

# **Cobb Adult Soccer League Bylaws**

**Revised 2016**

## **1) Meetings**

- a) Meetings shall be conducted according to Robert's Rules of Order.
- b) A quorum shall consist of a majority of active team delegates, committee members, league trustees, and life members in attendance and eligible to vote.
- c) Meetings may be conducted electronically as long as notification has been sent to the appropriate members with a minimum of three days notice.

## **2) Finances**

- a) At each annual meeting, the Financial Committee shall submit a year-to-date financial report for review and approval.

## **3) Team/Player Registration**

- a) All teams and players must register with the league, GSSA, USASA and USSF, and must pay fees established at the General Meetings.
- b) Individual Player Registration shall be done online with credit card payments. Players are responsible for current/ valid credit card information.
- c) All team administrators (managers, coaches, asst coaches) must register online with current & accurate information.
- d) 11 a side teams must register at the beginning of each session with at least 11 players and are responsible for fees for a minimum of 16 players.
- e) Short-sided teams must register at the beginning of each session with at least 10 players and are responsible for fees for a minimum of 10 players.
- f) All fees established by the league must be paid in full at time of Registration.
  - i) A team can only register the number of players that it has funds for at the time of registration.
    - (1) No Player shall be activated for a team without confirmation of valid /non declined credit card information
    - (2) Declined credit cards will automatically place the player in a non-payment suspended status.
    - (3) Players must be in good standing with the league.
    - (4) Players must be in good standing with GSSA.
    - (5) Each Team Manager, if a player, shall be required to register and play Annual Georgia State Soccer and Cobb County Out Of County fees.
    - (6) All team administrators are also required to register themselves and team alternates (as manager/ coach/ assistant coach, etc) on the online registration system.
    - (7) Team Managers are responsible for distribution of invitation codes for all team players.
    - (8) Team Managers are responsible to review (weekly) both the Official Team Roster & Team Payment function for players in a non-payment or suspended status
    - (9) Team Managers are responsible to notify any player of registration problems encountered by the league.
    - (10) If all (listed) requirements are met the team's 17<sup>th</sup> player's league game fees will be incorporated into the league fee structure.

(11) Committee Chairs and volunteers that are deemed to be on a weekly/ monthly meeting basis, Life Members and, League trustee's league game fees (\* not to exceed two players per team including the Team Manager) will be incorporated into the fee structure, as long as each is performing their assigned duties.

#### 4) Playing Season

- a) The playing season shall consist of an Annual Playing Season of 16 games.
- b) Additional sessions may be organized if enough teams are interested.

#### 5) Rules of Play

- a) CASL shall adhere to USSF, USASA and GASA rules of play except for the following special CASL Modifications.
- b) All CASL Rules of Play may be overridden by current approved policy changes. See CASL Policies & Procedure's Manual.
- c) Team Administrators will instruct Referees of season modifications prior to the start of the game.
  - i) Unlimited substitutions at referee discretion will be determined each session per division.
  - ii) Any player receiving a red card ejection for violent conduct / fighting is immediately suspended from all league play until he attends and receives a ruling from the D&A committee.
  - iii) Any player receiving a red card ejection for Referee abuse/ Referee Assault is immediately suspended from all league play until he attends and receives a ruling from both the Georgia State D&P Committee and the CASL D&A Chair. After official notification from Georgia State Soccer D&P Committee, the (CASL) league D&A committee may choose to hold a league hearing where additional suspensions or ejections may be added.
  - iv) Players must present a valid/ current photo ID at check in or if late, to the officiating crew prior to stepping onto the field. Valid ID includes: driver's license, CASL current year photo embedded player pass, passport or student ID.
  - v) Slide Tackles will be determined each session per division. For the slide tackle rule to be enforced, both the slide and the tackle must occur. Sliding without a tackle is not illegal. When enforced, a slide tackle shall result in an indirect free kick.
  - vi) Degree of keeper contact is adjusted each session per division. Foul results in a direct free kick. NO Goal Keeper contact divisions, means players must avoid contact with the goal keeper inside the box. If a ball is 50/50 it is the goal keepers ball. Players may not "accidentally" make contact with the goal keeper after he has possession or the goal keepers attempt to distribute the ball.
- d) Uniforms and equipment as follows:
  - i) Teams must have primary matching shirts/ jerseys with differentiating /unique numbers. Players may not enter the field without a numbered uniform.
  - ii) Uniforms must be like colored shirts, like colored shorts, like colored socks.
  - iii) Alternate shirts /jerseys must be like colored but do not require differentiating /unique numbers.
  - iv) The home team (team listed first on the schedule) must change jerseys if a conflict exists.
  - v) The home team shall provide the game ball.
  - vi) Both teams shall provide two corner flags

