

Section I: Foundation, History, Basis, Definitions, and Affiliations

1.1 Nonprofit Organization

- a. Southern New England Adult Soccer Inc is organized exclusively for **charitable and educational purposes** as defined in Section **501(c)(3) of the Internal Revenue Code**. The organization shall operate as a **public charity** under IRS rules, ensuring that at least **one-third (33.3%) of its financial support** comes from public donations, sponsorships, event fees, and other qualifying revenue sources.
- b. The organization **shall not engage in any activities that jeopardize its public charity status**, including but not limited to:
 - i. Excessive reliance on a single donor or funding source.
 - ii. Activities that result in private benefit to individuals or for-profit entities.
 - iii. Political campaign intervention or excessive lobbying activities.
- c. No part of the net earnings of the organization shall inure to the benefit of, or be distributable to, its members, trustees, officers, or other private persons, except that the organization shall be authorized and empowered to pay reasonable compensation for services rendered and to make payments and distributions in furtherance of the exempt purposes.
- d. The organization shall not carry on any activities not permitted for:
 - i. A corporation exempt from federal income tax under **Section 501(c)(3)**.
 - ii. An entity receiving tax-deductible contributions under **Section 170(c)(2)**.
- e. The organization shall comply with all **state and federal filing requirements**, including **annual Form 990 submissions** and **public support tests**, as required to maintain its nonprofit status.
- f. In the event of dissolution, all remaining assets shall be distributed exclusively for **charitable, educational, or recreational purposes** as defined under **Section 501(c)(3)** of the Internal Revenue Code.
 - i. Assets shall be transferred to another **501(c)(3) nonprofit organization** that serves a similar mission, such as another amateur sports league or

a community youth development program. No assets shall be distributed to any private individual or for-profit entity.

- ii. If no suitable recipient organization is available, remaining assets shall be **distributed to a government entity** for a public purpose related to community sports or youth development.

1.2 Player Eligibility

- a. Any registered team member who is at least 30 years of age within the calendar year or who is already at least 30 years old is eligible to play in the Over-30 division (see Bylaw 1.2.d and Bylaw 1.2.e for exceptions).
- b. Any registered team member who is at least 40 years of age within the calendar year or who is already at least 40 years old is eligible to play in the Over-40 division (see bylaw 1.2.e for exceptions).
- c. Any registered team member who is at least 50 years of age within the calendar year or who is already at least 50 years old is eligible to play in the Over-50 division (see bylaw 1.2.e for exceptions).
- d. Underage field players are allowed with the following stipulations.
 - i. Over 30 Division
 - i. Any registered team member turning 25 years of age on or before the day of the game is eligible to play on the field.
 - ii. Each team may have a maximum of three (3) players ranging between 25-29 years of age on the field at any one time but can roster only 3 players.
- e. Under aged goalkeepers are allowed with the following stipulations.
 - i. Each team is allowed a maximum of 2 underaged goalkeepers.
 - ii. Over-30 division
 - i. Any registered team member turning 25 years of age on or before the day of the game is eligible to play in the goal. An underage goalkeeper cannot compete as a field player at any time in the Over-30 division.
 - iii. Over-40 division
 - i. Any registered team member turning 35 years of age on or before the day of the game is eligible to play in the goal. An underage goalkeeper cannot compete as a field player at any time in the Over-40 division.

iv. Over-50 division

- i. Any registered team member turning 45 years of age on or before the day of the game is eligible to play in the goal. An underage goalkeeper cannot compete as a field player at any time in the Over-50 division.

1.3 Voting

- a. An “Official Board Vote” will consist of greater than 50 percent of active Board members. Votes will pass by a majority rule. Any Board member with a potential conflict of interest in any call for a vote will be removed from the proceeding and will be ineligible to vote.
- b. An “Official Team Rep. Vote” will consist of a quorum (two-thirds or more of the members) of all league team representatives present and will be by a majority vote.
- c. Member(s) of the Board may vote as a team representative.

1.4 Bylaw changes

- a. Other than changes to the foundation section require approval by an “Official Team Rep. Vote.”
- b. Foundation changes require approval by an “Official Board Vote.”

1.5 SNEASL Website

- a. The SNEASL website is www.sneasl.com, here forward will be known as “The Website”
- b. The “Contact the Board” area shall contain the Board members and their contact information. Once in the board member section, click on the member to view their electronic mail address.
- c. All Board contact info will be updated in the SNEASL website

1.6 Parent Organizations

- a. SNEASL’s parent association is with the Connecticut State Soccer Association (CSSA), whose parent association is with the United States Adult Soccer Association (USASA), whose parent association is with the Fédération Internationale de Football Association (FIFA)

1.7 Seasonal participation

- a. Each year, all teams which participated in SNEASL the previous season and are in good standing will be invited to participate in the league for the next season.

