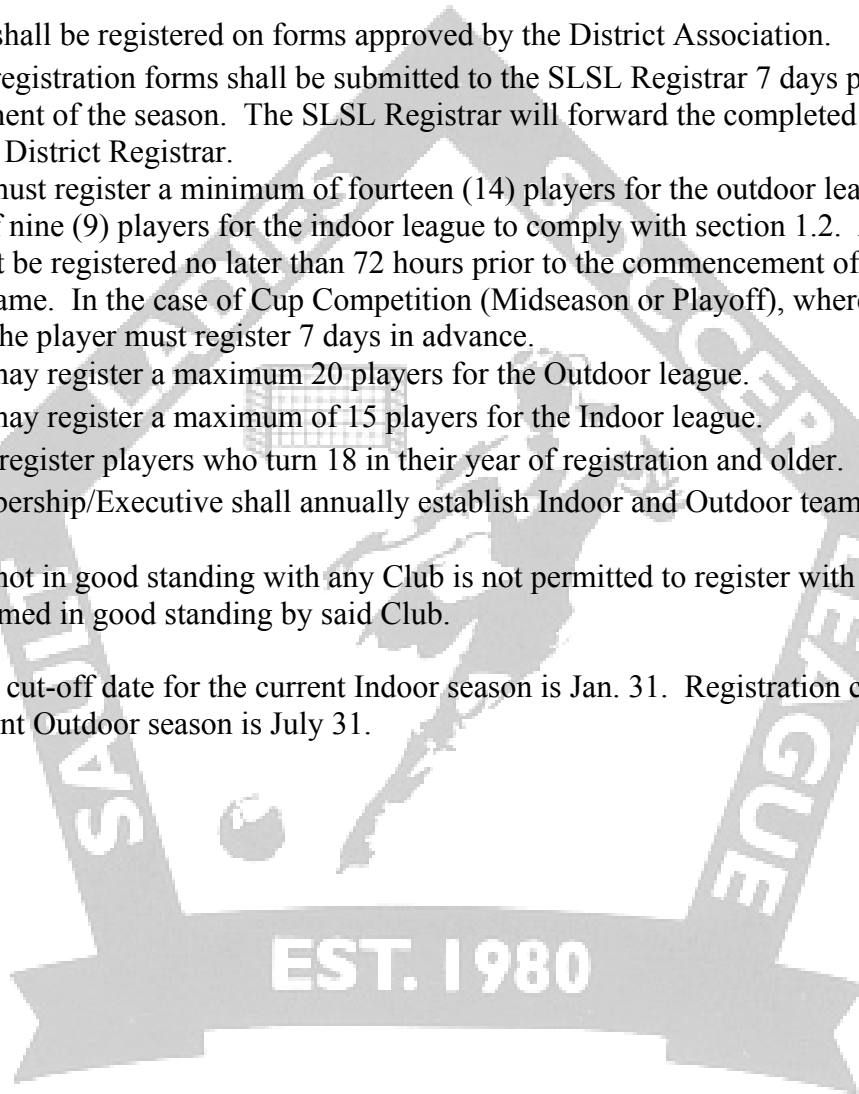


Sault Ladies Soccer League Rules and Regulations

Rule 1 Player Registration

- 1.1 All players shall be registered on forms approved by the District Association.
- 1.2 Completed registration forms shall be submitted to the SLSL Registrar 7 days prior to the commencement of the season. The SLSL Registrar will forward the completed registration forms to the District Registrar.
- 1.3 Each team must register a minimum of fourteen (14) players for the outdoor league and a minimum of nine (9) players for the indoor league to comply with section 1.2. Additional players must be registered no later than 72 hours prior to the commencement of the scheduled game. In the case of Cup Competition (Midseason or Playoff), where league applicable, the player must register 7 days in advance.
- 1.4 Each team may register a maximum 20 players for the Outdoor league.
- 1.5 Each team may register a maximum of 15 players for the Indoor league.
- 1.6 Teams may register players who turn 18 in their year of registration and older.
- 1.7 SLSL Membership/Executive shall annually establish Indoor and Outdoor team registration fees.
- 1.8 Any player not in good standing with any Club is not permitted to register with SLSL until they are deemed in good standing by said Club.
- 1.9 Registration cut-off date for the current Indoor season is Jan. 31. Registration cut-off date for the current Outdoor season is July 31.



