

## SASA 11v11 League Rules:

Team Managers are responsible for ensuring that all team members know and understand the league rules. Please let me know if you have any questions

Rules for the 11v11 league that the players should be aware of:

1. **Point system:** 3 Points for a win, 1 Point for a tie, 0 Points for a loss.
2. **Tie Breakers:** 1<sup>st</sup>: Head to Head 2<sup>nd</sup>: Goal Differential 3<sup>rd</sup>: Goals Against 4<sup>th</sup>: Goals Scored
3. **8 goal differential MAX per game** - Refs will keep score for the entire game, then if score is more than 8 differential it will be recorded up to 8 differential (ex. scores ends up 13-3, score should be recorded as 11-3 on game report.) The team that is losing by 8 goals will have the option to end the game after the first half of play (45 minutes) otherwise play will continue.
4. **Shin guards ARE REQUIRED. NO SHINGUARDS, NO PLAY.**
5. **Teams are responsible for having legal approved jerseys of matching color with numbers (either sublimated or screen printed).** Team with jerseys with taped-on numbers or drawn-on numbers will not be allowed to play. Teams must have the same color jersey for each player but must contrast against the opposing team. Teams must also have a number (either sublimated or screen printed) on each jersey that is different for each player. In cases of conflicting jerseys, the Home team will be responsible for changing jerseys or using pennies/bibs. It is required that teams have a primary set of jerseys that meet these standards. It is recommended that teams have a secondary set of jerseys that also meet these standards.
6. **Players must check in with ref before start of play. NO ID NO PLAY** All players must be verified against roster with State/Government issued ID, Passport, or Driver's License. Rosters will be provided to refs prior to start of games. Any red card suspensions or fine violations will be noted on the rosters. These players will not be allowed to play until cleared by the League director. Refs are to ensure they accurately record all card violations especially Red and/or Dissent cards.
7. **45 minute halves with a 5 to 7 minute half-time.** Refs will have the option to have a two minute water break at or near halfway point of each half if the ref deems it necessary otherwise play will continue to the end of each half.
8. **Subs can occur at any stoppage of play regardless of possession** and are unlimited.
9. **Yellow cards** - player must sub off until next stoppage of play (only exception are goalkeepers). Dissent cards are \$10 fine which must be paid before next game.  
**2nd Yellow card in same game** - player is shown red and suspended for rest of the game and next game plus \$25 red card fine paid to the league.  
**Straight Red Cards** - player suspended from current game and, at minimum, next game as well as the \$25 min fee. Any players that are shown red cards may be asked to leave the complex if the ref deems that the player needs to be removed. If player does not leave complex then the team with the red card violation will be subject to fines and/or forfeiture of games. **Fees for cards: Dissent Yellow - \$10; Red Card – minimum \$25 and one game suspension; Fighting – minimum \$50 and 2 game suspension minimum/subject to removal from the league.**

10. **Fighting, acts of racial discrimination, violent conduct towards players, fans, referees, league officials will not be tolerated and will be subject to suspension/banning from the league and/or police involvement along with possible fines and legal charges.**
11. **All clubs are responsible for the conduct of its players, team officials and spectators.** Home clubs are required to take all precautions necessary to prevent spectators, team officials or players from threatening or assaulting the referees or visiting players and spectators either before, during, or after a game. They will guarantee protection of referees at all times. Visiting teams are equally responsible for protection of referees and for the proper conduct of its players, team officials, and fans. Violations of any part of the rule by either or both clubs will result in automatic expulsion from the League with forfeiture of all rights and privileges. Additional severe penalties will be levied by SASA for assaults on referees.
12. **Rescheduling (Team Initiated):** Should a team need to reschedule a match due to any reason (exception: attending State Cup), the team manager should contact the manager of the opposing team to ask about rescheduling. **Both teams must agree to the reschedule.** If both teams **are not** in agreement, the team requesting to reschedule must play the game or forfeit the match. If both teams **are** in agreement, then both managers need to come up with a make-up that works for the teams and notify SASA no later than one week in advance so that refs can be scheduled for the make-up game.
13. **Forfeits:** Teams can forfeit a match for whatever reason. SASA must be notified (email, call or text) by **no later than 48 hours** before the scheduled game of any forfeits. Teams that forfeit **less than 48 hours** before the scheduled match will lose their forfeit deposit and must replace this before the next scheduled match. If notification (email, call, or text) of a forfeit occurs more than 48 hours before the scheduled match, teams will not lose their forfeit deposit.
14. **Make-up Games:** Teams that must make up games due to rescheduling initiated by a team, must notify SASA immediately of the make-up date and time so that refs can be scheduled. Games can be made up at any time with advanced notice. Games that must be made up that are rescheduled by SASA (due to weather, field issues, etc.) will be coordinated with the affected teams to ensure both teams can play.

**All other rules not mentioned above will conform to the IFAB Laws of the Game.**