Both teams must provide (2) game day line up cards, (1) official /current team player rosters and current photo identification for each player

#### 6) Game Start:

- i) If there are an insufficient number of players the referee will allow up to a fifteen (15) minute grace period to allow both teams an opportunity to field a minimum starting team of seven players.
- ii) The fifteen (15) minute grace period will be allowed before a game is forfeited due to insufficient number of players.

- iii) The grace period will start at the published scheduled game kick off time
- iv) Minimal numbers are 7 players for 11 a side and 5 players for short-sided games.
- v) The match must begin as soon as the team with the shortage of players has reached the minimum number of seven (7) official registered players.
- vi) After the grace period then the game will begin with two equal 45-minute halves.
- vii) If at the end of the maximum 15-minute grace period a team has less than the minimum number of players the game will be determined a forfeit by the referee and the game will be awarded to the opposing team.

b) Interruptions in the regular, scheduled games are defined as follows:

- i) **FORFEIT** - Any game not played, postponed, canceled or conceded. Winner by forfeit receives 3-0 score.
  - (1) Any team that forfeits a game will be placed on immediate probation. The Team Manager of the forfeiting team must attend a mandatory D&A hearing before their team is allowed to resume play.
  - (2) Any team that forfeits must also pay the referee and assignor fees for that game, by the Thursday following a one game grace period. If not paid by that time, the Team Managers and referees of the next match will be notified of the bad standings and the concession of the match.
  - (3) A second forfeit within the same season results in immediate notification of suspension and bad standings to GSSA for the team & all players until all the fees are paid.
  - (4) Any team with insufficient player numbers may avoid penalties by calling the league scheduler to cancel the game 24 hours prior to the game time. Winning team will still receive 3-0 win.
  - (5) Any team that has forfeited a game will not be eligible for a league championship for that session.
- ii) **CONCEDE** with-out intent to reschedule. A game where the Team Manager or representative calls the league scheduler and the opposing Team Manager, with ample time (24 hours), that they will not be playing the match. This will result in a 3-0 win for the opposing team. Conceded games will not be rescheduled and will count in the league standings.
- iii) **CONCEDE** with intent to reschedule. Opposing teams have the right to refuse to reschedule but if they chose to accept. A game where the Team Manager or representative calls the league scheduler and the opposing Team Manager, with ample time (48 hours), that they will not be playing the match AND the opposing team is agreeable to a date/time/venue of their choice. If at the end of the APS the game has not been played it will default to a 3 – 0 win for the opposing team.

#### POSTPONEMENT -

- (1) Any game not played for natural causes - Rain out, lights, field conditions
- (2) Any game not played for Referees not showing.
- (3) Individual postponements – if an individual games is postponed it shall be the responsibility of the team managers to set an agreeable date / time / venue and to notify the league within two weeks of the originally scheduled game date.
- (4) The league scheduler will approve all reschedule games for the purpose of securing a venue and game officials.
- iv) **CANCELED** - Any game not rescheduled within seven days of the original game date. Both teams will receive a 0-0 score with no points towards their statistics. The league administrator will approve all makeup games.

