

# Rules of Play

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### Rule 1-DEFINITIONS

The following definitions are supplied to assist in interpreting the GSSL Operating Procedures.

- 1.1 Board/Board Members: Means the GSSL Board, consisting of the elected officials of the GSSL plus the permanent board member from Cascadia Adult Soccer.
- 1.2 Bylaws: The general rules for the internal regulation of the affairs of the GSSL, a Washington State non-profit corporation.
- 1.3 Club: An affiliated group of two or more teams which have indicated on their team Application form the club affiliation. The club is a valid entity within the GSSL and the benefits of operating as a club shall exist only at such times as all of the obligations imposed on clubs by the GSSL as expressed in these Operating Procedures, as amended compliance with the obligations imposed on it.

1.4 Delivered: Means delivered in person to authorized personnel staffing the GSSL office at the GSSL office during regular business hours and date stamped by said GSSL personnel.

1.5 Division: Refers to the ten (10) current playing groups (Open, Over-30, Over-40, Over-50, Over-55, Over-60, Over-65, Co-Rec, Co-Ed Open and Co-Ed Over-30) and to the divisions within those groups (D1, D2, etc.).

Open Division: This is a playing group open to all players 18 years of age or older.

Over-30 Division: This is a playing group open to players who are at least thirty (30) years of age on or before December 31 of the current calendar year with the exception of the goalkeeper who must be at least 28 years of age on or before December 31 of the current year.

Over-40 Division: This is a playing group open to players who are at least forty (40) years of age on or before December 31 of the current calendar year with the exception of the goalkeeper who must be at least 38 years of age on or before December 31 of the current year.

Over-50 Division: This is a playing group open to players who are at least fifty (50) years of age on or before December 31 of the current calendar year with the exception of the goalkeeper who must be at least 48 years of age on or before December 31 of the current year. See Rule 25 for rule modifications for this division.

Over-55 Division: This is a playing group open to players who are at least fifty-five (55) years of age on or before December 31 of the current calendar with the exception of the goalkeeper who must be at least 53 years of age on or before December 31 of the current year. See Rule 25 for rule modifications for this division.

Over-60 Division: This is a playing group open to players who are at least sixty (60) years of age on or before December 31 of the current calendar year with the exception of the goalkeeper who must be at least 58 years of age on or before December 31 of the current year. See Rule 25 for rule modifications for this division.

Over-65 Division: This is a playing group open to players who are at least sixty-five (65) years of age on or before December 31 of the current calendar year with the exception of the goalkeeper who must be at least 63 years of age on or before December 31 of the current year. See Rule 25 for rule modifications for this division.

Co-Rec Division: This is a playing group open to players 18 years of age or older. See Rule 26 for rule modifications for this division.

Co-Ed Open Division: This is a playing group open to players 18 years of age or older. The teams must consist of either male and female players or all female players with a limited number of male players allowed on the field at one time. See Rule 27 for rule modifications for this division.

Co-Ed Over-30 Division: This is a playing group open to players who will turn thirty (30) years of age on or before December 31 of the current calendar year and players who are thirty (30) years of age or older at the time of their participation in any over-30 division game. The teams must consist of either male and female players or all female players with a limited number of male players allowed on the field at one time. See Rule 27 for rule modifications for this division.

The highest player skill level in all divisions is Division 1 with each additional higher division number indicating an overall lower team skill level.

- 1.6 Forfeit: If a game is forfeited, then the team responsible for the forfeiture (in the final determination of the Judiciary Director of the GSSL Board) shall be awarded zero goals for the game. The opposing team shall be awarded the greater of the number of goals scored by it, or one goal. If both teams are determined to be responsible, then both will receive zero goals and be treated for standings purposes as having both sustained a loss. When a team drops out of a division, all games played and those scheduled to be played will be counted as a win by one goal to nil.
- 1.7 Game Sheet: The list of all players of a team participating in a given game, which must include the full name of each player, the players jersey number, and such other information as the GSSL board determines appropriate. The game sheet must be signed by the manager or team official and handed to the referee before the game begins. A player listed on the game sheet will be presumed to have participated in the game. A maximum of eighteen players may be listed on the game sheet.
- 1.8 Ineligible Player: A player who has not complied with all of the requirements for eligibility or who has lost his/her eligibility, permanently or temporarily. A team playing a person in a game who is ineligible at the time of play may be required to forfeit said game. It is the responsibility of each team manager and team official to monitor the eligibility of said team's players.
- 1.9 Player/Eligible Player: A person who (1) possesses a current GSSL Player Identification Card; and (2) is not currently under suspension by the GSSL.
- 1.10 Seasonal Week: One week of regularly scheduled league play.
- 1.11 Team: A group of players which is in compliance with all rules and regulations of the GSSL, including rules regarding application to the GSSL.
- 1.12 Team Manager: The person listed as a team manager on a team's entry form. The manager is primarily responsible for the compliance of the team and its players with the rules and procedures of the GSSL, and the directions of the members of the GSSL Board.
- 1.13 Team Official: The person assigned by the manager to perform any of the duties of the manager, or a team coach or captain.

