

Budweiser Guam Men's Soccer League

2007 2008 League Rules

CONTENTS

LAWS OF THE GAME

LAW 2: THE BALL.

LAW 3: THE NUMBER OF PLAYERS

I. Substitutions

II. Coaches/Managers

LAW 4: THE PLAYERS' EQUIPMENT

I. Uniforms

II. Hair Control

III. Jewelry

IV. Casts and Splints

LAW 12: FOULS AND MISCONDUCT

I. Foul or Abusive Language

II. Dissention

III. Cautions and Ejections

ADDITIONAL LEAGUE RULES

I. THIRD CAUTION ACCUMULATION RULE

II. ELIGIBILITY, TRANSFERS, AND PLAYER TRADES

III. TEAM NO-SHOW

IV. GAME RESCHEDULING RULE

V. SPECIAL MILITARY GAME RESCHEDULING RULE

VI. PLAYER AGE

VII. PLAYER ROSTER LIMIT

VIII. DIVISION ONE PLAYER DRAFT

IX. LEAGUE POINT SYSTEM

X. PLAYOFF GAME TIE BREAKER

XII. PROTEST RULE

XIII. DIVISION PLACEMENT RULE

XIV. TEAM CONTACT REPRESENTATIVE

XV. ACKNOWLEDGEMENT OF RECEIPT OF RULES

LAWS OF THE GAME.

All *FIFA Laws of the Game* will be followed with the exception of the changes listed below.

LAW 2: THE BALL.

1. The game ball will be supplied by the *Home Team*. If the *Home Team's* game ball is not acceptable to the center referee, an adequate ball from another source may be used.

LAW 3: THE NUMBER OF PLAYERS

I. Substitutions

1. Division One teams will be allowed five (5) substitutes per game. Substitutions made during halftime are included in the total. The exiting player will not be permitted to return to the game.
2. Division Two teams will be allowed five (5) substitution opportunities during each half, with an unlimited number of substitutions per opportunity. Halftime substitutions will not be counted as a substitution opportunity. Exiting players may return to the game.

II. Coaches/Managers

1. Only three non-players are allowed in the technical area during the game.
2. The names of the non-players must be listed on the team roster before the start of the game.

BGMSL 2007/2008 League Rules

LAW 4: THE PLAYERS' EQUIPMENT

I. Uniforms

1. All field team members will play in jerseys of identical color and design.
2. Each team member shall have a unique team jersey number which will identify the player during the match. Field players may not change jersey numbers during a match. Numbers cannot be taped to the jerseys.
3. A goal keeper that substitutes for a field player may play using the different jersey number other than that of his keeper jersey. This new field jersey must have a unique number, different from the other field players on his team.
4. A field player that substitutes for the keeper must wear a unique number, different from the keeper being substituted.
5. In the event of a uniform color conflict, the *Home Team* is required to change jersey colors. Mesh style vests/bibs, which are of the same color and transparent enough to show the player number underneath, may be worn over the original jersey as an alternative.
6. Shirts tails of all players must be tucked into the shorts before the opening and halftime kick-offs.
7. All team members will wear the same colored shorts. Shorts do not have to be of the same material or design. A variation in color shades is acceptable.
8. All team members will wear the same colored socks. Socks do not have to be of the same material or design. A variation in color shades is acceptable.
9. Sponsorship obligations require that all players display the official Budweiser logo patch on their uniform jersey while playing in the Budweiser Guam Men's Soccer League. Players under the age of 18 are prohibited from wearing the Budweiser logo patch on the uniform jersey.

II. Hair Control

1. Headbands and bandanas may be worn for hair control. The headband must be of a continuous band with no knots or ties in the front.
2. Baseball caps may only be worn by goal keepers.

III. Jewelry

1. No jewelry is allowed (except for Medical alert necklaces/bracelets taped to the skin).

IV. Casts and Splints

1. No player will be allowed to participate in the match if he is wearing a hard (unyielding) cast or splint, even if covered with padding.

LAW 12: FOULS AND MISCONDUCT

I. Foul or Abusive Language

1. Derogatory language directed towards opponents or teammates during a match will be considered as *Foul or Abusive Language*.
2. Vulgar, obscene or foul language will not be tolerated on the pitch or technical area.
3. Taunting an opponent is considered as *Foul or Abusive Language*.
4. Coaches, managers, and non-players in the Technical Area are accountable to the above rules.
5. Violators of the above rules will be ejected from the technical area (see *Cautions and Ejections*).