- b. Before the start of a new season, any team may present evidence and ask for an “Official Board Vote” to approve a team for participation in the next season. This request can be done anonymously by contacting the SNEASL President
- c. Any team may be removed from the league at any time by an “Official Board Vote”.
- d. If a team exhibited disciplinary problems in the previous season(s), any league official may request an “approval for participation” vote before the start of a season.
 - i. The team will be notified of the request for removal against them.
 - ii. The plaintiff will be allowed to present their case for the defendant teams removal.
 - iii. The defendant team will be given the opportunity to present their case for continued participation
Should the majority of Board vote “No” -- the team in question will be prevented from participating in SNEASL that season.
- e. New teams wishing to enter SNEASL must request admission. The Board will vote on the team entering the league by a majority vote

1.8 SNEASL Meetings

- a. At least one (1) mandatory meeting will be held during the year. This will occur prior to the start of the spring session.
- b. The Board may call meetings requiring team representation, other than the meetings, at any time during the year.
- c. One (1) club-affiliated representative from each team is required to attend any mandatory SNEASL team meetings. Fines are associated with failure to comply with this Bylaw (see section 2 for details)
- d. The Board may meet during the year as needed

1.9 Board and League Communication

- a. SNEASL communication between team managers and assistant managers will primarily be done by e-mail via the Constant Contact distribution list.
- b. SNEASL communication between Board members will primarily be done by e-mail via the board@sneasl.com distribution list. Contact the SNEASL Secretary (see Bylaw 1.7.2) to be placed on the respective e-mail distribution list(s).
- c. Board Communication
 - i. All official league communications coming from the Board, or a Board member, must include all Board members except for members who have recused themselves or have a conflict of interest in the specific matter.

- ii. All league matters must be conducted (based on situation) via Face-to-face, virtual, or Group email with majority response.
- iii. Board members are not to individually poll other Board members in any way nor through any means (in person/via electronics/telecommunication).

1.10 Amendments and Motions

- a. All amendments to the bylaws are subject to Board approval.
- b. All amendments to fees are subject to Board approval.
- c. Teams are given a maximum of one (1) vote per motion or nomination. Any team not represented during the motion or nomination will lose their opportunity to vote for that motion or nomination.

1.11 Board members

- a. Board members are to be nominated and elected at the Spring AGM Kick-Off Meeting.
- b. Elections of members are held every two (2) years on the even years by an “Official Team Rep. Vote”. However, vacancies will be filled on an interim basis as necessary between elections.
 - i. Interim positions may be designated as voting or non-voting positions.
- c. Voting
 - i. Each Board position that is held gets one vote on each issue that comes up before the Board, unless that position is documented as being a non-voting position.
 - ii. A non-voting position gets zero votes.
- d. There are no time limits in any office.
- e. Any one person can hold more than one SNEASL Board position at any one time. Except the position of President and Secretary cannot be held at the same time by the same person.
- f. Board Member Dismissal
 - i. Any Board member may be removed or dismissed from their position at any time via the following methods:
 - 1. By an “Official Team Rep. Vote”.
 - 2. By a majority vote conducted by the Board members provided there is documented cause to do so. The vote must include all Board members except the one in question. This includes but is not limited to:
 - a. A member who becomes delinquent in his/her duties
 - b. A member who has conduct himself/herself unbecoming to a Board member.
- g. At no time shall SNEASL or its Board members be held responsible for injuries to players, officials or spectators incurred before, during or after

games scheduled by SNEASL. Nor shall SNEASL or its Board members be held liable for any property damage or losses occurring before, during or after a game played at any private field or public park.

1.12 Board Positions

a. President – Voting

- i. Primary Focus: The future of the league and liaison to the CSSA.
- ii. Preside over the Board and related issues.
- iii. Draw new teams to the league.
- iv. Focus on the league's affiliation with the CSSA, engaging the members of the CSSA and other state soccer associations as needed.
- v. Represent SNEASL at the CSSA Board meetings which are held on the first Wednesday of each month (Suggested attendance is once per quarter).
- vi. Represent SNEASL at the yearly CSSA gathering held in January (attendance is mandatory).
- vii. Attending state funded events to become familiar with CSSA activities and members.
- viii. Cast tie-breaking vote for league matters.
- ix. Act as chairman for all league meetings.

b. Vice President - Voting

- i. Primary Focus: The league's seasonal operations and its teams.
- ii. Manages issues related to the league's current season.
- iii. Create the game schedules for the league and distribute to the team representatives and the Board.
- iv. Regulate team colors.
- v. Fill-in for President when required.

c. Secretary - Voting

- i. Primary Focus: Document the Board proceedings and maintain bylaws.
- ii. Document minutes of official SNEASL meetings.
- iii. Maintain SNEASL bylaws currency.
- iv. Maintains the SNEASL e-mail distributions lists.
- v. Coordinator for proof of insurance requests via CSSA.
- vi. Responsible for all activities involving the trophies and awards (medals).

d. Treasurer - Voting

- i. Primary Focus: Financial well-being of the league.
- ii. Collect money from registrars and from the team representatives at the kick-off meetings.
- iii. Manage registration funds and ensure timely coordination with the Treasurer for all payments