- 1.14 Tournament/Cup Play: Shall mean GSSL sanctioned competition outside of regular session play, participation in which may be open or by invitation.
- 1.15 GSSL Player Identification Card: The official player registration card issued to every player-by the GSSL or an organization the GSSL is affiliated with.
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### **Rule 2-AUTHORITY**

- 2.1 The rules contained herein shall govern members of the GSSL in all cases to which they are applicable, and also in which they are consistent with the Constitution and Bylaws of the GSSL. All competition shall be governed by the rules stated herein unless the rules of a specific competition approved by the majority of the GSSL membership determine otherwise.
- 2.2 Teams, clubs and other member organizations or associations may deem fit to include rules more stringent than those included herein, but in no case may their rules be less stringent.
- 2.3 Each team, club, and other member organizations or associations shall be responsible for the conduct of its players, coaches, managers, and supporters to ensure that their actions on or off the field do not bring disrespect upon the GSSL.
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### **Rule 3-FINANCIAL RESPONSIBILITY**

- 3.1 The GSSL specifically disclaims financial responsibility for, and shall not assume nor be held liable for , the debts or the financial obligations either expressed or implied of any member organization, association, club or team, or any of the coaches, managers, officers, officials, or member organization, association club or team.
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### **Rule 4-SEASONAL YEAR AND PLAYING SESSIONS**

- 4.1 The GSSL playing season shall be approximately September 1st through August 31 of each year.

- 4.2 A Fall session, a Winter session, a Spring and a Summer session shall be played, and such additional sessions as the GSSL Board shall establish. The Spring and Summer sessions may be combined.
- 4.3 The start of each of the playing sessions shall be determined by the GSSL staff and will be for fixed number of seasonal weeks.

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#### **Rule 5-DIVISIONS OF PLAY**

- 5.1 The GSSL may establish Open, Over-30, Over-40, Over-50, Over-55, Over-60 and Over-65 adult soccer divisions, Open and Over-30 Co-Ed soccer divisions, and other such combinations as it deems appropriate.
- 5.2 Subsequent divisions may be added at the discretion and approval of the GSSL staff.
- 5.3 In general, Open Adult Division games will be scheduled on Saturdays or Sundays, Over-30 soccer division games will be scheduled on Monday evenings, Over-40 division games will be scheduled on Wednesday evenings, Over-50 division games will be scheduled on Monday evenings, Over-55 division games will be scheduled on Thursday evenings, Over-60 division games will be scheduled on Monday evenings, Over-65 division games will be scheduled on Thursday evenings, Co-Rec division games will be scheduled on Tuesday evenings, Co-Ed Open division games will be scheduled Thursday evenings, and Co-Ed Over-30 division games will be scheduled on Sundays. All scheduling is subject to availability of playing times and fields and rescheduled games may occur on an alternate day.

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#### **Rule 6-TEAM REGISTRATION**

- 6.1 Teams shall apply to join the GSSL on official entry forms which may be obtained from the GSSL office. Application forms and information on each session will be mailed to the managers of all teams which played in either of the previous two sessions at least two weeks prior to the closing date for entries.
- 6.2 The application shall consist of the entry form which includes team contact and address plus an alternate phone contact and a check or money order for the full amount of the fees stated. It must be delivered to the GSSL office during normal office hours or mailed and postmarked prior to the midnight of the closing date specified. If postmarked or delivered after the closing date, the applicant may be charged a late fee in order to be considered, such late fee to be established annually by the Board.

