time where possible.

For all other substitution rules, normal rules apply.

## **Law 4 Playing Equipment**

**Players must wear shin guards.** Shin guards must be covered entirely by the socks.

Correct footwear must be worn for the surface of the pitch. Soft or firm ground cleats are strongly suggested on the grass playing fields.

Teams are required to wear the same color jerseys or tshirts as one another. If there is a conflict in colors, the team designated as the home team will be required to change their colors. ALL teams are required to bring an alternate color uniform. All members of a team must match in color. Slight variations in shade will be permitted. However, teams and players must refrain of trying to pass off entirely different colors (i.e. - wearing RED or WHITE when the team’s color is ORANGE). This will not be permitted and players may be

asked to leave the field of play to don the proper color shirt before being permitted to return to the match. There will be no exceptions to this rule.

## **Law 5 Referees The Authority of the Referee**

Each match is controlled by 1 match official who have full authority to enforce the Laws for 6v6 Football in connection with the match to which they have been appointed.

The powers and duties of the referee are as normal rules apply.

## **Law 7 Duration of the Game**

Each game will consist of two 25 minute halves with up to 2 minutes for halftime. There will be no “added time” for injury or substitutions. A regular season match may end in a draw.

In playoff games and finals, if regular time has been played in full and the match is a draw, one five minute “overtime” period will be played in full after a rest period of no more than 2 minutes. If after the overtime period is played, the score is still tied, kicks from the mark will immediately commence to determine a winner.

## **Law 8 Start and Restart of Play**

### **Procedure**

A kick-off is taken at the centre of the playing area to start the game and after a goal has been scored.

Opponents must be 5 yards away from the ball and in their own half of the field. The ball must be played forward. Otherwise, normal rules apply.

## **Law 9 Ball In and Out of Play**

Normal rules apply

## **Law 10 Determining the Outcome of the Match**

1. Goal scored – normal rules apply.
2. Winning team – The team that scores the most goals after regulation is declared the winning team. A regular season match may end in a draw. For a “playoff game” or “final”, the match may not end in a draw.
3. Kicks from the penalty mark – For playoff and final matches, all kicks from the mark will be taken on the south side of the dome (if played indoors). If the game is played outdoors, the referee will determine which goal makes the most sense to determine which goal will be used (position of the sun, ease of retrieving the ball, condition of the goal will be included in these factors for determination). A coin toss will determine which team kicks first.

If at the end of the match, one team has more female players than the other team, then the team with the greater number of female players must reduce its numbers to ensure each team has the same number of eligible kick takers and shall inform the referee of who has been eliminated from kicks.

Each team will select three kick takers from their team to participate. The teams may select players from the field or players from their bench when time expired. No less than one player from the initial three kickers must be female in coed leagues. The referee must be informed of the selected kickers but does not need the order.

If after three kicks are taken the score is still tied, three more players are selected. These players may not have kicked in the first round of kicks. No less than one of the initial three kickers must be female in coed leagues.

If after these three kicks are taken, the score remains tied, each team must select one kicker at a time until there is a winner. The kicker may not have taken a kick in the prior two rounds. One out of every three kick takers must be a female player. This process continues until there is a winner. Once teams get through their entire roster (after reduction), kickers may repeat using the same format until a winner is determined.

If not covered in the modified rules, normal rules apply.

## **Law 11 Offside**

Offside does not apply.

## **Law 12 Fouls and Misconduct**

We all have to work/go to school in the morning, so use your head and show respect to yourself, your fellow teammates, opponents, league staff, and spectators.

Sliding challenges on a player with the ball are not permitted in coed soccer. **A player found guilty of making a sliding challenge on a player for the ball shall be shown a yellow card for unsporting behavior.**

## **Law 13 Free Kicks**

For all free kicks opponents must be 5 yards from the ball. Otherwise, normal rules apply.

## **Law 14 Penalty Kicks**

Position of the Ball and the Players:

All players except the defending goalkeeper and kicker must be outside the penalty area and at least 7 yards from the penalty mark, which is located **eight yards** from goal. All other normal rules apply.

## **Law 15 Throw-in**

Normal rules apply.

## **Law 16 Goal Kick**

Normal rules apply.

## **Law 17 Corner Kicks**

Normal rules apply.

