

IMPORTANT NOTICE Before reading rules:



Racism. Racism will not be tolerated anywhere in the building as well as on or off the field of play. Result of such an inexcusable act will result in immediate and indefinite suspension of all QCSL activities. Team will be Fined.

Bench Clearing / Fighting. NEVER LEAVE YOUR BENCH during an on-field altercation. This is a serious matter.

Any player/or team who leaves its bench during any altercation or incident on the field will be fined and suspended. *The less people there are on the field during an incident, the easier it will be for the officials and the league to control the situation.*

Fighting or deliberate attempt to injure any one will result in immediate and indefinite suspension.

Team clearing bench: \$200. Team Fine (possible Forfeit and/or expulsion from league) plus additional player suspensions and fines to be determined by the league. Player who leaves bench: To get involved in altercation or fight: Minimum of both \$50 fine and 5 weeks suspension. Player who leaves bench: For any other reason: Minimum \$20 Fine, automatic Red card. (red card rule applies)

Abuse Toward League Officials: Any suspension resulting from fighting, or abuse toward a league official or employee will result in the suspension of EACH and ALL QCSL activities, leagues and teams in which that player participates.



RULEBOOK

RAPIDO (With Boards)

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1. Before each game:

- a. SIGN IN. All players MUST sign in with the league manager prior to each game or as soon as he arrives. That is to give his name and jersey number. This will ensure proper stats and eligibility.
- b. New Players. All new players must register (make passport and pay league fee) with the league manager before taking part in any QCSL activities.

2. Uniforms

- a. Each team must wear distinctive jerseys. Each player must have a number on the jersey which must be the same number appearing on the team's game sheet.
- b. No 2 players on the same team will be allowed to play with identical numbers. If this occurs, one of the 2 players will have to change numbers. Ex: (7=07)
- c. In the event of a color clash between 2 teams, a **coin toss** will determine which team will change jerseys, or wear pinnies.
- d. The team's official uniform must all be of the same color, or dominant color.
- e. Goalkeepers. A goalkeeper shall wear a different color jersey than that of his teammates.

- A goalkeeper or "6 th Attacker" must differentiate jersey color from his teammates at all times. (See rules for 6 th attacker)

Disorganization:

If a team does not have uniforms (minimum of same color jerseys or t-shirts with numbers on them) a team may be refused permission to play, and a team fine of \$50.00 will be imposed.

3. Equipment

- a. NO CLEATED SHOES allowed. (Running shoes, indoor shoes and turf shoes only). In the event a player is caught wearing cleated shoes, he will be asked to change them, and a 2 minute penalty will be assessed.
- b. SHIN PADS ARE MANDATORY and enforced by officials. You will receive a 2 minute minor penalty if caught playing without shin pads.

4. Point System

- Win in regulation **3 points**
- Win in overtime **2 points**
- Tie or Loss in overtime **1 point**
- Loss in regulation time **0 points**
- Forfeit Loss **-1 Point**

5. Tie Breaker - When there is a tie in POINTS between teams, tiebreaker will be determined as follows, in order of:

- A. Most TOTAL wins (regulation and overtime **combined**)
- B. Most wins REGULATION
- C. Best HEAD TO HEAD result
- D. Best Goal Differential +/- (plus/minus)
- E. Most goals FOR
- F. Fewest Goals AGAINST
- G. Least amount of RED cards
- H. Least amount of forfeited games
- I. A sudden death (golden goal) game will be scheduled.

6. Duration of Game/Last 2 minutes

- Games will consist of 2 periods of 24 minutes each.
- The last 2 minutes of regulation time will be stop-time if the goal difference in the game is 2 goals or less.
- The referee or scorekeeper can stop the clock at any time he judges necessary.

7.) Shootouts

- Player will start from center spot, breakaway vs. the goalie. One shot, one chance, no rebound. Goalie is allowed to move anywhere inside his box, however may not step out of, or touch the ball with his hand(s) outside of his goal area, or trip or foul the player in any way. Any of these infractions will result in an old fashioned penalty shot.