6.3 All teams must designate an alternate phone number contact person on their team entry form.

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### **Rule 7-PLAYER REGISTRATION**

- 7.1 Players may register and play on as many GSSL teams as they are otherwise qualified for provided they are in good financial standing with the managers of all teams on which they play.
- 7.2 All players must have a currently valid GSSL Player Identification Card prior to being permitted to play.
- 7.3 A team listing an ineligible player on a game sheet may forfeit that game.
- 7.4 The intent of Rule 7 is to expand enjoyment of the sport of soccer. Should this rule be abused or should the level of play be seriously disrupted by use of this rule, then the GSSL staff may act in its discretion to limit any play, combination of players, or teams in their use of this rule.
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### **Rule 8-PLAYING FIELDS**

- 8.1 The GSSL will endeavor to lease or rent its own playing fields.
- 8.2 To be acceptable for GSSL play, the field must be a minimum of 100 yards by 50 yards, have regulation goal posts installed, and be in a fit condition for play for a fully scheduled GSSL playing session and/or tournament. Note: The final decision regarding acceptability of the field for play rest under the authority of the referee. Parks and Recreation departments maintain the facilities over which the GSSL has no control (thus some dirt fields are not always well lined).
- 8.3 Teams are encouraged to propose the use of any acceptable (see Rule 8.2) home field. Full details of location, address and access, including who must be contacted for use, must be provided to the GSSL in a timely manner.
- 8.4 The GSSL will endeavor to utilize the best fields available considering acceptability, cost, location, time slot, and playing condition. The GSSL will try to locate 'home' fields closest to each team's vicinity.

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### **Rule 9-JUDICIAL AUTHORITY**

9.1 The GSSL Board shall have the power to penalize any member organization, association, club, manager, coach, or player willfully violating the Constitution, Bylaws, or Operating Procedures of the GSSL who act in a manner detrimental to the objectives of the GSSL. Penalties may consist of fines, warnings, or temporary or permanent exclusion from the activities of the GSSL.

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### **Rule 10-RULES OF PLAY**

10.1 All games and competitions under the jurisdiction of the GSSL shall be conducted subject to the “Laws of the Game” as published or authorized by FIFA (Federation Internationale de Football Association), with those modifications published by the GSSL.

10.2 Officials, players and spectators may not act in a discriminatory manner with regards to ethnicity, culture, language, race or religion. All such actions are strictly prohibited and punishable by suspension, fines, or expulsion.

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### **Rule 11-REFEREE AUTHORITY**

11.1 The referee shall determine the fitness of the playing field and equipment.

11.2 The referee shall decide if a player’s attire is acceptable for play in a match.

11.3 If a referee suspects that a concussion may have occurred for whatever reason, e.g. bumping heads or a fall to the ground, the player must be sent off the field and not be allowed to return to the game. In case there is a dispute by either the player or the manager, such as an assertion that the player is OK and can continue, the referee has the right to abandon the match to protect the injured player. A player removed from a match due to the referee's decision under the provisions of this rule will have their Player Identification Card delivered to the GSSL office by the referee. The player may obtain their card from the office after they sign an appropriate liability waiver.

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### **Rule 12-REFEREES AS PLAYERS**

12.1 A referee, when employed as such, shall not be eligible as a player in the same division or level of competition in which he is a game official.

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### **Rule 13-NO REFEREE**

13.1 If because of unforeseen circumstances, a GSSL referee is unable to officiate, the two teams present may agree on some other person(s) to officiate and play the scheduled match or play without a referee if they both agree. The game sheets must be signed as agreed to by both team officials prior to the match. Redemption of the referee fees must be requested in writing within 7 days of the occurrence.