II. Dissention

1. While in the technical area, no player, coach, or non-player may show dissent to, or verbally abuse, an opponent, coach, spectator, or referee. Dissention includes any complaints or derogatory comments made directly, or indirectly.

III. Cautions and Ejections

1. An ejected player must immediately leave the team's technical area, and may not be within 30 yards of any part of the field during the remainder of the match.
2. An ejected player may not play in the next scheduled match.

BGMSL 2007/2008 League Rules

3. An ejected player must abide by decisions of the *GFA DISCIPLINE COMMITTEE* concerning further sanctions.

ADDITIONAL LEAGUE RULES

I. THIRD CAUTION ACCUMULATION RULE

1. Any player accumulating three cautions, in separate matches during the regular season and/or the tournament, will not play in the match that immediately follows. An ejection for two cautions in the same match will not be counted as two cautions for this Third Caution Accumulation Rule.

II. ELIGIBILITY, TRANSFERS, AND PLAYER TRADES

Player Eligibility

1. Only eligible players may play in the match. Eligible is defined as being registered with GFA for the current calendar year, and without active GFA player discipline sanctions.
2. Eligible players must be registered to only one team during the season.

Players Dropped From A Roster

3. A player's name may be dropped from a Division One team and registered to another Division One team before the end of the calendar year (12/31). After that date, dropped players may not register with another team, in either division, until the following seasonal year.

Moving Club Players Within Divisions

4. Clubs with teams in both divisions may move a player from the lower division up to Division One under the following conditions:
 - A. The original Division One team roster for that season had less than 20 players
 - B. The open roster slot was due to the player's death
 - C. The player was dropped because of permanent relocation off island
 - D. The player was dropped due to a season-ending medical condition, certified by a physician.Once the player has moved up to Division One, he must remain in that division for the remainder of the seasonal year, regardless of club affiliation.

Division One Player Trade Deadlines

5. All player trades between different Division One clubs must occur before the end of the calendar year (12/31).

Changing Club Affiliation

6. A player in the Division Two may change club affiliation without a release from the former club during the initial two weeks of the season. *The League Commissioner must be notified of this change prior to playing in a game.*
7. Any player desiring to change club affiliation after the initial two week period must first obtain a written release from the former club, obtain a written acceptance letter from the new team, and submit both documents to the *Men's League Commissioner* for consideration and approval prior to playing in a future game.

Individual Players Statistics And Division Transfers

8. The seasonal statistics of a transferred player will not follow that player from the former division to the new division.

Deadline For Presenting Player Cards

9. A match may commence even though a team cannot produce seven (7) valid player cards by the scheduled kickoff time. The team lacking valid player cards will have until the end of the first half to produce them. The coach must assure the game officials that all participating players are properly registered. The opposing coach must be notified of this situation before kick-off. If

BGMSL 2007/2008 League Rules

the player cards do not arrive by the end of the first half, the game will be ruled a forfeit against that offending team and the score will be recorded as a 0-3 loss.

Player Card Substitute

10. A *GFA* cash receipt, issued by the *GFA* administration office, and containing the player's *GFA PLAYER NUMBER* will be accepted as a substitute for a *GFA PLAYER CARD*.

Consequences Of Playing Ineligible Players

11. Teams using ineligible players during a game will receive a forfeit for that game.

12. Coaches or managers that use ineligible players in a match will not be permitted in the technical area during the next scheduled game on the first offence. The second offence will be referred to the *BGMSL MEN'S LEAGUE COMMITTEE* for additional sanctions.

Player Eligibility For Tournament Play

13. In order to play in the end-of-season tournament, a player must be registered to a team, and have participated in at least two regular season games for that team prior to the playoffs.

Participation is defined as having the player's name and jersey number appearing on an official match report during the current season.

III. TEAM NO-SHOW

1. A team that fails to field a minimum of seven registered players by the scheduled kickoff time will forfeit the game and receive a recorded score of 0-3 loss.

2. Additionally, the forfeiting team will receive a \$100.00 sanction fee for the first offense. There will be a \$100.00 sanction fee for the second offence plus additional sanctions, to be determined by the *BGMSL MEN'S LEAGUE COMMITTEE*

3. The sanction fee must be paid prior to the forfeiting team participating in the next official league game. In the event forfeiture payments cannot be made at the office of *GFA*, payment must be made to the *League Commissioner*. Failure to pay the sanction fee by this deadline will result in an additional forfeit for this team on the next official league game.