7. a) Overtime – Regular Season

- If a game is tied after regulation time, teams will proceed to a shootout. Each team will be awarded 3 shootouts, (then rotation of 1 each, if necessary), until a winner has been declared. Any 3 players on a team may take a shootout, however a player can not take more than one until a team rotation has been completed.
- Note: A player who ended the game in the penalty box will not be allowed to participate in a shootout.

7. b) Overtime – Playoffs

- During playoffs, if the score is tied after regulation time, there will be a series of 24 minute sudden death overtime periods (running time). Golden Goal Rule Applies. Teams will play until a goal is scored.

8.a) Composition of a Team

- Teams will play 6 a side (5 players plus the goalie)
- The minimum number of players required to play a game is 4 per team including the goalie.

8. b)Substitutions

- All Substitutions will be made on the fly.
NOTE: Player must leave the field BEFORE the other player enters.

8. c) Mandatory Substitutions

Mandatory substitutions will be made if:

- a) a player is attended to by a physio
- b) game is stopped due to an injury to a player
- c) if a player has visible sign of bleeding

9. 6th Attacker

- In the event a team wishes to replace a goalkeeper for a 6th attacker, that player **MUST** wear a different color jersey/pinnie than that of his teammates.
 - a. Change can be made either on the fly, or
 - b. Brief Stoppage. A team may request to the scorekeeper, in advance, a brief stoppage of play, on the next "dead ball", to replace the goalkeeper for a 6th attacker.

NOTE: This brief stoppage may only be requested **ONCE** per team during the game, and for the purpose of a 6th attacker only.

10. Off-Sides

There are **NO** off-sides in indoor soccer.

11. a) Free Kicks

All free kicks may be taken **DIRECT**.

NOTE: A player can **NOT** play the ball to himself on a free kick either directly, or off the boards. A player taking a free kick must wait for the ball to be touched by any other player before he can play the ball again.

11. b) Kick Off

A kick off is used for the start of each period and for restart after a goal.

A goal may be scored directly from a kick off.

11. c) Goal Kicks

Goal kicks will be taken from anywhere inside the goal area and must be played outside the box before any other player can touch it.

NOTE: Goalie can place the ball anywhere in the box he wishes, however, an opponent is allowed to stand ANYWHERE OUTSIDE the goal box regardless of the distance rule.

11. d) 5 Second Rule

GOALIE: When a goalie has possession of the ball in his or her hands, he will have 5 seconds to release it and/or put the ball in play.

PLAY RESTART: any stoppage of play for free kicks, goal kicks, corner kicks, etc., player will have 5 seconds to play the ball. Referee will advise players by counting aloud from 1-5. If the 5 seconds expire, possession of the ball will be handed over to the opposing team.

12. a) Distance on Free Kicks

Distance required for all free kicks is 3 meters (10 feet). Failure to give the required distance when requested by the official MAY result in a 2-minute minor penalty for delay of game.

12. b) Distance on Goal Kicks

A goal kick may be taken from anywhere inside the goal box, THEREFORE it is legal for an opposing player to be placed ANYWHERE outside the goal box (including the outer edge of the goal box). It is up to the player attempting the goal kick to bring the ball further back into the box as he feels necessary.

12. c) Distance Request

When a player asks for "distance", he MUST wait for referee's whistle before playing the ball

12. d) False Re-Start

If a player asks a referee for distance, the player MUST wait for the referee's whistle before playing the ball. However, if that player asks for distance and plays the ball before the whistle, (false restart) ball possession will be turned over to opposing team.

13. Out of Bounds if ball goes out of bounds by:

SIDE: Kick-in (maximum distance of 3 feet from the board is tolerated)

BEHIND GOAL LINE: Corner kick or a goal kick

CEILING: If the ball hits the ceiling, a free kick will be taken directly beneath the area where the ball struck the ceiling.

