



SOUTHERN ILLINOIS SOCCER LEAGUE

Playing Rules

Revised As of: 8/13/2003

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IGNORANCE SHALL NOT BE ACCEPTED AS AN EXCUSE FOR VIOLATION OF THESE RULES BY COACHES, PLAYERS, PARENTS, OR SPECTATORS.

RULE I: SUPPLEMENTAL PLAYING RULES AND PROCEDURES

All games shall be played in accordance with the rules as adopted by FIFA, with the official rules of the USYSA, IYSA, and SISL taking precedence in cases of conflict as follows:

Section 1: Starting Times

- (a) Punctuality by both teams and referees should be observed. Games should start on time.
- (b) Penalties for delay in starting game: A minimum of seven (7) players constitutes a team. Only if there are less than seven players can a delay in kick-off be allowed. Failure to start on time will be penalized as follows:
 - (1) For the first 15 minutes of tardiness, or any portion thereof, the time lost through tardiness shall be deducted from the time of play. Half of this lost time should be deducted from each half.
 - (2) At the expiration of 15 minutes the game will be terminated and referred to the Board for a decision.
- (c) Managers must carry player passes, state roster, and medical release forms to all games. Any team not presenting player passes prior to the game will be charged a loss for that game. Card-carrying coaches must display their cards so as to be visible to the referee at all times.
- (d) If all card-carrying coaches are absent from a game, the manager may temporarily designate an acting coach to represent the team for that game only. This designation must be made in writing and should be signed and dated by the manager. The acting coach must present this written authorization to the referee prior to the start of the game.

Section 2: Absence of Officials

- (a) If only one referee is present for a game, then he receives only the designated referee fee paid to the center referee (minus the fees for the linesmen). In this case, upon agreement of both coaches, each team will provide a linesman (club linesman do not get paid).
- (b) If there are no certified referees available, the game will not be played.

Sections 3: Time

- (a) Length of games:
 - U17 - U19 - two 45 minute halves
 - U15 - U16 - two 40 minute halves
 - U13 - U14 - two 35 minute halves
 - U11 - U12 - two 30 minute halves
 - U9 - U10 - two 25 minute halves
 - U8 - four 12 minute periods
- (b) Length of half-time: 5 minutes all ages.
- (c) Time between consecutively scheduled games to be 15 minutes maximum but no less than 5 minutes.

Section 4: Field Position

- (a) Teams must be situated on opposite sides of the field where accessible. Only managers, coaches, trainers, and players are permitted in the bench area, which is an area no further than the diameter of the center circle (10 yds each side of the center line). They are to restrict themselves to this area.
- (b) Home team has preference as to side of the field.
- (c) Team fans must be situated on the same side of the field as their team where accessible.



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Section 5: Uniforms and Equipment

- (a) Distinctive-colored uniform shirts must be worn by members of all teams. Player jerseys cannot be exchanged during a game. Substitutes must be furnished with their own jersey with the exception of the goalkeeper. Each player must have a unique and reasonably visible number on the back of his/her jersey. Players in violation will not be allowed to enter the field of play until the situation is rectified.
- (b) If there is a conflict in colors, the home team must change their shirts.
- (c) Shin guards are mandatory.
- (d) It is recommended that each team carry an extra shirt in the event a player is required to change due to blood on the shirt.

Section 6: Substitutions

- (a) Free substitution - there is no limit on the number of substitutes used in a game.
- (b) Normal substitutions may enter the game only when beckoned by the referee at the following times:
 - 1. Goal
 - 2. Goal kick
 - 3. Half time
 - 4. Injury on the field (one for one)
 - 5. Throw-in (team possession only)
- (c) Under no circumstances shall a substitute enter the game to replace a player who has been expelled from the game by the referee.

Section 7: Scoring

- (a) When the score is tied at the end of the second half during league play, the game will not be played out, but will be declared a tie.
- (b) Two points shall count for a victory and one for a tie game.
- (c) Should a game be forfeited to an opponent, the latter shall be credited with a 1-0 win.
- (d) League ties - End of season schedule:
Ties for 1st place at the end of the schedule will be decided by a playoff game. If a tie exists at the end of regulation time in a playoff game, the following overtime periods will result:
 - 2 - overtime periods (U15-U19: 10 minutes each; U8-U14: 5 minutes each)
 - Penalty kicks 5 & 5
 - Sudden death penalty kicks

Section 8: Player penalties (All Divisions)

Upon receiving a first yellow card, a coach must immediately substitute for the penalized player. Other team may substitute one for one at this time. Penalized player may re-enter the game at a legal substitution point at the discretion of the coach.