## **Additional Notes & Rules**

All discipline issues covered in the main Erie Soccer League rule set will both carry over and apply to the 6v6 divisions and vice versa. The executive board of the Erie Soccer League reserves the right to refuse or revoke admission of any player or team if they are not in “good standing”.

At the conclusion of the match, the referee will meet with the Field Marshall to communicate the score and the cards awarded for the completed game. The field marshal shall document the information accordingly. Any injuries or “incidents” shall require an additional Erie Soccer League match report that shall be turned in within 48 hours of the end of the match. This report shall be filled out by the referee and sent to [mike@eriesoccer.com](mailto:mike@eriesoccer.com).

# League Regulations

An ADULT soccer year consists of seasons:

*Winter 2 • Spring • Summer • Fall 1 • Winter 1*

A **season** is generally an eight week period of league competition in which 8 games are played.

These playing rules and regulations apply in full for the “outdoor” portion of the playing year.

## ***League/Division Structure***

Leagues are formed based on the following groups.

### ***Gender***

- *Co-Ed (Male and Female players on the same team)*

### ***Competition Level***

- *Recreational (Div 4 and/or 3) • Intermediate (Div 2) • Competitive (Div 1)*

### ***Division by Skill/Ability Level***

Each league will contain teams of varying levels of skill and experience; therefore,

Divisions may be formed to group teams by estimated playing ability.

The League Administrator, in conjunction with the Erie Soccer League Executive Board of Directors and Division Commissioners reserve the right to move teams into the proper playing division if it is in the opinion of the collective board that the team is not appropriate for the division in which they registered. The league administrator reserves the right to schedule crossover games between divisions if the need arises. Namely, if there are not enough teams registered in a specific division, then in order to give those teams a proper amount of matches, the teams may be scheduled against teams from other divisions. In the event that this occurs, all matches will count in the standings. When there are “player conflicts” (players registered on both teams), the players must declare a primary team for that match. Players may not play on both teams during the same match. Declaration is defined as the first team he or she plays (on the field or in goal) for in that specific match.

Example:

Team A and Team B share a player in common (Player X). Team A & B are in separate divisions but are scheduled for a crossover match. Player X intends to play for Team A and begins the match as a substitute. It is discovered after play begins that Team B has no subs. Player X may decide to play for team B for this match, as he is on both rosters and has not appeared for Team A yet as a player in the match.

## **Gender**

Co-ed (Male/Female) teams are recommended to include a minimum of (4) female players on their roster. Coed teams must have **at least two female players** on the field. If only one female players are present at game time she cannot be replaced by a male player.

For all intents and purposes, the goalkeeper is considered “gender neutral” and does not count towards the “two female rule”.

## **Adult Coed Roster Guidelines**

*The purpose of the coed roster guidelines is to fairly and more accurately gauge the skill levels of the various coed divisions (1-3). In the spirit of these guidelines, team managers should do their best to register and roster their teams, per game, according to the following guidelines. The EPIC Coed Director reserves the right to move teams up or down divisions based upon team performance and our best judgment of a team’s skill level and overall mentality.*

*Rosters may contain no more than eighteen (15) players. Of which, 12 may suit up for any given match and three players will be considered “reserves”.*

## **Division Guidelines:**

**Division 1 (Competitive/Elite)** – This division is open to all players. This division is geared towards the college and high school players, but welcomes those who want to play at a more competitive pace and against very good competition. Players & teams possessing this similar mindset are encouraged to play in this division. This division plays with **3 male & 2 female field players** plus a goalkeeper. This division plays on Tuesday evening at the Erie Bank Sports Park in the dome and will have one (1) Referee per game. Each team is responsible for paying \$12 cash to one of the Referees prior to kick-off.

**Division 1 Player Eligibility** - A team's roster is compiled of: any player at least 16 years of age (as of 31 Dec 2018), male or female, that wishes to compete at the highest skill level possible.

**Division 2 (Competitive)** - This division is the mid-point of the three Tuesday coed divisions and is a bit more competitive than the Coed Division 3 league. The ideal player is adequately skilled to above-average skill and wants to play at a more competitive pace than the CoEd Division 3 offers. This division plays with **3 male & 2 female field players** plus a goalkeeper. This division plays on Tuesday evenings at the Family First Sports Park Sports Dome and will have **one referee** per game. Each team is responsible for paying one of the referee \$12 cash prior to kick-off.