CEILING ABOVE THE GOAL AREA: If the ball hits the ceiling above the goal area, a free kick will be taken outside the goal area.

14. SLIDING vs. SLIDE TACKLING

NOTE: THERE IS A DIFFERENCE BETWEEN SLIDING AND SLIDE “TACKLING”

- NO SLIDE TACKLING will be allowed. In other words, a player is not allowed to slide in attempt to retrieve the ball from his opponent
- SLIDING... a player is permitted to slide to play the ball (save a goal, score a goal, intercept a pass, etc.) as long as no opponent is near him or can cause a possible injury to anyone.
- A 2 minute minor penalty will be assessed for SLIDE “TACKLING” (Referees will use their judgment as to differentiate a LEGAL SLIDE or an ILLEGAL SLIDE TACKLE).

GOALKEEPERS : Same rules apply for goalies as players when SLIDE TACKLING outside the goal area. Exceptions: Goalkeepers will be allowed lee-way for this rule as long as:

- sliding occurs inside his goal area,
- he does not attempt or poses an attempt to injure anyone.

15. Goalie Allowed to Score by Throw

Goalie is ALLOWED to score a goal by throwing the ball directly into opponent's goal with his hands as long as throw is from inside his own goal area.

16. Pass Back to Goalie

If a player should intentionally pass the ball back to his goalkeeper BY FOOT, the goalkeeper is not allowed play or touch the ball with his hand(s). He may however use any other part of his body to play the ball.

17. a) Goalie Playing Ball Outside of Goal Area

When a goalkeeper plays the ball outside his goal area HE BECOMES A PLAYER. Therefore if he decides to bring the ball back into his goal area he CAN NOT play the ball with his hands. If he does so, a 2 minute minor penalty will be assessed for delay of game. (same as passing to himself)

17. b) Goalie Touching Ball Outside Goal Area

A goalkeeper can not intentionally play the ball with his hands outside the goal area.

NOTE: If a goalie should play or touch the ball with his hand(s) outside the goal area, a 2 minute minor penalty will be assessed REGARDLESS if his feet remain inside the box. However, lee-way will be tolerated IF he touches the ball outside the box by *way of “momentum” only*, and the referee judges that it is not deliberate.

17. c) Last Man Foul

In the event of a 'last man' foul, (either in the box or out) the following will apply:

Automatic yellow card (2 minute penalty) AND a shootout will be awarded (see shootout rule) note: IF player scores on shootout, penalty is terminated. If player does NOT score, the 2 minute penalty must be served.

17. d) Delay of Game Any player kicking the ball after the whistle may be shown a yellow card.

17.e) Game Stoppage due to injury

At any time the game (clock) must be stopped due to injury, that player MUST be substituted for at LEAST ONE MINUTE.

17.f) After a team scores a goal, a player from that team is **NOT ALLOWED** to retrieve the ball from opponents goal. Result is an automatic Yellow Card (2 minute Penalty) Note: The referee controls the time and will add sufficient time necessary for any intentional delays of game. Avoid possible conflict and unnecessary roughness and unsportsmanlike and possible fight due to this unnecessary action

18. a) Penalties 2 minute penalties may be assessed without handing out a yellow card. Since yellow cards are accumulative, this rule helps to calm situations or penalize players for minor infractions which do not get recorded in stats.

- i. Minor penalties
 - o No Card = 2 Minutes
 - o Yellow Card = automatic 2 Minutes
(Penalty expires if opponent scores while on a power play)
- ii. Major Penalties
 - o Red Card = automatic 5 Minute penalty regardless of the amount of goals scored by other team. After 5 minutes expires, penalized team may return to 5 players.

Note: No matter how many penalties a team may have, a team cannot play with less than 4 players on the field. It is the scorekeeper's responsibility to notify teams at what time a penalty will expire. It is also the team's responsibility to ask the scorekeeper the time remaining.