- (1) Full League cancellations – one extra Sunday in both 1<sup>st</sup> & 2<sup>nd</sup> half will be reserved for full league cancellations.
  - (2) Individual cancellations – if an individual game is cancelled it shall be the responsibility of the team managers to set an agreeable date / time / venue and to notify the league within two weeks of the originally scheduled game date.
  - (3) The league scheduler will approve all reschedule games for the purpose of securing a venue and game officials.
  - (4) All Out of County games will be played on Saturdays when possible.
  - (5) All reschedule makeup (postponed or canceled) games must be completed prior to the end of the session or they will not be included in the league standings.
- c) **GAME RESCHEDULES** – If an individual game is postponed or cancelled (see above)
- (1) Individual Reschedules – if an individual games is rescheduled it shall be the responsibility of the team managers to set an agreeable date / time / venue and to notify the league within two weeks of the originally scheduled game date.
  - (2) The league scheduler will approve all reschedule games for the purpose of securing a venue and game officials.
  - (3) All reschedule make up (postponed or canceled) games must be completed prior to the end of the session or they will not be included in the league standings.
- ii) **GAME TERMINATION** –
- (1) Any game where a referee terminates a game due to misconduct of players, team administrators or spectators shall be deemed a game termination.
  - (2) Any game where a referee terminates a game due to misconduct, the team causing the termination will receive a loss. The opposing team will receive a 3-0 win unless the goals they scored, prior to termination, are greater than three, then they will receive the number of goals they scored
  - (3) Any team involved in a game termination must attend a D&A Hearing before they return to league play.
  - (4) Any team found to be the cause of a game termination due to fighting may be suspended or ejected from the league and forfeit their remaining league game fees and all possible championship or tournament prizes.
  - (5) Any team found to be the cause of a game termination will not be eligible for a league championship for that session
    - (a) Game Length - If a game is stopped after the 20th minute of the second half, the match will stand as complete.

**d) Game Officials:**

1. Referee Assignor:

- A. The Referee Assignor will contract with the CASL INC. as an Independent Contractor on an annual basis.
- B. The Referee Assignor will be compensated according to the following criteria:
  - 1. No dual referee assigning
  - 2. No multi-family referee crew assigned to the same field/ game
  - 3. Full (3 person) Referee crews at the games
  - 4. A complete, current referee list is submitted to the league – names, phone numbers, mailing and e-mail addresses as requested by the Business Manager.
  - 5. Annual addition of 10 percent new officials added into the referee pool.
  - 6. Suspension of a referee based on recommendation of the CASL D&A committee
  - 7. A confirmed, referee list is submitted weekly to the league treasurer for the purpose of referee compensation
  - 8. Fulfillment of contract between the Referee Assignor and CASL.INC.
- 2. Referee /Officials

- (a) Referees will check in all players using a current (weekly time stamped) Official Team Roster Form provided by the ADG/Affinity Sports (online registration system) and a current photo ID.
- (b) If the Team Managers do not provide both the Official Team Roster & the Game Day line up sheet the game may be terminated and Team Managers will have to appear before the D&A committee before they may play again.

Referees will check in all players a minimum of 15 minutes prior to scheduled game starts.

Referees will complete a 90 minute game regardless of weather, field delay caused by another game or league, or the 15 minute grace period.

- (c) Referees will complete the game report and a US Soccer Supplemental Game Reports (documenting any yellow cards, red cards and injuries) to the designated league mailing/ e-mailing address.
- (d) The paperwork must be postmarked or Emailed to the league D&A chairman within 48 hours or the referee may forfeit his (all or partial) fees.
- (e) No Duel Referee System is allowed. If assistant referees are not available, Teams will either provide a club linesmen or the Team Manager will run the lines themselves for half a game each.
- (f) No Multi- family officiating crew is allowed on the same field. If this occurs, the teams have the right to refuse to play and the referee assignor needs to be notified to see if a solution can be made within the 15 minute grace period. This may mean that one or more of a multi-family must trade fields at multi field complexes or one or more must decline the game at the field. If a game is canceled due to multi-family officiating crews, neither the referees nor the referee assignor will be paid.
- (g) If the Team Managers do not provide or run the line (in the absence of a missing AR) the match game will be terminated and Team Managers will have to appear before the D&A committee before they may play again.

