

## 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. Players are allowed to be dual rostered to no more than two teams. 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.

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