

Peninsula Soccer League

Rules & Regulations (March 24 2014)

1. Officials must be paid fifteen minutes prior to the start of the game
2. Each team may dress a maximum of eighteen but not less than seven players
3. a) PSL board may require teams to provide ropes on one side or both sides of the playing field.
b) On fields where a running track extends around the field, the track will suffice as ropes and no spectators will encroach across the track
4. Only seven subs and three officials shall be permitted to sit on the team bench.
5. All three team officials shall be in possession of a registration book as provided by The Association and must be in the possession of the team officials during the tenure of the game.
6. a) All participating players must be in possession of a Player Registration Book (PRB)
b) The PRB's are to be checked by the opposing team prior to kickoff.
c) No protests will be accepted if teams fail to check the opposing teams PRB's
d) The Board of Directors may act upon discovery of ineligible players where they witness the offence.
e) Teams are allowed 3 players on Trial/Temporary Registration permits in any one game. A player may play as a call up a total of six times except where he is a member of the same club he is being brought up by then he may play unlimited league games. No player is eligible as a call up in either the Cup or playoff games
f) Players on Trial/Temporary Registration permits must be designated as such on the team sheet by placing the letters "TP" beside his name.
7. Players entering the game late must have their PRB checked by the opposing team before being allowed in the game.
8. If any irregularities occur pertaining to rules 5, 6, or 7, a protest must be lodged with the referee who in turn will notify the league.
9. All players must be identified by a number on their shirt. Such numbers must be recorded against the Players name on the team sheet. All numbers must be eligible.
10. Each team must provide the referee a game ball fifteen minutes prior to the start of the game for inspection.
11. The home team is responsible for field marking, nets and corner flags.
12. In the instance of a colour clash of shirts it will be the responsibility of the AWAY team to have alternate colours.
13. Goalkeepers must wear shirts distinctive from both teams and referee.

14. Teams using players on a Trial Permit or Temporary Registration Permit will submit the appropriate form signed by the District Administrator to the referee prior to the start of the game. The referee will send the permit form along with the team sheets to the secretary of the league within 24 hours of the conclusion of the game.
15. a) Discipline shall be handled by the NSA but the League reserves the right to require a member to appear before them with not less than 48 hours' notice.
b) All discipline shall be handled under the rules of the OSA, the NSA and the PSL
c) The accused's PRB and appearance fee are to be submitted to the NSA under the discipline as set down by the NSA.
16. a) Discipline in the case of referee assault shall be handled by the NSA on behalf of the OSA and the accused shall stand suspended from all soccer activities as per the OSA rules.
b) The accused's club shall be required to pay the OSA administrative fee as set down under the OSA rules on discipline.
17. In the event of back to back games in Cup or League play-offs, if deemed necessary by the Board of Directors, discipline will be convened following the first game and prior to the start of the second game prior to League cup or playoff finals a discipline hearing shall be convened (no player shall play in any final with an outstanding red card)
18. Playoff format:
 - In divisions of 9 or more teams, the Playoff format shall be the top two teams receive a 1st round bye.
 - 3 vs. 6 and 4 vs 5; lowest ranked winner plays 1st place team, remaining winner plays 2nd place team.
 - The higher seeded team in the standings shall have the home field game.Final one game.
 - In divisions of less than 8 teams the top 4 team make the Play-offs, 1 vs. 4, 2 vs 3 home and away totals goals; higher seeded team in the standings shall have the home field in the second game Final one game.
19. In the event of a tie at the end of play for any Playoff and League Cup game, extra time of two (2) fifteen minute sudden death periods (golden goal) shall be played. If still tied, penalty kicks will be taken as per FIFA rules to decide the winner.
20. For Playoffs and League Cup Round Robin games; each team pays 1/2 game fees.
21. a) When possible Finals will be held on a neutral field as decided by the League Board of Directors.
b) The League shall be responsible for all scheduling arrangements, field and referee costs relating to the Final game.
22. League standings will be determined by teams receiving 3 points for a WIN, 1 point for a TIE and 0 points for a LOSS.

23. Abandoned games due to weather conditions shall be deemed complete if according to the referee 70 minutes or more has been played
24. Postponed games – home teams have 7 days after the original game date to reschedule a new date or their opponents (away team) will assume the game as a home game, with the original home team responsible for park fees.
25. Forfeiture of games – teams forfeiting any games shall lose that game by 3-0 score, be deducted an additional 3 points and fined
26. Fines
 - a) Game forfeiture with less than 48 hours' notice - \$200 fine
 - b) With more than 48 hours' notice - \$100 fine
 - c) Abandoned game - \$200 fine
- 27) Ties in League standings will be decided in order;
 - 1) Head to head between tied teams (just points won not including aggregate score)
 - 2) Fewest goals against
 - 3) By goal difference (goals for minus goals against)
 - 4) Most goals for
 - 5) Toss of coin (where the tie breaker is to decide division winner then a one game playoff will be used instead of coin toss as the fifth tie breaker)
27. In the event of a one game playoff is to be used to decide the division winner and game is tied at the end of play, extra time of two (2) fifteen minute sudden death periods (golden goal) shall be played. If still tied, penalty kicks will be taken as per FIFA rules to decide the winner.
28. In the event of an altercation on the field of play and anyone from the bench entering the field of play during the altercation from the referees of such an infraction there will be a fine assessed to the team and or any member of not less than one hundred and fifty (\$150) dollars
29. Teams must be on the field ready to play prior to the game or face a fine as determined by the Board of Directors
30. a) Protests shall be dealt with by the League Board of Directors except in NSA and OSA Cup Competitions
 - b) The protest fee shall be one hundred (\$100.00) dollars and shall accompany the written protest to be presented to the League Secretary within 2 days of the date of the game to which it relates a copy of the protest must be sent to the opposing team within the same time limit.
 - c) Any protest relating to the ground goal posts, bars or other appearances of the game shall not be entertained by the League unless notice with particulars has been given to the team opposing, immediately it came to their knowledge and an objection has been lodged with the referee before the commencement of the game. The referee shall require the responsible team to remove the cause of the objection; if this is possible without delaying the progress of the game.

31. Signing deadline; new players must be registered no later than the first Thursday of August (of the current year). Transfer deadline: The transfer deadline shall be July 31st (of the current year)
32. Players in the PSL 1st and 2nd Division teams may not register for another competitive team in another competitive league.
33. Any Player playing in another competitive Senior League (e.g.) Sanction CSA or Un-sanction Leagues may not play in the PSL.
34. New teams shall have a probationary period of three years before becoming full members of the PSL. New teams shall post an additional Bond which shall be in effect for the three year probationary period.