The above rule does not apply when team has only seven players on the field.

RULE II: CONDUCT

Section 1: Unsportsmanlike Conduct

All that is dishonorable and unsportsmanlike are condemned. The player, manager, coach, or team guilty of such violation or using profane language on the grounds shall be removed from the game at the discretion of the referee in accordance with Law 12 of FIFA Rules and may be further penalized by the Disciplinary Action Panel. This includes conduct while traveling, at tournaments and other soccer related activities.



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Section 2: Rules of Conduct

- (a) Profanity and unsportsmanlike conduct are not to be tolerated either on or off the field.
- (b) Respect for authority and property:
 - (1) SISL Officials and Referees - Proper respect must be shown to officials of the league and referees by players, team officials, and team supporters while present at games. Referees are not to be called by their first name while they are working a game.
 - (2) All park rules where games are played must be adhered to.
 - (3) Any irresponsible damage done to fields or field area during practice or games will result in those teams participating at the site assuming a financial responsibility for said damage as assessed by the Disciplinary Action Panel.
 - (4) Fields lost through misconduct of SISL teams could result in disciplinary action by the Disciplinary Action Panel.
- (c) Dangerous Play - The idea of any game is to play the game according to the rules and not to cause bodily harm. All players should be taught to "Play the Ball" and not the player.

Sections 3: Conferences With Officials

Only managers, coaches, and team captains may confer with the referee, only upon the acknowledgment of the referee and provided it is done in a civil manner. Anyone attempting to assault a member of the officiating team, cause a scene or dispute decisions in an unsportsmanlike way is to be ordered from the game and will be subject to disciplinary action.

RULE III: PENALTIES

The following are guidelines for consistent application of penalties for rule or play violations. Circumstances may cause a hearing by the Disciplinary Action Panel, after hearing evidence from affected parties, to assess a greater or lesser penalty.

Section 1: Violent Conduct

	Violation	PENALTY		
		1st Offense	2nd Offense	3rd Offense
(a)	Physical Contact/Fighting (i.e., striking or engaging in combat with an opponent, colleague, or spectator by means of one or mutual exchange of blows delivered by hand, head, foot or other portion of the body)	2 games	4 games minimum	1 year +/- at Panels discretion
(b)	Deliberately attempting to strike or kick an opponent, colleague, or spectator (no contact made)	1 game	3 games minimum	1 year +/- at Panels discretion
(c)	Deliberately striking or kicking or attempting to kick a referee or linesman	1 year	2 years minimum	Life or Panels discretion
(d)	The throwing of objects (i.e., soccer ball, snow or ice balls, stones, rocks, dirt, mud, sand, etc.) at an opponent, colleague, or spectator	2 games	4 games minimum	2 years +/- at Panels discretion
(e)	The throwing of a soccer ball at a referee or linesman	4 games plus	8 games minimum	1 year +/- at Panels discretion



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(f)	The throwing of objects other than a soccer ball at the referee or linesman	8 games	1 year minimum	2 years +/- at Panels discretion
(g)	The spitting at or on an opponent, colleague, or spectator	2 games	4 games minimum	1 year +/- at Panels discretion
(h)	The spitting at or on a referee or linesman	1 year plus	2 years	Life or Panels discretion
(i)	The verbal threat of bodily harm or property directed at opponent, colleague or spectator	2 games	4 games	8 games +/- at Panels discretion
(j)	The verbal threat of bodily harm or property damage directed at a referee or linesman	4 games	1 year	Life or Panels discretion
(k)	Gesturing or signaling obscenely at an opponent, colleague, or spectator	1 game	2 games	4 games +/- at Panels discretion
(l)	Gesturing or signaling obscenely at a referee or linesman	3 games minimum	6 games minimum	8 games +/- at Panels discretion

Section 2: Abusive Language

	Violation	PENALTY		
		1st Offense	2nd Offense	3rd Offense
(a)	Directed at an opponent, colleague, coach, league official or spectator	1 game	2 games minimum	4 games +/- at Panels discretion
(b)	Directed at a referee or linesman	3 games	6 games minimum	8 games +/- at Panels discretion