**Division 2 Player Eligibility** - A team's roster is compiled of: players at least 18 years of age. The top team **will** be promoted to division 1 for the next playing season. The runner up **may** be promoted to division 1 for the next playing season. Teams consisting of more than four current division 1 players may be promoted automatically for the following season.

**Division 3 (Recreational)** This Division is the entry level to the Tuesday coed divisions. It is also the lowest of the three Tuesday divisions. As such, this league is designed to be competitive in nature without losing the recreational aspect of the game. Unless decided otherwise, this league will be the entry point for all new Tuesday teams. This division plays with 3 male & 2 female field players plus a goalkeeper. This division plays on Tuesday evenings and will have one (1) Referee per game. Referee fees of \$12 payable in cash are due prior to kickoff of the game.

**Division 3 Player Eligibility** - A team's roster is compiled of: players at least 18 years of age. The goalkeeper may have played at any divisional level. This is the "entry level" league for our Tuesday coed divisions. Teams fielding multiple division 1 players will be automatically promoted in the next season. The top team **will** be promoted to division 2 for the next playing season. The runner up **may** be promoted to division 2 for the next playing season.

The top team **will** be promoted to division 2 for the next playing season. The runner up **may** be promoted to division 2 for the next playing season.

**Division 4 (Recreational)** - This division is recreational and is ideally an entry level to organized soccer or for those who haven't played in years and want to restart without having to go "full speed". The ideal player is inexperienced but has at least a basic understanding of the game or has some experience and wants to play for fun, rather than competition. Players who are more skilled in nature that have the mentality of using team play to help elevate the play of others are also welcome in this division. Players and teams in this Division should have the mindset of playing for fun, playing at a low-competition level and with low aggression. Players with the "just win" mindset, or those who are going to challenge the referee's every call, will not be a good fit in this Division (See Modified Division). This division plays with 3 male & 2 female field players plus a goalkeeper. This division plays on Wednesday evenings at the Erie Bank Sports Park dome and will have one (1) Referee per game. Referee fees of \$12 per game (cash) are to be paid to the referee prior to kickoff of each game.

**Division 4 Player Eligibility** - A team's roster is compiled of: players at least **16 years of age**. **Teams may exempt no more than one male & one female player over age 30 and no more than one male & one female player under age 30 that play in a "higher" level division (division 3 or division 2).** **NO Division 1 male players or goalkeepers may participate in this league.** This means that each team may have no more than four players who play in a higher division.



## ***Rosters/Waivers and Player Eligibility Information***

Team Managers must complete their team's roster by having each player on their team complete the online membership via League Apps, and roster onto their respective team of each participating season. The League Apps roster will be synched with the official USASA roster by the League Admin. The USASA roster serves as the official roster for playing purposes. All players must be rostered on their registered team (with waiver accepted electronically) **before** (with waiver accepted electronically) they can step on the field of play.

In order to appear on the official USASA roster, the player must provide photo identification and a \$25 registration fee. This registration is valid for the entire calendar year.

We emphasize the importance of planning ahead by making sure your roster contains enough players to cover for injuries, vacations, etc. Teams are permitted up to 15 players on their roster. Teams are encouraged to sign up possible emergency substitutes who might be able play if problems arise, even if they don't plan on playing.

The use of any ineligible or undocumented players in a match will result in the forfeiture of the match, and possibly the suspension of up to one year to the coach and/or Team Manager responsible, and a suspension of up to one year to the offending player. Similar penalties apply to any situation in which a player or coach is found to have supplied the EPIC Coed staff with fraudulent or incorrect information, or has failed to provide EPIC with proper documentation. Additionally, both the offending player and team captain may be fined within league rules for rostering an illegal player.

An adult player may NOT be registered on more than one team in the same division. **Players may not register with more than two teams per season on a given playing night.**

Players who are banned or placed in "bad standing" with the Erie Soccer League or any USASA competition are not eligible for this league.

### ***Eligibility Protests and Inquiries***

Protests regarding the eligibility of an opposing team's player must be presented to the Field Marshall on duty before the end of the match. Play will not be stopped in order to deal with the protest. The Field Marshall will document the complaint, which shall include the suspected offending team and player. The protest will be passed along to the league's board for investigation.

If a team is found to be guilty of a rostering violation for fielding a player who is not on their team's roster, the team will forfeit the match and the offending team captain will receive a \$20 fine payable prior to the kickoff of their next game.