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### **Rule 14-GAME SHEETS**

- 14.1 Each team shall prepare and present to the referee before kickoff time, a game sheet listing the names and jersey numbers of each player eligible to participate in the match.
- 14.2 A player listed on a game sheet shall be deemed to have played in the match, whether or not he/she actually took the field.
- 14.3 The referee must record the score on the game sheet of each team, and return a copy of the sheet to the league office within 72 hours of the game.
- 14.4 Protests with regard to player eligibility or team equipment must be noted on the game sheet and signed by officials of the protesting team. The referee must make the game sheet available for noting such protest.
- 14.5 Officials of either team may examine the game sheet of the other team prior to play. But the start of the game may not be delayed by such examination.
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### **Rule 15-PLAYER CARDS**

- 15.1 All players participating in a match shall give the referee his/her GSSL Player Identification Card prior to participation. No player shall be allowed to play without the Player Identification Card, and the referee is not authorized to waive this requirement.
- 15.2 If Player Identification Cards for a team are not present at the scheduled time of the game, the start of the game shall be delayed until the cards are available. If the cards are



not present 15 minutes after the scheduled start of the game, the team whose cards are missing shall forfeit the game.

- 15.3 Officials of either team, or any player on either team, may request from the referee that he/she be shown the Player Identification Card of any participant. The referee shall comply with the request at the earliest point in the match which does not interfere with the play (halftime).
- 15.4 No player, referee, or official can be compelled to participate in a match in which players without Player Identification Cards are permitted to play. The decision to not play must be noted on the game sheet, with a specific citation of the situation.
- 15.5 The referee shall retain after the match the Player Identification Card of any player ejected from the match or of any player for which the retention of the card has been ordered by the GSSL staff or Board member. Player Identification Cards retained must be mailed to the GSSL office with a postmark not later than the first business day after the match in which the card was retained. If a referee holds a Player Identification Card longer than this period, or holds a Player Identification Card without cause, the GSSL may sanction the referee.

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### **Rule 16-PROTESTS**

- 16.1 Grounds for protest: A team may protest the play or the outcome of a match on the following grounds: Play of an ineligible player, as revealed by the game sheet; inappropriate player attire or equipment by the opposing team (under the specifications of rule match or one to nothing for their opponents. In the case where protests are filed by both teams in a match, and both are upheld, the match shall be deemed a loss with no goals for both teams.
- 16.2 Method of protest: Protests on grounds 2 or 3 above must be noted on the game sheet. All protests, including those on grounds 1 above, must be made in writing to the GSSL office postmarked not later than three business days after the game in which the protest occurred.
- 16.3 Protest decisions: The Judicial Director shall rule on each protest within 21 days of the filing of same. Parties shall be notified of the decision within 10 days, and in writing. Teams successfully protesting a match shall be awarded the win with a score of the greater of the number of goals they scored in the match or one to nothing for their opponents. In the case where protests are filed by both teams in a match, and both are upheld, the match shall be deemed a loss with no goals for both teams.
- 16.4 Appeals of protest decisions. The decision of the Judicial Director can be appealed to the full Board of the GSSL using the procedures of Rule 18 below. The decision of the

Judicial Director shall remain in effect during the pendency of the appeal. Consistent and flagrant unsportsmanlike conduct by a team or its supporters may result in suspension of that team.

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### **Rule 17-PENALTIES FOR MISCONDUCT**

17.1 The GSSL reserves the right to refuse the opportunity for participation in its matches to any person or team who shows by continued behavior a lack of consideration for his/her opponents, the officials, or the spirit of the game. Upon decision by the GSSL Board, such players and/or teams will first be notified that their behavior must be corrected, or a specific action (e.g. expulsion from the league) will be forthcoming at a specific time. Such notification must precede the action by at least 14 days.

17.2 Penalties for game misconduct ('red' and 'yellow' cards): The following penalties shall be imposed on those players or team officials who have received cautions or ejections by referees during league matches.

Caution (yellow card): No penalty for the first three cautions in a playing session. The fourth caution in a playing session, and everyone thereafter in that session, shall cause a one seasonal week suspension. Both the individual and his team will be notified of this penalty when it is imposed.

Ejection (red card) for persistent infraction of the law (the second yellow card) shall be penalized a one seasonal week suspension.

Ejection (red card) for foul and abusive language shall be penalized by a one seasonal week suspension.

Ejection (red card) for violent conduct and serious foul play (other than that described in 5 below) shall be penalized a three seasonal week suspension and a fine of \$150.00.

Ejection (red card) for intentionally stopping a goal or clear goal opportunity by means of one of the nine major fouls shall have no additional penalty other than expulsion from the match.