IV. GAME RESCHEDULING RULE

1. Teams wishing to reschedule a game published on the official game schedule must complete the *BGMSL RESCHEDULE GAME APPLICATION*. After all criteria have been met on the form, the game will be rescheduled with the consent of the league commissioner.

V. SPECIAL MILITARY GAME RESCHEDULING RULE

1. Should a team that is comprised of a majority of active duty military personnel be unable to play a scheduled game, that game shall be rescheduled without sanctions by the *BGMSL MEN'S LEAGUE COMMITTEE* if the following criteria have been met:

A. At least 40% of the players are called to official military duties.

B. The team must notify *League Commissioner* 48 hours prior to the scheduled game. The rescheduled game must be played before playoff games commence.

VI. PLAYER AGE

1. All players must be at least 14 years old by the date of the first game of the season.

2. Players less than the age minimum age may obtain special permission to participate in league play with a majority vote of the *GFA BOARD OF DIRECTORS*.

VII. NATIONAL PLAYER LIMITS PER ROSTER

1. All teams, regardless of division, are limited to the number of national players registered to their roster. Guam National Team members include players on the following Guam National Teams: U16, U19, and Men's National teams.

2. All teams, regardless of division, may have up to eight (8) Guam National Team members, from each age group on their roster during a particular season.

BGMSL 2007/2008 League Rules

VIII. TEAM ROSTER LIMITS

1. Division One teams are allowed a maximum of 25 registered GFA players per season. Division Two teams are allowed a maximum of 30 registered GFA players maximum.

IX. DIVISION ONE PLAYER DRAFT

1. Rules pertaining to the Division One Player Draft are provided as an addendum to these League Rules, and can be found attached to the end of this document.

X. LEAGUE POINT SYSTEM

1. The following point system will determine the regular league standings.
 - A. Win = three (3) points
 - B. Tie = One (1) point
 - C. Loss = zero (0) points
2. The following system will be used to determine final league standings in the case of ties.
 - A. The team with the most number of *Head-to-head wins* will advance. In the event of a three-way tie, *GOAL DIFFERENTIAL* will be used to advance the teams followed by *HEAD-TO-HEAD wins*. *TOTAL GOAL DIFFERENTIAL* is defined as the difference of the total number of goals a team has scored, less the total goals that has been scored against that team throughout the regular season.
 - B. Should the *TOTAL GOAL DIFFERENTIAL* not yield an advantage, then the tie will be resolved by a coin toss.

XI. PLAYOFF GAME TIE BREAKER

1. The following format will resolve a tie during the end-of-season tournament playoffs.
 - A. Two (2) additional 15 minute, full-time periods will be played to determine the winner of a play-off tie.
 - B. Without a tie resolution after two (2) overtime periods, kicks from the Penalty Mark will be taken.

XII. PROTEST RULE

1. A game protest will be reviewed only by the *BGMSL MEN'S LEAGUE COMMITTEE*. The protest must be filed with the league commissioner, within 48 hours after the scheduled kick-off time of the particular game in question. All issues must be game related.
2. Each team will be permitted one game protest per season without paying a deposit. Additional game protests will require a \$50.00 deposit, due within 72 hours of the filing date. The \$50.00 deposit will be forfeited to GFA if the *BGMSL MEN'S LEAGUE COMMITTEE* rules against the protesting team.

XIII. DIVISION PLACEMENT RULE

1. Clubs participating in First Division will be selected by the *BGMSL MEN'S LEAGUE COMMITTEE*.
2. All other participating clubs will play in the Second Division.

BGMSL 2007/2008 League Rules

XIV. TEAM CONTACT REPRESENTATIVE

1. All teams must designate one individual who will act as the *TEAM MANAGER*. This individual will be contacted by the officials of the *BGMSL* concerning league information and schedule changes. It will be the responsibility of this individual to disseminate official *BGMSL* information to the members of that team. The *TEAM MANAGER* must provide *BGMSL* with the following contact information:

- A. phone number
- B. fax number
- C. email address
- D. mailing address

XV. ACKNOWLEDGEMENT OF RECEIPT OF RULES

1. The *TEAM MANAGER* will sign an acknowledgement of receipt for one (1) copy of these rules when registering the team at the G.F.A. Harmon Office, prior to the beginning of the season.

Approved by the Budweiser Guam Men's Soccer League Rules Committee on August 25, 2007

Bill Calori
Men's League Commissioner
Budweiser Guam Men's Soccer League