If a team is found to be guilty of playing with an undocumented (unregistered) player, the offending team will forfeit the match. Additionally, the team captain will be fined \$25 and the offending,

undocumented player will be required to properly register before being permitted to play. "I was going to register after the match" or "I couldn't find the registration area" are not valid excuses. Registration is either completed before playing (photo ID + \$25 registration fee paid to the league registrar) or it is not. This is non-negotiable and there is no room for error or good faith.

### **Match Results**

Points for match results are awarded as follows:

- *3 points for a victory*
- *1 point for a draw*
- *0 points for a loss*
- *\$60 fine is assessed for forfeits in which an opponent does not show up to a game, or fails to provide at least 48 hours' notice of forfeiture to the EPIC Coed Division Director. Teams that forfeit/no-show are automatically ineligible to win their respective division.*

### **Forfeits**

In the event of "no show" forfeiture of a match, a score of 3-0 is recorded against the team responsible for forfeiture, and a \$60 fine is assessed to the team managers Registration Account.

If a team cannot field the minimum number of players (indicated in Rule 3), after 6 minutes past the start of the clock, the match is declared a "no-show" forfeit. If both teams "no show," the official result shall be 0-0. In the event of a "no-show" forfeit, players from teams scheduled for that hour may scrimmage or practice for the remainder of the scheduled time. The referees will be excused from the match.

If a match is abandoned or terminated due to any reason, including a team having fallen below the minimum number of required players, use of illegal players, or misconduct associated with a team, EPIC may, at its discretion, declare the match a forfeit and penalize the guilty team accordingly.

### **Determination of League/Division Winner**

In the event that teams in the same league/division finish the season tied on points, their places will be determined by statistical superiority in the following criteria, in this order:

**If exactly two teams are tied in the standings:**

1. Goal Differential (PSD),
2. Goals scored (PS),
3. Goals conceded,
4. Head to head (aggregate head to head score if teams have played each other more than once),

If three or more teams are tied in the standings:

1. Goal Differential (PSD)
  2. Goals Scored (PS)
  3. Goals conceded
  4. Aggregate score amongst all tied teams (in the standings)
- Note: In the event that item number 4 leaves two teams tied, the process is repeated with the remaining two tied teams using the “two tied teams” format.

### **Post-season play**

The format of post-season play will be determined by division but is not specific to any single division.

When the division has “**perfect balance**” (i.e. – 5 or 9 teams in an eight game guaranteed season), there will be no post-season play. The team at the top of the table will be the league champion. This is because each and every team plays one another exactly the same number of times. In a five team, eight game season – each team plays one another twice. Likewise, in a nine team, eight game season, each team plays one another once.

When a division lacks “perfect balance”, each team will play a “balanced” schedule for the regular season meaning that no team will have a stronger or weaker schedule than any of their division counterparts. Imperfect divisions may determine their league champion by way of playoff or by a simple final. The exact format will be determined and announced prior to the start of the season and is at the sole discretion of the league organizer. An example of such a logical format for an imperfect division is as follows:

Seven team, eight games guaranteed season:

Each team plays one another once (6 regular season games). Prior to the start of game seven, the top four teams are in the “playoffs” with the #1v#4 & #2v#3 teams playing in round one. The two winning teams play one another in the final to determine the league champion, while the two losing teams “play out” for their eighth game. At the bottom of the table, teams #5 & #6 play one another in the opening week, while team #7 plays both team #5 & team #6 to provide each team with the guaranteed number of games.

In the event of a division that is participating in “crossover games”. The schedule may be considered perfectly balanced or unbalanced at the discretion of the league organizer. Determination will be made and announced prior to the beginning of league play for that season.

### ***Protests of Match Results***

Protests of a match result based on technical issues or on matters of rules and regulations must be reported by the team’s coach to the EPIC Coed Director.

This protest must be submitted by email within 24 hours after the conclusion of the match.

Referee decisions will not be a valid basis on which to protest match results.

### ***Complaints***

**The team's captain is the only individual authorized to submit complaints to EPIC staff on behalf of a team regarding the decisions of the match referee or the conduct of the opposing team or facility staff.**

In the event a player (non-team captain) wishes to lodge a complaint about a referee, he or she shall only lodge that complaint to the team captain. The team captain shall email the complaint to Steve Petrunaro (the league's certified referee assignor). His email address is [petro07@yahoo.com](mailto:petro07@yahoo.com). Complaints lodged to the Field Marshall or the League Coordinator about referees shall be ignored. Do not expect results from complaining/venting to these people.