Ejection (red card) for slide tackling in divisions where slide tackling is not permitted shall have no additional penalty other than expulsion from the match, except in the case where the Officiator determines the play to be serious foul play or the victim of the slide tackle is unable to continue playing in the match. In the case of serious foul play or where the victim of the slide tackle is unable to continue playing in the match, the Judicial Committee shall decide whether any additional penalty is imposed.

Ejection (red card) for reckless play from behind in divisions where reckless play from behind is not permitted shall have no additional penalty other than expulsion from the match, except in the case where the Officiator determines the play to be serious foul play or the victim of the reckless play is unable to continue playing in the match. In the case of serious foul play or where the victim of the reckless play is unable to continue playing in the match, the Judicial Committee shall decide whether any additional penalty is imposed.

- 17.3 Suspensions: Any suspension for these violations shall be of either one or three week's duration (or until such required fines are collected). During the suspension, the GSSL shall retain the player's Player Identification Card, and the player may not participate in any other GSSL sanctioned matches. In the case where the suspension cannot be completed in one playing session, it shall carry on to the next session.
- 17.4 Appeals of suspensions. A suspension of three weeks duration and \$150.00 fine can be appealed to the Judicial Director of the GSSL according to the procedures of Rule 18 below. The first week of the penalty shall stand and is not appeal able.
- 17.5 Assault on a referee. If a player assaults or attempts to assault a game referee or assistant referee, the player shall be immediately suspended. The penalty for such offense shall be suspension for not less than one year and a fine of not less than \$300.00.
- 17.6 Player assault. A player who intentionally commits physical assault, or threatens physical assault, or verbal abuse and violent conduct leading to physical assault, shall be penalized a fine of \$300.00 and suspended from play for a minimum of one year.
- 17.7 Player assault. A player who intentionally spits towards a player or referee, regardless whether he makes contact, shall be penalized a fine of \$300.00 and suspended from play for a minimum of one year.

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### **Rule 18-APPEALS**

- 18.1 Decisions of the GSSL staff and of the Judiciary director on protests and penalties imposed for cautions and ejections may be appealed to the judicial committee and then to the full Board. The GSSL Board reserves the right to determine the suitability of an appeal and whether and at what time it shall be heard.
- 18.2 Rules 17.5, 17.6 and 17.7 can be appealed to the Judicial committee as per rule 18.1 and then to the full Board.
- 18.3 Appeals on all matters must be made in writing, stating the reason for the appeal and must be submitted within 21 days of the incident on which the appeal is based.

18.4 Decisions of the GSSL Board will be rendered within 90 days of the date of the appeal, and be stipulated in writing to all parties involved. The GSSL Board will exercise due process in its hearing of an appeal.

18.5 Appeals of decisions of the Board: If a member of the GSSL feels he or she has been unfairly treated in any decision by the Board the member may request the league arrange for binding non-judicial arbitration. The monetary cost of the arbitration process shall be evenly split between the player and the league. The decision of the arbitrator shall be final.

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### **Rule 19-TEAM UNIFORMS AND EQUIPMENT**

19.1 All teams in the GSSL shall wear attire appropriate to the game of soccer, including shirt, socks, shorts and appropriate footwear. Shirts of members of a team will be of like style and color with a unique number identifying player on roster. Goalkeepers must wear shirts different in color from those of either team or the other goalkeeper.

19.2 The shirts of all players shall have numbers on the back, between six and ten inches high, of contrasting color and clearly visible. No two players shall have the same shirt number on the same team. The shirt number shall be recorded on the game sheet and the shirt shall not be changed during the match without specific approval of the referee (specifically with regard to goalkeeper changes).

19.3 In case of a color conflict, the home team (that listed as such in the schedule) shall change. Any method deemed appropriate by the referee can be used (such as white shirts on over regular jerseys, etc.).

19.4 The referee may determine the appropriateness of any attire on the field, consonant with the safety of the players, game control requirements and the spirit of the game, and may suspend the application of any of portion of rules 19.1 to 19.3 if needed.

19.5 Other Equipment: Each team will supply at least one ball suitable as a game ball. Unless otherwise agreed, the home team will supply the game ball for a match.

19.6 Shin guards are mandatory and socks must be pulled up to completely cover the guard.

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### **Rule 20-LENGTH OF MATCH**

20.1 All matches shall consist of two halves of 45 minutes duration, with at least a five minute break at the half. The referee shall keep the time on the field. In *certain*

circumstances, the referee *may* play halves of shorter duration. Such shall be noted on the game sheet. The five minute break shall not be shortened.

