

# STATE COLLEGE PREMIERE LEAGUE – By-Laws

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The main goal of the State College Premiere League (SCPL) is to provide a competitive league for players to enjoy the game of soccer. Common sense should play a major role in each player's attitude towards officials, opponents, and their teammates.

Every player must be on the game day roster and have a validated **identification** to present to the referee at each game. **If players are NOT on the roster, or do not have valid identification: NO PLAY, NO EXCEPTIONS.**

The SCPL will be overseen by the SCPL Executive Committee (EC). The EC can make changes to the format of the Premier League at the conclusion of each season as they see fit to make the league safe, fun, fair, competitive, and sustainable. Comments and suggestions will be collected at the end of each season from all teams, players and coaches. **NO CHANGES TO BYLAWS WILL BE MADE DURING THE SEASON.**

The SCPL Executive Committee will be made up of: 1 representative from each team, plus the commissioner, and a CSA Administrator or Technical Director.

## RULES OF PLAY

Games are played in accordance with FIFA Laws of the game except for the following league rules outlined below.

1. This will be an 8v8 league. Teams will have 7 field players and one goal-keeper. There must be a minimum of 6 players to start or continue a match.
2. Each team is responsible for providing one match ball.
3. No off-sides.
4. Every player must be rostered through the Center Soccer Association. Each team will be responsible for bringing a printed roster to the field for each match.
  - a. The roster must be printed from the CSA website. No other formats will be accepted.
  - b. There will be no write-ins allowed.
5. Before each match, a player must show a valid form of ID to prove they are on the roster. **NO ID, NO PLAY, NO EXCEPTIONS.**
  - a. Acceptable forms of ID include drivers license, passport, or PSU ID.
  - b. Any team found to be in violation of ID rules must forfeit the game in question. This includes offenses that aren't found out until after the game has been played.
  - c. A player will have until half-time to provide a valid ID. If they do not, then they cannot play in the match. If a player plays a first half and cannot provide an ID by half-time, they will be suspended for their next match.
6. Length of game shall be two 30-minute halves with a five-minute half time.
  - a. Clock will start running at the scheduled game time.
  - b. If a team cannot field the mandatory 6 players they will take a forfeit and 3-0 loss. Referees shall give 10 minutes leeway to each team if necessary. If a team does not have 6 players by 10 minutes after scheduled kick-off time, they must forfeit.
  - c. Any team that because of injury or cards goes down to less than 6 players can finish the period they are in but cannot begin the next period without the legitimate minimum of 6 players.
  - d. Once the second half of a game has started, the results stand if the game is called due to weather, or at the referees' discretion.
  - e. Teams will change sides at half time.

7. If for any reason a game has been declared a forfeit, teams can still play the match by adding other registered CSA players. Teams may also share players to play a scrimmage but the game is still a forfeit for the team without enough players.
8. In the event of a draw in the regular season there will be no overtime. The game will be recorded as a tie.
9. Substitutions:
  - a. Unlimited substitutions are allowed for both teams at any stoppage in play.
  - b. Subbing must be done at midfield. If a substitute isn't at midfield ready to enter when the ball leaves play, he must wait until the next stoppage to enter the game.
10. NO SLIDE TACKLES.
  - a. All slide tackles will be called fouls and may result in a yellow card. Continuous or intentional disregard of the rule will result in a red card.
    - I. A slide tackle that is normally a foul will be a direct kick or PK if in the box
    - II. A clean slide tackle (by FIFA standards) will be an indirect free kick.
  - b. Sliding is ok when it isn't dangerous. This means: it's ok to slide to save a loose ball, and slide when there is no one around to injure. It is not permitted to slide into someone, make contact with the player, have intent to make contact with the player, make contact with the player through the ball (i.e., the actual definition of slide-tackling), or in general create any dangerous situation.
  - c. This rule does not apply to goal-keepers making plays on the ball within the 18-yard box. Goalies may slide to make saves and are answerable to current FIFA laws. Any goal keeper sliding outside the box shall be subject to the rules outlined in 10a and 10b.