18. b) Bench Penalties Teams, coaches and players are reminded to remain disciplined even when not on the playing field. A bench penalty can be assessed to ANY person (coach, manager, player, etc. while on the bench)

When a BENCH PENALTY is awarded, a player who WAS ON THE FIELD will serve the penalty.

18. c) Double Minor Penalty

If a player who receives a penalty for an infraction, then uses abusive language toward official or commits any other foul, a DOUBLE MINOR (2 minutes PLUS 2 minutes) may be assessed.

18. d) Co-Incidental Penalties

When 2 teams receive penalties at the exact same time, teams will remain 6 a side (5 plus the goalie). Players will serve the full 2 minutes regardless of amount of goals scored as long there is no power play advantage to any team. If any penalized player leaves the penalty box before the penalty expires, he will receive an additional 2 minutes for too many men on the field.

18. e) Non-Coincidental Penalties

Non-coincidental penalties are penalties which do not occur at the same time. In the event where a team (A) is serving a penalty, (5 on 4), and the opposing team (B) receives a penalty BEFORE expiration of team (A) penalty, teams remain 4 a side until expiration of first penalty even if a goal is scored as there is no POWER PLAY ADVANTAGE when teams are at even strength.

18. f) Delay of Game

Any player intentionally kicking the ball AFTER THE WHISTLE may result in a 2 minute minor penalty for delay of game or unsportsmanlike penalty.

Any other intentional delay of game may also result in a 2 minute minor penalty.

After a team scores a goal it is not permitted to retrieve the ball from opponents goal since the referee controls the time and will add sufficient time necessary for any intentional delays of game.

18. g) Other Delay of Game Penalties

- A 2 minute minor penalty shall be handed out for the following infractions:
- Not enough distance on a free kick
- Playing without shin pads
- Playing with cleated shoes
- Too many men on the field
- Kicking the ball after the whistle
- Bench Penalties

18. h) Delayed Penalties / Advantage Play

A referee may allow play to continue if the NON penalized team has possession of the ball and referee judges an ADVANTAGE or possibility of a goal for that team. In this case, the referee WILL RAISE ONE ARM to let both teams know that there will be a delayed penalty coming up as soon as advantage is lost. If the NON penalized team scores a goal on the “given advantage”, the minor penalty will be erased. If the foul committed merits a yellow, the advantage rule still applies and the yellow card may be awarded AFTER the play has stopped. If a goal is scored, the 2 minute penalty will be erased but the yellow card will be recorded. In the event of a goal scored during advantage play of a red card foul, the goal will count. The red carded player will be ejected, and team plays short for 5 minutes.

18. i) Goalkeeper Penalties

All minor penalties handed out to a goalkeeper will be served by a player who was on the field when the infraction occurred.

Any major penalty handed to a goalkeeper (red card), the goalie will be ejected for the remainder of the game and must be replaced. Team will be shorthanded for 5 minutes.

18. j) Equipment Check

A team may, at any time during a game, ask the referee for a stoppage in order to ask for an EQUIPMENT CHECK such as proper shin pads and/or cleated shoes of an opponent. If the team making the request is correct, the guilty player will serve a 2 minute penalty for delay of game. However, if the equipment checked is deemed to be legal by the official, the team making the request of the equipment check will receive a 2 minute penalty for delay of game, and will be served by a player who was on the field at that time.

18. k) Time / Clock Resume

ANY time there is stoppage of time or play for a penalty, injury, last 2 minutes, etc., the scorekeeper will start the clock when the play has RESUMED,(when the ball has been played).

19. Yellow Cards

When a player receives a yellow card, he must serve a 2 minute minor penalty and his team will play short-handed for that time. If opponent scores a goal during the time the opposing team is shorthanded, the penalty will be terminated.

If a player receives a **second** yellow card in a game, he will receive an automatic red card and be ejected for the remainder of the game. A teammate (a player who was on the field at the time) will serve a 5-minute major penalty in the box, and may not return until the full 5 minutes have expired, regardless how many goals the opposition may score.