**If no center referee is available, the League Scheduler will reschedule the game.**

(h)

e) **Playing Divisions:**

1. The league teams will be divided into the following divisions:
  - a) Division 1
  - b) Division 2
  - c) Division 3
  - d) Division 4
  - e) Masters Over 30
  - f) Masters Over 40
  - g) Masters Over 50
  - h) Women's
  - i) League Representative Teams

Team Placement – teams will be placed in divisions based on the following factors:

- a. The teams record in the last session.
  - b. The Team Manager's assessment of his teams level of play
  - c. Masters divisions will have age limitations as determined by the-Business Manager
  - d. Promotion and relegation of teams based on end of session standings.
  - e. Placement will start with the top eight teams being placed in Division 1.
  - f. The top two teams in all open divisions will be moved up into the next highest division and the two teams in last place will be moved down into next lower division.
  - g. Teams winning the League Champions Tournament will be automatically promoted into the next higher division.
  - h. Exceptions to promotion and relegation can be appealed to the league and will be based on the number of returning teams, number of non-returning players (less than 50 percent) of a returning team
- B. The final decision on team placement will fall under the responsibilities of the Business Manager
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- f) **Violation of Field Contracts:** If Cobb County Parks & Recreation, the league or referee has determined that the field is unplayable and a team is found to be playing on that field, they will be found in bad standings with the league and will concede their next match. If they are found a second time on the field, they will be found in bad standings with the league and will lose the remainder of the CASL session with no refund of player fees.

g) **The Club System** shall operate as follows:

- i) To qualify for the club system status all teams must bare the same club name with additional designation of the individual team name. Each of the club teams shall pay designated State, County and league fees for a minimum of 16 players on a primary team roster and either 16 players per roster on associated 11 aside teams or 13 players per roster on associated short sided teams per session.
- ii) A notice of intent to operate a CLUB SYSTEM will be properly executed, approved by the league Executive committee, and notification to the league administrator & league scheduler prior to the scheduling of league competition for each session.
- iii) The Club provides the league with one (1) Club Coordinator that will be the liaison between the club and league for the sole purpose of club player movement.

iv) The club system may consist:

(1) A primary team and one or more associated team(s) of a different division, which do not compete with one another. The primary team shall be designated as that of the higher competitive or age defined division.

(a) Associate club players are permitted free movement with in their club system with the exception of:

- (i) A limit of three (3) highest division team players permitted to play down on each lower division team.
- (ii) Individual club players shall not play for two teams within a seven- (7) day period without D&A approval and league notification.
- (iii) There must also be sufficient positions available relative to the game day line-up sheet (18 player maximum limit) to allow for player transfer movement.

- (2) a primary team and one or more associated team(s) that compete in the same division. Club teams competing in the same division will NOT be allowed free movement of players. Clubs will be encouraged by the league to realign their teams as to be placed in different so that club rules may apply.
- v) Multi-Roistered club players - Any player in a club system may play in additional games as long as they are Multi Roistered/ Dual registered and paid the league the additional Multi Roster fees.
  - vi) Club system movement between divisions will require they meet League and divisional eligibility requirements and providing an official transfer action through the league administrator. The league (D&A Chair) will then issue temporary passes or approved transfer rosters for those players and for those designated matches only. If playing off an approved league roster, players must present a valid photo ID to the opposing Team Manager and referee prior to game start.
  - vii) A notice of intent to transfer players, by the Club Coordinator, must be e-mailed to the league D&A Chairman, cc to the Business Manager and the opposing Team Manager by 12 noon Friday prior to the intended match.
  - viii) Any club team found playing (an) ineligible transfer player(s) shall forfeit the ability to operate as a club system and will be required to attend a D&A review.
- h) **Transfers:** The following guidelines will allow the transfer of players between non-club teams during a single playing session.
- i) The transfer player must be free from any lien both from the league and his current team.
  - ii) An eligibility period of 14 days from the approval of the transfer request must pass before a transferred player may play for his new team.
  - iii) No transfers will be permitted during the last 2 games of the session.
  - iv) No transfers will be permitted after the first game of the League Champions Tournament.