Sections 3: Persistent Misconduct

	Violation	PENALTY		
		1st Offense	2nd Offense	3rd Offense
(a)	Misconduct (i.e., unsportsmanlike conduct, persistent infringement of the Laws of the Game, unauthorized entry onto the field of play, etc.	1 game	2 games minimum	4 games +/- at Panels discretion
(b)	Dissent	1 game	2 games minimum	4 games +/- at Panels discretion

RULE IV: SUSPENSION

Section 1: Expulsion

- (a) Any player expelled from a game is automatically suspended from the next league game played and may be subject to further penalty, should a hearing be necessary. If any ejection occurs during the last game of the current season, a hearing will be held by the Disciplinary Action Panel to determine if any disciplinary action is warranted.
- (b) A player will be brought before the Disciplinary Action Panel after receiving 2 red cards in a season.
- (c) Passes of players receiving red cards must be surrendered after league games, even if the player is scheduled for a tournament. Referees must turn in passes within 24 hours.



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Section 2: Ejection of Coach/Manager

Any coach or manager ejected or asked to leave the field during a game must leave the field premises (minimum 100 yards) without delay and have no contact with his/her team until after the game has been completed and then only away from the field during any period of suspension.

Section 3: Hearings

A Disciplinary Action Panel will handle suspensions, hearings and protest cases deemed necessary and will be chaired by a member of the Executive Board.

RULE V: WAGERING

No wagering of any sort will be tolerated and such violations could lead to a maximum penalty of expulsion from the league upon the discretion of the Executive Board.

RULE VI: OFFICIALS (REFEREES)

Section 1: Reports

The referees are obliged to report to the Vice President as per the following instructions:

- (a) Report of the game, i.e., results, etc., on the SISL Game Sheet, within 48 hours after the game.
- (b) Any misconduct which took place before, during, or after the game.
- (c) Referees also have the right to write letters concerning the behavior of the teams or parents on the sidelines.
- (d) Referee Game Report detailing reasons for sending players off or any unusual circumstances, such as terminations for righting, etc.

Section 2: Protests

In the event of a protest, the referee in charge is obligated to notify the opposing manager that the game is being played under protest and state why the game is protested.

Section 3: Termination

Any game terminated by the officials prior to the end of the regulation time will be referred to the Disciplinary Action Panel for a decision. A referee cannot declare a forfeit of a league game.

Section 4: Forfeiture

In the event a game is forfeited, the referee should complete a SISL Report of Forfeit and turn it in to the Director of Referees so the officials can receive payment for the game.

RULE VII: GAME CANCELLATION, FORFEITURE, OR POSTPONEMENT

Section 1: Field Conditions and Weather

- (a) Referees have the authority to cancel games at the field due to unplayable conditions resulting from inclement weather or safety factors. The Director of Play should be notified immediately of such cancellations so games can be rescheduled.
- (b) Referees will determine whether a game will continue during inclement weather. When lightning is within two miles of the playing field, games should be stopped and the field cleared immediately. A good rule of thumb for determining distance is that sound travels one mile in five seconds. If the game cannot be resumed safely within 15 minutes, the referee can cancel the remainder of the game. If more than half of the game has been completed the game will be counted as official. If the game is stopped before it is official, SISL will reschedule the game and pay the referee fees for the makeup game.



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(c) When the temperature is 10° F or less (including wind chill), games will be canceled. Cancellations will be announced on the hotline.

Section 2: Refusal to Play

A team (or teams) which refuses to play a scheduled game or games shall forfeit said game or games and shall be held liable for payment of all applicable fees for both teams.

Section 3: Abandonment of Game

A game shall not, under any circumstances, be prematurely terminated by any one or both of the competing teams. Violation will result in a Disciplinary Action Panel hearing to decide forfeiture and financial responsibility.

Section 4: Forfeiture

Any team that forfeits two games will be automatically dropped from the league for the season and all monies retained by the league and all remaining scheduled games shall be awarded to the opponents, pending a hearing. In the event both teams of a scheduled game fail to appear with a sufficient number of players (7) the game shall be canceled and not rescheduled. A forfeit shall be charged to both teams. The team/teams responsible for the forfeit will be assessed all applicable fees for both teams. Report all forfeits using procedures established for reporting game scores so appropriate forfeit fees can be collected. Teams forfeiting a game must repay the established forfeit fee before being allowed to play in their next scheduled league game.

RULE VIII: MATTERS NOT COVERED

Any matter provided or not provided for in these rules shall be determined by the Executive Board and the Board of Directors. All rules herein may be overruled by the majority of the Executive Board and the Board of Directors. The decision so made shall be final and binding.