19.a) Accumulation of Yellow Cards

Accumulation of 5 yellow cards during the season, player will be suspended for team's next game.

20. Red Cards

A player receiving a RED CARD shall be ejected for the remainder of the game. A 5-minute major penalty will be assessed to his team and must be served by a player that was on the field at the time of the infraction.

A red-carded player will automatically be suspended for a minimum of 1 game. (Teams next scheduled game) plus a minimum fine of \$20.00

NOTE: Major penalties are 5 MINUTES REGARDLESS how many goals the opposition may score. • Red Cards will be accounted for throughout the season. • Same rules apply for red cards given to anyone on the BENCH. • Red Cards will be carried over into Playoffs.

21. Goal Area Infractions

Any player (not acting as a goalie) touches the ball in the goal area with his hand(s) will result in a penalty shot, and a yellow card will be assessed,(2 minute minor penalty). Player proceeds to the penalty box before the shot is taken. If a goal is scored on the given penalty shot, the penalty will expire. If no goal is scored, player will remain to serve his penalty.

Any other foul in the goal area will result in a shootout.

22. Penalty Shots & Shootouts

- Any infraction or foul occurring inside the goal area (other than a hand ball), a shootout will be awarded. A shootout is an automatic 2 minute penalty. At this time, the penalized player must proceed directly to the penalty box.

-Shootouts:

Player will start from center spot, breakaway vs. the goalie. One shot, one chance, no rebound. Goalie is allowed to move anywhere inside his box, however may not step out of, or touch the ball with his hand(s) outside of his goal area, or trip or foul the player in any way. Any of these infractions will result in an old fashioned penalty shot. Note: Any player who was on the field at the time of infraction can take the shootout/penalty shot.

Note: Once a goalie makes contact with the ball , the play is DEAD.

-Penalty Shots:

There are NO REBOUNDS on a penalty shot. If no goal is scored, play will resume by a goal kick.

23. 10 Goal Mercy Rule

- If a goal difference of ten (10) is attained during a game, the game will be stopped. However, a minimum of 1 full period must be played. Score will remain as it is at the end of the half.

24.a) Late Rule If a team is late or does not have the minimum of 4 players (3 plus the goalie) ready to start the game at its scheduled time, the following will apply: After 5 minutes, clock will begin :

- **5 Minutes Late:** 1-0 for the opposing team plus a 2-minute minor penalty and 19 minutes to play in the half
- **10 Minutes Late:** 2-0 for the opposing team plus a 2-minute minor penalty and 14 minutes to play in the half
- **15 Minutes Late:** 3-0 FINAL SCORE (forfeit), -1 point in the standings plus a \$50.00 fine to be paid in cash prior to the teams next scheduled match.

24.b) No Show

- If a team fails to show for a scheduled game, it will be fined \$50.00 and awarded a 3-0 loss and a -1 point in the standings.

24. c) Late-Arrival of Player

A player can arrive at any time during the game as long as he is ALREADY REGISTERED with that team.

- Any player arriving late MUST report himself to the scorekeeper immediately upon arrival and can not enter the field without checking in prior.
- A team can not add any new players to their roster after a game has started even if that player is already registered with the league under another team from a different league.
- No player will be allowed to play for a team after the registration deadline if he has not played **at least 1 game** prior regardless if his name was added to the list prior to the deadline date.

25. Default and Forfeit Games

- All forfeit or default games will be recorded 3-0. The winning team will get a win, the losing team will get a loss and -1 point in the standings.
- Any team that forfeits a game will be fined \$50.00 to be paid in cash prior to the team's next scheduled game.

26. Game Terminated Before Regulation

If 75% of the game has been played, the game will be considered complete, the current score will remain.

If 75% has not been completed both teams will lose the game.

Note: 75% of a game is equal to 12 minutes or less remaining in regulation time.