- v) A transfer fee of \$10.00 must be paid to the league to cover administrative costs.
- i) Masters Divisions Rules of Play are determined each session by the teams registered to play in that division.
- j) Discipline and Protest
  - i) The Discipline and Protest Committee shall establish rules and regulations for disciplinary actions, penalties, suspensions, monetary fines and protests that will be approved by the Council at the Annual General Meeting.
  - ii) The Discipline and Protest Committee shall appoint a chairman and the Chair shall preside over the D&A committee consisting of himself and at least two Team Managers.
  - iii) Each Team Manager will serve on a rotational basis. If a Team Manager is unable to attend, they will be responsible for having another member, in good standing, attend in their place. Meetings will be held as required.
  - iv) The Discipline and Protest Committee will determine the time, place, and committee attendees.
  - v) No player called by the D&A Committee may resume play until they have attended their D&A hearing.
  - vi) Failure by a team to send a representative to serve on their scheduled D&A committee will result in the Team Manager serving a one game suspension.
  - vii) Protests of a game require a \$50.00 cash-hearing fee, which will be returned if the protest is upheld. Teams filing a protest must email the CASL D&A Chairman within 48 hours of the incident.

## 7) Player Penalties

- (1) Basic red card ejection – minimum 1 match mandatory suspension.
- (2) Red Card/ Foul and abusive language - minimum 2 match mandatory suspension and either a Mandatory D& A or E&G Hearing.
- (3) Red Card/Violent conduct – A minimum 2 match mandatory suspension and a Mandatory D& A Hearing.
- (4) Red Card for Violent Conduct/ Fighting will be an automatic suspension of all play until they appear at their D&A Hearing. Any player found guilty of fighting may be permanently suspended from play with no refund of fees and placed in Bad Standings with GSSA, USASA & US Soccer
- (5) 2<sup>nd</sup> Red Card during the season - Mandatory D& P Hearing - Possible season suspension.
- (6) Any player receiving a red card ejection is immediately suspended from all league play until he receives a ruling from the D& P committee.
- (7) Any Multi Roistered player receiving a red card ejection is immediately suspended from all league play, which includes both primary and secondary team games until he receives a ruling from the D& P committee.
- (8) If a D&A hearing is mandated, that player may not resume play until he has attended his hearing.
- (9) Any player that has not paid full league fees shall be suspended for non-payment and shall be listed as suspended on the Official Team Roster

Monetary Fines - At the discretion of the D&A committee, in addition to the normal suspensions the following monetary fines may be imposed:

- (10) A maximum of \$25.00 for any player receiving an upheld ejection or accumulating 3 cautions in a session.
- (11) A maximum of \$50.00 for a second ejection in a 12-month period.
- (12) Player may not resume play until all fines have been paid to the league.

ii) Suspensions

iii) All suspended players must be named on the weekly Official Team Roster and identified as “suspended”.