## **GENERAL LEAGUE RULES**

1. Teams may have a maximum roster of 18 players.
  - a. Unlimited add and drops until game week 7. Rosters are frozen before the kickoff of game week 7. No roster changes after game week 7 has kicked off.
  - b. New players may be added so long as a team drops players to make roster space.
  - c. A player may not be rostered for more than one team in one season.
  - d. Once a player is registered to a team and has played one minute, a player may not transfer to another team.
  - e. Games not made up by end of season are scored as a 0-0 tie.
2. Shorts, socks, shin guards and cleats/turf shoes must be in accordance with FIFA. No metal cleats.
3. In the interest of safety, all jewelry must be removed or completely taped tight to the body. Match referees may use their own discretion, all decisions are final.
4. All team primary jerseys must be numbered. All players must have matching jerseys. Goalkeepers must wear a contrasting shirt from both teams and the other keeper.
5. All teams must have alternate color and Home team is responsible for changing if there is a conflict.
6. Three forfeits per season and team will not be allowed to register the following season.
7. After the halfway point of the season (game week 4) player participation fee drops to \$40.
8. Full refunds will be given to players that have paid and registered but don't play in any games because of injury or personal reasons.

## **STANDINGS, PLAYOFFS AND TIE BREAKERS**

1. Standings are determined by point total:
  - a. 3 points for win
  - b. 1 for tie
  - c. 0 for loss
  - d. Tiebreakers
    - i. Goal Differential (max +4 per game)
    - ii. Goals Against

- iii. Number of shutouts recorded in season
- 2. At the end of regular season, in the event of a tie in total points, the tie-breakers are:
  - a. Head-to-head results
  - b. Goal differential (max +4 per game)
  - c. Goals Against
  - d. Number of shutouts recorded in season
- 3. If 3 or more teams are tied in points, the tiebreakers are:
  - a. Head-to-head competition (total points obtained) from within just the tying group
  - b. Goal differential from within tying group
  - c. Goals against from within tying group
  - d. Total Shutouts from within group
- 4. After 8 games, play-off and consolation games will be played as follows:
  - a. Semifinal: - Seeds 1v4 and 2v3. The winners will play the final for the SCPL Cup.
  - b. Consolation: Seeds 5v6 and 7v8
  - c. The cup shall be a revolving trophy that is kept by the reigning champion.
  - d. In the event of a tie at the end of regulation in the semi-final and final games, overtime will be played.
    - i. There will be 2-10min golden goal periods.
    - ii. Teams will switch sides at the end of the first period.
    - iii. If teams are still tied after both periods a standard FIFA penalty kick shootout will occur.

## **DISCIPLINARY PROCEDURES**

There shall be a Disciplinary Committee made up of one representative from each team plus the league commissioners and a CSA Board Member. In all matters that come before this committee, their decisions shall be binding and final. Defendant may not be team representative. Majority rules.

1. Centre Soccer Association has a zero tolerance policy when it comes to referee abuse.
  - a. Any player, coach, manager, or spectator found to be verbally or physically assaulting a referee shall be banned for the season.
  - b. Multiple infractions will result in entire team being banned for the current and following season.
2. Fighting will not be tolerated.
  - a. Any players, coaches, managers ejected from a game for fighting shall be suspended for the duration of the season including the remainder of the game in which the offense was committed. The persons involved may not return to league play without the Disciplinary Committee approval.
3. A player receiving a red card will immediately be ejected and will not play the next scheduled game. Referee will submit a full report to league officials. If other consequences are deemed necessary, player will be notified by the Disciplinary Committee. All disciplinary procedures carry over to consecutive league seasons.
  - a. A player receiving two red cards in one season shall not be permitted to play any remaining games that season. Two yellow cards in one game is the same as a straight red.
  - b. Coaches/Managers are subject to the same penalties as a player with regards to ejections and cautions.
  - c. If player plays on red card without being properly suspended s/he shall be automatically suspended for 5 games. Suspension shall carry over to next season if incurred in last game.
4. If an individual player receives 4 yellow cards in one season, they receive a one-game suspension.

## **TEAM RESPONSIBILITIES and PRE/POST GAME PROCEDURES**

1. Ensure each player has checked in with the referee with a valid ID by half-time of the match.
2. Have all players dressed and ready to start playing at scheduled game time.
3. Each team captain will provide a match report, including any disciplinary actions, to league commissioners by Tuesday after each matchday.
4. In the case of injury/fighting/other incidents, both team coaches must fill out a CSA incident report no later than one day after the conclusion of the match. This includes incidents before, during and after matches.
5. Each team must have player emergency contact cards present at each game.
6. Referees will file full match reports at the conclusion of each match to the league commissioner. Suspended players information will be sent to the CSA Administrators.