- 20.2 Games shall be played to the full agreed time. Games which end prior to the full time for reasons beyond the control of the participants or the league (e.g. the lights go out), will be considered as no contest and rescheduled and replayed in their entirety.

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### **Rule 21-PLAYER SUBSTITUTIONS, MINIMUM NUMBER OF PLAYERS**

- 21.1 A maximum of two players from one team may be substituted at any time the ball is not in play and after having been granted permission for the substitution from the referee.
- 21.2 A player may come on and off as often as desired. An ejected player must leave the field of play and may not return, nor may he be substituted for (the team must play shorthanded).
- 21.3 At least seven players must be on the field for each team at all times. If the number of players drops below seven at any time during the game, for whatever reason, the game shall stop and be abandoned. The particulars of the situation shall be reported to the GSSL by the referee within three business days of the game and an appropriate decision made as to the disposition of the game.

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### **Rule 22-RESULTS AND STANDINGS**

- 22.1 Scores of all games will be received from the referee and will then be posted on the official GSSL website.
- 22.2 Standings in a division shall be determined by awarding three points for a win and one for a tie. If teams are tied in the standings, the following, in order shall be used to break the tie. This rule will be applied only for final standings for a session. In the case that the positions of three or more teams cannot be resolved, then the next tie breaker may apply.
1. Results of head-to-head competition, if any.
  2. Best goal difference ('goals for' minus 'goals against')
  3. Most goals for
  4. Least goals against
  5. Most wins
  6. Rematch between the tied teams, using the currently in effect FIFA tie breaker, or, if that is not possible, a coin toss.

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### **Rule 23-RESCHEDULED MATCHES, TEAM DEFAULTS**

- 23.1 A game may be rescheduled if it fails to be played because of weather, field condition, or failure of a referee to be available.
- 23.2 A game may be rescheduled by the mutual consent of both teams with the concurrence of the GSSL. Such reschedules must be arranged at least 14 days prior to the originally scheduled match. A like field cannot be guaranteed for a re-scheduled match.
- 23.3 A team which fails to appear for a scheduled match shall forfeit the game and may be assessed a fine of \$150.00 plus the cost of the playing facility on which the game was scheduled, and additional sanction as determined by the GSSL Staff; EXCEPT that the GSSL Board may review such penalties, upon request, if the team provides five days written notice by certified mail to the GSSL and the other team, and further, that the reason for failure to appear is not contrary to the spirit of the game.

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### **Rule 24-TEAM RELEGATION, PROMOTION**

- 24.1 Allocation to divisions shall be based on prior history of the team, standings in the last regular session in which the team participated, and such information as is provided by the team management on the composition of the team. The alignment of the teams shall be made prior to each session by the GSSL Staff. To the extent possible, the alignment shall be based on the overall fairness of the resulting competition.

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### **Rule 25-OVER-50, OVER-55, OVER-60 and OVER-65 RULE MODIFICATIONS**

- 25.1 Slide tackling is not allowed in the Over-50, Over-55, Over-60 or Over-65 divisions. All slide tackles will result in ejection of offending players. The player will be reported on the game sheet as having received a Red Card for slide tackling. The offending player's Player Identification Card will be returned at the end of the game and no penalty other than expulsion from the current game shall be imposed under this rule unless the Officiator determines the play to be serious foul play or the victim of the tackle was injured and unable to continue play for the duration of the game.

In the event of serious foul play or an injury that prevents victim from continuing to play for the duration of the game, the Officiator will forward the offending player's

Player Identification Card to the league office and the Judicial Committee will determine the consequence beyond the current game suspension. The player will be notified of any suspension and/or fine.

- 25.2 Sliding (going to ground with your body) to make a play on a ball is allowed in the Over-50, Over-55, Over-60, and Over-65 divisions when the slide does not endanger or make contact with another player and does not engage a player currently in possession of the ball.
- 25.3 The Mercy Rule will be enforced in the Over-60 divisions: Teams may score multiple goals during the match; however, no more than a 3 goal differential will be recorded for the final result.