Rule 2 Transfer of Player

- 2.1 A player shall be entitled to transfer from the club with which she is registered to another club of choice in accordance with SASA and OSA Rules and Regulations.
- 2.2 A team cannot deny requests for a player to transfer without just cause (e.g. owing team money, failing to return team property, etc.).
- 2.3 No player transfer is allowed after August 1st for Outdoor and February 1st for Indoor of the current year.
- 2.4 Transfer forms may be obtained from the SASA Registrar. No transferred player shall be eligible to take part in any competition unless the SLSL Registrar receives the transfer form prior to the start of the scheduled game.

Rule 3 Movements of Players

- 3.1 Clubs must complete a Temporary Registered Permit, including the written consent of the club with which the youth guest player is registered, every time a registered player is asked to play as a guest in the SLSL. A maximum of three guest appearances per youth player are allowed. Age appropriate waivers must also be submitted along with the game sheet.
- 3.2 First Division teams may use players registered with Second Division teams providing that those players are registered with the same club. Second Division players are allowed to play a maximum of 6 games each in the first Division.
- 3.3 Teams may use U-17 and U-18 youth guest players who are registered with the Sault Youth Soccer League. These players may be used by any team but if used in Cup games (mid season or playoffs), they must play for only one team.
- 3.4 Membership may play a maximum of 3 guest players per game. In any game, only the approved number of players may be listed on the game sheet.
- 3.5 No SLSL team can bring up Civic Players whose team is in the SLSL.

Rule 4 Scheduled/Rescheduled Games

- 4.1 Schedules shall be given to teams at least 2 weeks prior to the start of the playing season.
- 4.2 Request for rescheduled games must be sent in writing at least ten (10) days prior to the scheduled game to *the Scheduler and the Executive*.
- 4.3 Rescheduled games may, with the written consent of the two teams involved, be rescheduled with less than ten (10) days notice, provided that the President of SLSL and the *Game Scheduler* give consent.
- 4.4 Rescheduled games must be played as soon as there is a rain date available. Friday is the rain date, unless it is a long weekend. The Executive may reschedule games as required.
- 4.5 No indoor game can be rescheduled without the consent of the Executive.
- 4.6 The SLSL Executive may reschedule games without joint team consent with at least 7 days notice.
- 4.7 If any team defaults a rescheduled game its club will be fined the cost of the referee.

Rule 5 Duration of Game

- 5.1 Outdoor games shall consist of two (2) forty-five (45) minute halves in Regular Season/ League games.
- 5.2 Indoor games shall consist of two (2) twenty-five (25) minute halves in Regular Season/ League games.
- 5.3 In the case of abandoned games where no winner must be decided, the score stands once 50% of a game has been played. Where a game winner must be decided, the game score stands once 75% of a game has been played.

Rule 6 Tournament Seeding and Game Duration

- 6.1 Midseason tournament seeding is determined by draw. Playoff seeding is determined by end of season standings.
- 6.2 One (1) referee and two (2) linesmen per game will referee all Outdoor semi-final and final games.
- 6.3 A rescheduled game is allowed in the event that the referee abandons the game from other than any situation that is in contravention of the Laws of the Game.
- 6.4 An outdoor final game, where a winner must be declared, will consist of two (2) forty-five (45) minute halves. If tied, two (2) fifteen minute halves are added to the game duration. If still tied at the end of overtime, shootout according to FIFA is applied.
- 6.5 Indoor final games, where a winner must be declared, will consist of two (2) twenty-five

(25) minute halves. If tied, two (2) five (5) minute halves are added to the game duration. If still tied at the end overtime, shootout according to FIFA is applied.

Rule 7 No Show Referee

- 7.1 If no referee is present, the game must proceed. It will be the responsibility of the coaches to solicit from the fans a registered volunteer who will assist with the officiating. Failing to get a registered volunteer from the fans, the coaches must decide from among themselves who will officiate. In the case of only one coach in attendance, that coach will officiate the whole game.
- 7.2 Report any absent referees to the league.
- 7.3 A maximum 15 minute grace time will be given to a referee failing to show for an outdoor game and only 10 minutes for an indoor game. In both situations the loss of time is not recovered during the game. End of game time is the same to ensure subsequent game starts on time.

Rule 8 No Show Team or Players

- 8.1 Only 15 minutes of grace time is given to a team failing to field the minimum players for a scheduled outdoor game and only 10 minutes for an indoor game. The game will be defaulted if a team is unable to field sufficient players for the game. In both situations the loss of time is not recovered during the game. End of game time is the same as scheduled to ensure subsequent game to start on time.
- 8.2 If seven (7) players from the team are present for outdoor, the game will begin.
- 8.3 If four (4) players from the team are present for indoor, the game will begin.
- 8.4 If neither team has the minimum number of players required to play, the score will stand at 0 – 0 and no points are awarded.