- (1) All suspended player must be named on the game card and identified as “suspended”
- (2) All Multi game suspensions must be heard before the D & A Committee
- (3) If there is less then 5 games in the season, the committee will determine what a season suspension is.
- (4) Any player called by the D&A committee not attending his/her D&A hearing will be ineligible to play until they have attended a hearing.

iv) Team/Team Manager's Penalties:

- a. Any Team Manager/Team found playing an ineligible player shall forfeit all games in which the player participated. Both the player and the Team Manager will immediately be suspended from all league play and have to appear before a D&A Committee for possible further D&A action.
- b. Players or Team Administrators must present a weekly Official Team Player Roster accompanied by a current photo ID or driver’s license. Failure to do so will result in a game termination
- c. Players or Team Administrators must present if applicable Temporary (one game) player passes, accompanied with a current photo ID or Drivers License, issued by the league will be accepted. Failure to do so will result in a game termination
- d. Players or Team Administrators must present a Game Day Lineup Card. Failure to do so will result in a game termination
- e. Any team that forfeits a game will be placed on immediate probation. The Team Manager of the forfeiting team must attend a mandatory D&A hearing before his team is allowed to resume play.
- f. Any team that forfeits will be fined the amount of the current referee and assignor fees for that game. Fees must be paid by the Thursday following a one game grace period. If not paid by that time, the Team Managers and referees of their remaining matches will be notified of the team's bad standings with the league and the concession of all their matches until fees have been paid into the league.
- g. A second forfeit within the same season results in immediate expulsion from the league, Disciplinary Suspension notice to GSSA and forfeiture of all fees paid into the league.
- h. Any teams involved in a violent incident (or game termination) during a game will be required to attend a mandatory D & P hearing.
- i. Any teams involved in an incident (or game termination) involving alcohol, drugs, or tobacco during a game will be required to attend a mandatory D & P hearing.
- j. Any teams involved in an incident (or game termination) involving firearms, or threat of firearms, during a game will be required to attend a mandatory D & P hearing.
- k. Any teams involved in an incident (or game termination) involving players leaving the

technical (bench) area, spectators leaving the side line to come onto the field during a game will be required to attend a mandatory D & P hearing.

- l. Any team involved in a game termination will be placed on immediate probation. The Team Manager of the teams must attend a mandatory D&A hearing before their team is allowed to resume play. Any team that is found to be the cause of a termination, due to fighting, and suspended or ejected from the league will forfeit all remaining fees and possible future prizes.
- m. Any team or player receiving excessive cautions or ejections, as determined by the D&A Committee, will be required to attend a D&A hearing.”
- n. Team Managers will email or call the League phone line the D&A Chairman within 24 hours after the game to report any cards, or incidents, or scores using the "After Game Report" format. Failure to comply may result in a D&A hearing
- o. The D&A Committee, according to CASL & GSSA rules, will consider teams or players with serious or continuing disciplinary problems or who are in debt to the league, for suspension.

#### D&A – Discipline and Appeals.

1. Protest of a game:

- (ii) Any team protesting a game must notify the D&A Chairman and send written notification to the league office postmarked within 48 hours of the game in question.

- (b) A \$50.00 cash-hearing fee must be included with the written notification, and will be refunded if the protest is upheld.

- (2) Appeal of a D&A decision.

- (i) Any sanction handed down by the D&A Committee may be appealed in writing to the league Trustees, with specific reason for reconsideration.

- (ii) Any decision of a C.A.S.L. hearing may be appealed to the State Association (G.S.S.A.). This appeal must be in writing, stating the name address and phone # of the person filing the appeal, the decision being appealed, and accompanied with the appropriate fee. Copies of the current G.S.S.A. contacts and procedures are available through the CASL Business Manager.

### B. 6. Field Maintenance

1. A Crew can be appointed to maintain any field deemed necessary by the Business Manager. The crew is responsible for the following:

- a) Checking fields for playing condition by Sunday at 1pm

- b) Reporting field conditions to the league scheduler

- c) Re- Walking of fields at the leagues discretion

- d) Checking field lining/ net securing/sandbags and goal anchors and corner flags

### C. 7. CASL Policies & Procedures: shall be reviewed annually at the Annual General (organization) meeting.

### D. 8. Amendments

Amendments shall be made by 2/3 vote of the Council in attendance at the Annual General Meetings and shall take effect immediately.