### **Disciplinary Procedures**

The Erie Soccer League takes the game of soccer seriously. We aim to provide a safe, fun, yet competitive environment at all our matches. We believe that there should be a mutual level of respect between players, teams, spectators, and officials.

As an organization, we are committed to taking the adult game to the next level in this area. We are committed to identifying opportunities where we as a group can grow and/or better ourselves. An example of such is that all referees have the proper certification and are getting access to proper and appropriate education in addition to getting game experience to apply their education into the real-world game of adult soccer. This is a continuous process.

As players, teammates, opponents, and spectators, we must strive to conduct ourselves in a manner that is appropriate for the game and the league. We should respect our fellow players and teammates, as we're all sharing in the game that we love. We all deserve better than what we've had for the past several years in this area in the Erie, PA Adult Soccer World. Knowing that, each and every player in this league – striving for and deserving "better" automatically deserves respect. Every match official and referee – regardless of whether they get the play "right" or "wrong" in your eyes deserves your respect. They are doing the best they can to keep the game safe, so respect them and respect the game. Also keep in mind, only the team captain and coach should address the referee during play.

Without your fellow players and our officials, we have... well, we have what we've had for the past several years in this area and quite frankly, that is not nearly good enough. So please, when you come to an Erie Soccer League match – whether as a player, spectator, or match official – respect one another. Respect the facility, respect the play, respect the vision, respect the game, respect the vision, and respect yourself.

With that in mind, the Erie Soccer League staff will not hesitate to take action on those who do not adhere to what we deem as acceptable and appropriate behavior. For in-game situations, the various ESL Disciplinary Boards meets to address situations that arise. Our disciplinary board may meet to go over a referee report, a captain's report, identify situations that need to improve by way of additional training, to address player feedback, and we meet to make rulings on red cards.

## **Red Cards & How the Process Works**

When a player is sent off, his (or her) name appears in the referee report and his player card is placed under suspension. The player must leave the field of play before the match will be permitted to resume. Failure to leave after being asked to leave by an Erie Soccer League staff member can result in additional sanctions, fines, or a telephone call being placed to assist the staff in ensuring that the ejected player complies with the request to leave the grounds.

When the official referee report is filed, the team captain will be notified of the official charge against the player (via the "suspension list"). The team captain and the player will have 72 hours from the completion of the game to respond to the charges and/or ask for an appeal. Any appeal and/or response must be submitted via email to [mike@eriesoccer.com](mailto:mike@eriesoccer.com). If an appeal is received in the proper timeline, the disciplinary board will convene to hear the appeal and render a decision.

The decision of the disciplinary board will be communicated via email or text message to the team captain. The decision of the disciplinary committee is final and binding. Should you wish to appeal the committee's ruling, you may do so in writing to the PAWest Adult President along with a non-refundable \$150 fee (payable to PAWest Adult).

All fines issued will go into the league prize fund. (Added 21 July 2016 – not a policy change but a policy clarification) All fines must be "approved" or endorsed by the league disciplinary committee. (End 21 July 2016 addition).

Player offences will be tracked across all leagues in the Adult Association and sanctions/fines may accumulate from offences in different leagues. The suggested punishments and fines may be altered by the Executive Board as circumstances warrant.

Any red card involving specifically violent conduct and/or referee abuse as well as anything administrative in nature shall go before the division disciplinary committee.

If a player or team is brought up on charges, the player shall be officially notified in writing by the League Administrator of the charges as well as the possible consequences. The player has 72 hours from date of notification to respond to the charges. Upon response to the charges or 72 hours, the disciplinary board will convene. Two thirds majority must be reached in order to overturn a charge.