27. Game Re-Scheduling / Process

Note that field time during the season is restrictive; therefore, The league directors will do everything possible to arrange the request. However, this is not always guaranteed nor possible as we must consider availability of both teams, the officials as well as Field Availability at the Center.

- The requirements for re-scheduling a game are:
 1. a valid reason
 2. minimum of one week notice
 3. available time slot at the center
 4. \$125.00 (for administrative fee + field rental)
 5. opposing teams availability

28. a) Game Sheets

- Game sheets are provided and prepared in advance by the league for you. Teams/players are required to check in before the game with the league manager or the scorekeeper and provide name and jersey number. Players arriving late must check in or they may be considered an illegal player and the team risks to lose the game by forfeit. This will also ensure that the league records proper stats for teams and players.

28. b) Referees Fees

- Each team will pay the respective officials' fees directly to the league manager or the scorekeeper prior to the start of the game. This fee is for referee, scorekeeper, and statistician.

29.a) Player Registration / Rosters - All players MUST register prior to his first game. Registration and fee includes player registration, and insurance.

- No player will be allowed to play without completing this process in full.
- A player may register with more than one team BUT not in the same league. Registration fee is only paid once for the season regardless how many teams a player will register for.
- A team may register up to maximum of (25) players to be used throughout the course of the season, all of which must register with the league official and appear on the team's master list.
- All players/coaches/managers must fill out and sign a registration card.
- No one will be allowed on team bench or area if he is not registered with the league official.
- A player who does not register will be considered an illegal player, and his team will lose the game by forfeit.

29.b) Minimum Age

- The minimum age for to participate in QCSL activities is set at 15 years of age.
- Any player under the age of 18 MUST sign a league **waiver** form upon registration.

30. a) Deadline to Register New Players

- Deadline to register new players for WINTER SEASON: **January 31st**
- Note: A player **MUST** play at least one game **BEFORE** registration deadline to play with that team, Regardless if he was added to a team master list prior to the registration deadline.

30. b) Player Transfers

- If a player wishes to transfer team during the season, all of the following conditions will apply:
 1. League must be notified at least 7 days prior to transfer.
 2. The person in charge of his team **MUST** agree and accept to liberate that player.
 3. Player can transfer only **ONE** time during the season.
 4. Transfer fees: \$100.00 for world cup league / \$50.00 all other leagues.

31. Eligibility for Playoffs

- A player/goalkeeper must play or suit up or be present on the team bench for a minimum of **six (6) games (season and super cup combined)** in order to be eligible to participate in the playoffs.
- If a player is injured, he may qualify for a game played as long as he is present for his team's game and in uniform
- Note that games being served as suspensions **CAN NOT** be counted toward a player's game's played.

32. Categorization of Teams and Players (Divisions)

- Team Categorization** At the start of the season, teams will be placed in the proper divisions as best as possible to ensure competitiveness and equality to all teams. Should a situation arise where a team was placed in an inappropriate category, the league will do its best to remedy the situation as soon as possible in the best interest of all teams. In this case, some games may be re-played while others will be nullified.
- Player Categorization and Eligibility.** The League will determine, upon a player's registration, in which category of A-B-C or D he will be placed. The league will determine categories upon the best of its abilities, as well as the best interest of all teams.
- Player rankings/eligibility,** see PLAYER RANKING section of website.

33. Illegal Players

- If a team uses a suspended or illegal player during a game (who is not on the team's master list or who belongs to another team in the same division, or is suspended), that team will automatically lose the game and will be fined \$50.00, while the illegal player will receive an additional 5 game suspension plus fine.
- **NOTE:** Forfeited game is a -1 point in the standings.

34. Protests

Only WRITTEN protests involving PLAYER ELIGIBILITIES will be permitted. The team launching the protest must pay a bond in the amount of \$50.00 in cash up to a maximum of 60 minutes following their game. Should they win the protest, their money will be refunded, and the penalized team or team at fault will be fined \$50.00 and awarded a forfeit loss.