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### **Rule 26-CO-REC DIVISION RULE MODIFICATIONS**

- 26.1 Slide tackling is not allowed in the Co-Rec Division. Goalkeepers are exempt from this rule while playing inside the goal box and instead will be held to the usual and customary rules and regulations of the goalkeeper position.

The first offense will result in a Yellow Card (unless deemed serious foul play or other Red Card offense) and a verbal warning by the referee to both teams that all subsequent slides that endanger another player will result in ejection of offending players. Players ejected for a dangerous slide will be reported on the game sheet as having received a Red Card for dangerous sliding. The offending player's Player Identification Card will be returned at the end of the game and no penalty other than expulsion from the current game shall be imposed under this rule unless the Officiator determines the play to be serious foul play or the victim of the slide was injured and unable to continue play for the duration of the game.

In the event of serious foul play or an injury that prevents the victim from continuing to play for the duration of the game, the Officiator will forward the offending player's Player Identification Card to the league office and the Judicial Committee will determine the consequence beyond the current game suspension. The player will be notified of any suspension and/or fine.

- 26.2 Sliding (going to ground with your body) to make a play on a ball is allowed in the Co-Rec division when the slide does not endanger or make contact with another player and does not engage a player currently in possession of the ball.
- 26.3 Contact from behind with force is not allowed in the Co-Rec Division. The first offense will result a Yellow Card (unless deemed serious foul play or other Red Card offense) and a verbal warning by the referee to both teams that all subsequent contact from behind with force will result in ejection of offending players. Players ejected for contact

from behind will be reported on the game sheet as having received a Red Card for reckless play. The offending player's Player Identification Card will be returned at the end of the game and no penalty other than expulsion from the current game shall be imposed under this rule unless the Officiator determines the play to be serious foul play or the victim of the reckless play was injured and unable to continue play for the duration of the game.

In the event of serious foul play or an injury that prevents the victim from continuing to play for the duration of the game, the Officiator will forward the offending player's Player Identification Card to the league office and the Judicial Committee will determine the consequence beyond the current game suspension. The player will be notified of any suspension and/or fine.

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### **Rule 27-CO-ED OPEN AND CO-ED O-30 DIVISIONS RULE MODIFICATIONS**

27.1 Slide tackling is not allowed in the Co-Ed Divisions. Goalkeepers are exempt from this rule while playing inside the goal box and instead will be held to the usual and customary rules and regulations of the goalkeeper position.

The first offense will result in a Yellow Card (unless deemed serious foul play or other Red Card offense) and a verbal warning by the referee to both teams that all subsequent slides that endanger another player will result in ejection of offending players. Players ejected for a dangerous slide will be reported on the game sheet as having received a Red Card for dangerous sliding. The offending player's Player Identification Card will be returned at the end of the game and no penalty other than expulsion from the current game shall be imposed under this rule unless the Officiator determines the play to be serious foul play or the victim of the slide was injured and unable to continue play for the duration of the game.

In the event of serious foul play or an injury that prevents the victim from continuing to play for the duration of the game, the Officiator will forward the offending player's Player Identification Card to the league office and the Judicial Committee will determine the consequence beyond the current game suspension. The player will be notified of any suspension and/or fine.

27.2 Sliding (going to ground with your body) to make a play on a ball is allowed in the Co-Ed divisions when the slide does not endanger or make contact with another player and does not engage a player currently in possession of the ball.

27.3 Bicycle and scissor kicks are not allowed and will result in a yellow card if no player contact is made and will result in a red card in the case of contact or injury of another player.



- 27.4 Each team is limited to 11 players and no more than 6 men on the field during play.
- 27.5 For the purpose of gender identification the GSSL recognizes the gender listed on the individual's driver's license or other state-issued photo identification card. If there are any questions or concerns the referee may require a player to provide their driver's license or other state-issued photo identification card.
- 27.6 Strong physical play (for example, excessive shoulder-to-shoulder contact) is not allowed.
- 27.7 The Co-Ed Over-30 divisions are allowed up to 2 underage players on their roster. This will be up to the teams to enforce and monitor.

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The material contained herein is extracted from the official rules of the Greater Seattle Soccer League as maintained at the GSSL headquarters. If any differences exist between those specifications and those described above, then the rule as stated in the official rulebook shall govern.