A player is cautioned and shown the yellow card if he commits any of the following offences:

- unsporting behavior
- dissent by word or action
- persistent infringement of the Laws of the Game
- delaying the restart of play
- failure to respect the required distance when play is restarted with a corner kick, free kick or throw-in
- entering or re-entering the field of play without the referee's permission
- deliberately leaving the field of play without the referee's permission

**FIGHTING / VIOLENCE WILL NOT BE TOLERATED AT ANY ADULT ASSOCIATION MATCH. THE ADULT ASSOCIATION RESERVES THE RIGHT TO BAR ANY PLAYER OR COACH FROM PARTICIPATING IN ANY OR ALL LEAGUE MATCHES.**

PLAYERS SHALL BE SHOWN THE RED CARD AND EJECTED FROM ADULT ASSOCIATION MATCHES FOR THE FOLLOWING (per FIFA law):

- serious foul play
- violent conduct
- spitting at an opponent or any other person
- denying the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)
- denying an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick
- using offensive, insulting or abusive language and/or gestures
- receiving a second caution in the same match
- persistent protests against decisions by the referee and assistant referees
- leaving the field of play without notifying the referee
- extremely unethical (ungentlemanly) conduct
- repeated gamesmanship
- insulting players, team officials or any other person present at the match
- other serious acts of unsporting behavior

PLAYERS EJECTED FOR THE ABOVE REASONS (except violent conduct and spitting) SHALL BE SUSPENDED FOR ONE (1) SUBSEQUENT GAME WEEK (in that division) IN ADDITION TO MISSING ANY REMAINING PORTION OF THEIR MATCH DAY (on the day that the red card offense occurred).

**REPETITION:** (even if it is not the same type of infringement): suspension for at least two match weeks and FINED \$50.00

A PLAYER SHALL BE SHOWN THE RED CARD AND EJECTED FROM AN ADULT ASSOCIATION MATCH FOR INSULTING THE REFEREE AND / OR ASSISTANT REFEREE(S) AND SHALL BE SUSPENDED FOR TWO (2) SUBSEQUENT GAME WEEKS AND FINED \$25.00

**REPETITION:** suspension for at least four subsequent matches and FINED \$50.00

A PLAYER SHALL BE SHOWN THE RED CARD AND EJECTED FROM AN ADULT ASSOCIATION MATCH FOR VIOLENT CONDUCT OR SPITTING AGAINST ANOTHER PLAYER, TEAM OFFICIAL OR ANY OTHER PERSON AT THE MATCH AND SHALL BE SUSPENDED FOR FOUR (4) SUBSEQUENT MATCH WEEKS AND FINED \$100.00

**REPETITION:** Disciplinary hearing, suspension for at least four match weeks and FINED \$200.00

A PLAYER SHALL BE SHOWN THE RED CARD AND EJECTED FROM AN ADULT ASSOCIATION MATCH FOR SERIOUS VIOLENCE AGAINST THE REFEREE AND / OR ASSISTANT REFEREE(S) AND SHALL BE SUSPENDED FOR FOUR (4) GAMES AND FINED \$100.00 WHICH MUST BE PAID BY THE PLAYER DIRECTLY TO THE ADULT ASSOCIATION BEFORE THE PLAYER MAY BE RE-INSTATED. (The player pass will not be returned until the fine is paid.)

**REPETITION:** lifelong ban

Protests will be submitted in writing to Adult Vice President with appropriate fee (\$150.00) within 7 days of the suspension (U.S. Postal Service postmark shall determine the timeliness of the protest). A copy of the protest must also be submitted to the League Administrator.

Appeals committee guarantees prompt and impartial hearings within 28 days of the appeal

All disciplinary procedures carry on to consecutive League Seasons

Any player receiving two red cards during a league season (Spring, Summer, Fall or Winter), shall not play again in that season (including playoffs) until reviewed and cleared by the Disciplinary Board.

Team managers and captains should make every effort to control their players and ensure they comply with the rules and referee instructions. Spectators must not interfere with matches, players or officials and teams and their managers must ensure that their spectators in attendance comply or the Executive Board will impose sanctions against the offending team.

### **Appeal Procedure**

Players may file an appeal of the disciplinary board's findings to the appropriate board. For the EPIC coed Division, the first line of appeal is the EPIC coed Divisional Board. The second line of appeal is the ESL Executive Board. For the Men's Division, the first line of appeal is the ESL Executive board. All appeals at the local level will be heard within 72 hours of receipt.

Further appeal is done by submitting \$150 check payable to PA West along with a written appeal. This appeal must be postmarked within 72 hours of exhausting all other appeals. The League Administrator shall be contacted (by the player filing the appeal) by email when and if this appeal process is pursued.