NOTE: No protests will be allowed regarding suspensions, referee decisions or league decisions.

35. Suspensions and Discipline

- Team managers and captains must show an effort in trying to control the conduct of their players and supporters on and off the field and anywhere in the SPORTXPO facilities or any other facility QCSL operates out of.
- Suspensions are based on the following: the referee's report, league managers and scorekeeper's opinions, history of player and the league suspension chart.
- It is the team manager's or captain's responsibility to find out how many games his player has received. There is no tolerance for ignorance. If you are not sure, you ask!
- No suspended players/coaches will be permitted behind the team's bench or area during his suspension.
- All ejected players/coaches must leave the bench area immediately.
- The league reserves the right to hand out any suspension it judges necessary.
- **The league reserves the right to eject any player or any team at any time without refund**
- All suspensions occurring at the end of the season will be carried over into the playoffs and into the following season. All suspensions occurring during league play MAY be carried over to tournament play and/or any other league activities.
- All suspensions occurring during tournament play MAY be carried over to league play.
- All suspensions are final. No protests or appeals will be accepted once a final decision is made.

NOTE: The league manager, scorekeeper or any other league employee or official may, at any time, assist a referee in determining a decision or ejection based on any event an assigned official was not in position to witness on his own.

36.a) Bench Clearing (one of the most severe offences!)

In the event of an altercation on the field: PLAYERS MUST REMAIN ON THEIR RESPECTIVE BENCHES.

Bench clearing brawls will not be tolerated and will be heavily sanctioned.

- If a team clears the bench, they will be fined \$200.00 (fine to be paid in cash before team's next game.) NOTE: League has the right to eject any team from the league without refund
- In the event that both teams clear the bench and no instigator is declared, the referee has the authority to stop the game.
- In the event of a bench clearing or a bench clearing BRAWL, the team determined by the officials to have cleared the bench FIRST, will lose all rights to the game, and will be sanctioned and fined accordingly.
- However, the team that leaves the bench (second) to defend themselves, (in the official's opinion) may be entitled to the rights to the game, but will still be sanctioned.

NOTE: A player leaving his team bench onto the field during an altercation will be suspended and fined.

36.b) Spectator Altercations

- Altercations with spectators in the stands will not be tolerated and will be heavily sanctioned. Teams are reminded that they are responsible for their spectators and supporters anywhere in the building. A team may be sanctioned and fined for any act of violence caused by their supporters.

37. Abuse toward Officials

Abuse or Disrespect toward league officials, managers or employees WILL NOT BE TOLERATED.

In the case of a player, or non-playing member of a team committing verbal or physical abuse toward a referee, scorekeeper, league official or employee such as CHARGING toward, THREATENING, committing physical CONTACT, VERBAL ABUSE ,STRIKING or SPITTING at a league OFFICIAL, the following will apply:

RESULT: Minimum of 10 games to season to life suspension, Plus \$100. Fine

NOTE: If after receiving a red card, a player commences swearing at or insulting an official, he shall be assessed an additional suspension. This rule applies to actions committed anywhere in the building AND at any time after a game.

38.a) Suspension Chart and Fines

- 2 Yellow Cards (same game): Suspended for Team's next game plus \$20.00
- 1 Red Card: Minimum 1 game suspension plus \$20.00
- 2 nd Red Card Same Season: Minimum 2 games plus \$20.00
- 3 rd Red Card Same Season: Minimum 3 games plus \$30.00
- 5 Yellow Cards (in the same season): 1 game plus \$20.00

38. b) Suspensions Carried Over

- All Red cards and suspensions will carry over into the playoffs

IMPORTANT NOTICE: - Any suspension resulting from fighting, or abuse toward a league official or employee will result in the suspension of EACH and ALL QCSL activities, leagues and teams in which that player participates.

39. Suspensions - The following suspensions will be awarded for the following offences;

- MINIMUM 1 GAME FOR: shoving, pushing, swearing, threatening to fight, tripping, severe slide tackling, slapping etc and red card result.
- MINIMUM 5 WEEKS FOR: punching, fighting, kicking, kneeing, spitting, severe boarding, charging, intent to injure an opponent, start a brawl with spectators, playing while suspended, playing for a team other than the one you registered for
- MINIMUM 10 WEEKS FOR: head butting, elbow to the head, biting, threatening or abusing a league official.
- MINIMUM 1 YEAR TO LIFE: If a player or coach seriously attempts to injure, or uses an illegal object to injure or attempt to injure anyone or any league official.

NOTE: Games being served under suspension will not count toward "games played" during season. All major suspensions (5 games or more) will result in fines of minimum \$50.00

40. Fine Payments

All fines MUST be paid before the team's next game or risk POSSIBLE GAME FORFEIT.

41. Sanctions & Discipline

- Should any of the above mentioned infractions occur, (player, coach or responsible) will be at risk of being suspended in any other QCSL leagues, activities, and tournaments.
- If a player is suspended from any league, the suspension CAN NOT be served through another league or tournament. A suspension may however carry over into another league or tournament.

NOTE: There will be no tolerance for any fighting or violence.

42.a) Referees / Scorekeepers

- Each game will consist of 1 referee and 1 scorekeeper.
- The scorekeeper will act and is to be treated as the game's 2nd official.
- The scorekeeper may assist the referee in making a decision. A Scorekeeper can not over-rule a referee's judgment or decision, however he may intervene for rule clarification, consultation and act as a witness to assist a referee in making a proper and clear decision of any action in which the referee was not in position to see.
- A referee may stop the game at any time he feels threatened in any manner or feels that the game is or may get out of control. In this case, the team at fault will most likely lose the game, and the discipline committee will decide the appropriate actions to be taken.
- The referees do not determine the number of games a player receives as suspension; therefore teams should NOT address the referees concerning this matter.
- Threatening league officials either verbally or physically will not be tolerated. Possible season suspensions and/or lifetime suspensions may be handed down. Suspensions regarding abuse toward league officials WILL CARRY FORWARD IN ALL QCSL LEAGUES IN WHICH THE PLAYER PARTICIPATES IN.

42.b) Referee and Scorekeeper Duties It is the duty of the referee and scorekeeper to ensure that;

- They are wearing properly identifiable and distinctive uniforms and are neat and professional in appearance.
- Referees will look and act professional at all times.
- Read, understand and have clear knowledge of all league rules.
- Provide explanations for any rules that a team may require clarification for.
- To respect and be polite to all participants in every manner at all times.
- Referees will be impartial and fair in every game.
- To apply league rules of the game as fairly and consistently to all teams at best of their ability.
- To ensure that game sheets are filled out properly, clearly and completely before handing them in to the league manager.
- Submitting all **and any reports** regarding ejections, red cards, and incidences that occurred during a game and are written and explained clearly so as the league committee can make the proper decisions concerning the incidences described in the submitted report.
- League officials are responsible to **be on time**.
- Ensure that all goals, assists, yellow and red cards are recorded properly.
- Responsible to have with them, at all times, the following: Proper uniforms, 2 different color jerseys, working hand pump, whistle, own separate time piece, required yellow and red cards, and pinnies.

NOTE: Referees will not make up, change, add or modify in any way, at any time, ANY league rules without the consent of the league committee, and MUST consult with the league committee for clarification at any time if he is uncertain of any rule. An official may at any time stop the time for clarification or consultation of any league rule.

43. League Balances and Referee fees

- All teams are responsible to pay their league fees and balances on the scheduled dates and respect their contract and payment plan.

NOTE: Failure to comply may result in team forfeit, suspension or expulsion from the league.

GOOD LUCK TO ALL – HAVE FUN – BE SAFE – RESPECT – FAIR PLAY

REMEMBER: “ITS JUST A GAME !”