- iv. Make bank deposits on a timely basis and record financial information from team representatives from both leagues.
 - v. Deliver rosters (collected by the Registrar) and payments to CSSA.
 - vi. Resolve\Dispute monetary inconsistencies with the CSSA.
 - vii. Report delinquent teams to the Board.
 - viii. Provide a treasurer's report at each kick-off meeting and as requested by any Board member.
- e. Registrar - Voting
- i. Maintain the SNEASL registration process to ensure an accurate and timely registration of the SNEASL players for Spring and Fall
 - ii. Maintain and update as necessary the SNEASL online registration and validate all players driver's license to ensure eligibility
 - iii. Maintain Sports Engine database of all currently registered players as well as past players
 - iv. Coordinate resolution on incomplete registrations
 - v. Provide Game Day roster every Friday prior to the game on Sunday.
 - vi. Maintain player(s) suspension list so illegal players are not allowed to participate in sanctioned games.
- f. Webmaster - Voting
- i. Primary Focus: Gather and post current information on the SNEASL Web site.
 - ii. Maintain field directions, scores, schedules, standings, and links to soccer-related sites, team contact information, and all other pertinent documents for the league's website.
 - iii. Maintain social media outlets associated with the league.
- g. Past President - Voting
- i. Primary Focus: Guides the Board and provides historical information to the Board

2. Board/Team Representative Meetings

- 2.1.** The meeting preceding the spring session will be known as the “Spring Kickoff Meeting”. The meeting proceeding the fall session will be known as the “Fall Kickoff Meeting”. These meetings are mandatory.
- 2.2.** Each team will satisfy the following league requirements listed below at the “Spring Kick-Off Meeting”.
- a. Each team must submit a team information sheet to the SNEASL Vice-President when requested by the board. If the home field has not changed, “same” will be acceptable in the home field and field directions sections.
 - b. Fines will be assessed for teams who fail to comply with the above requirements as follows.
 1. Failure to provide a team information sheet: \$50
 2. Arriving more than 15 Minutes late: \$50
 3. Arriving more than 30 minutes late or team not represented: \$100
- 2.3.** Each team will satisfy the following league requirements listed below at the “Fall Kick-Off Meeting”.
- a. Each team must submit a team information sheet to the SNEASL Vice President when requested by the board. If the home field has not changed, “same” will be acceptable in the home field and field directions sections.
 - b. Fines will be assessed for teams who fail to comply with the above requirements as follows.
 1. Failure to provide a team information sheet: \$50
 2. Arriving more than 15 Minutes late: \$50
 3. Arriving more than 30 minutes late: \$75
 4. Team not represented: \$100

3. Team / Player Fees

3.1. All fees are stated below. Teams failing to pay fees, on time and in full, may be dropped from the league by an official Board vote.

3.2. All teams will pay a CSSA insurance fee each year. This fee is not transferable among players. The insurance fee follows the player through the league, independent of the registered team. This fee also covers a player who is on more than one CSSA-affiliated team. It is the responsibility of the team manager/team representative of the SNEASL team to verify on how that player's insurance cost is being covered.

3.3. The CSSA insurance fee for each team is to be paid at least five (5) days before the start of the spring session. Failure to do this will result in a forfeit of all games until these fees are paid in full to the SNEASL treasurer.

3.4. All teams that have fulfilled all necessary requirements to have a team in the SNEASL must pay an annual SNEASL fee of \$175. This fee must be paid before the start of the spring session to the SNEASL Treasurer. Failure to do this will result in a forfeit of all games until these fees are paid in full.

3.5. SNEASL is not responsible for any field or referee fees for regular season play for any of the league's teams. The Board will pay any fees (field and referee) for the league semifinals or championship game.

3.6. All new teams entering the league must post a \$350 bond. All but \$100 of this is refundable after two (2) years if there aren't any outstanding fees or fines owed to the league. Those must be satisfied first and, if necessary, will be taken from the teams' bond.

3.7. All teams must maintain a minimum bond of \$100 at all times.

3.8. Any team that submits payments by check for league fees, referee fees and the check is returned for insufficient funds will be subject to a league fine of \$25 and including any related bank charges.

4. Rosters

4.1. Each team will maintain their player roster as follows:

Over 30

- i. The minimum number of players permitted on a roster is 15
- ii. The maximum number of players on a roster is 24

Over 40

- i. The minimum number of players permitted on a roster is 15
- ii. The maximum number of players on a roster is 24.

Over 50

- i. The minimum number of players permitted on a roster is 15
- ii. The maximum number of players on a roster is 24.

4.2. Rosters will be maintained by the SNEASL registrar and will be available to view on the SNEASL website.

Managers will not have direct access to their roster but will be allowed to add and remove players up until four (4) weeks prior to the last game of the season.

4.3. Game Day Rosters

- a. SNEASL uses a pass less system. The Game Day Roster is the only roster allowed to be used by team managers to check players into a game with the referee.
- b. Game Day Rosters will be generated from a team's official SNEASL roster and will generally be made available each Wednesday while the season is in progress until the roster is frozen.
 - a. Occasionally, the registrar will make last minute changes to rosters to correct errors. Those changes may not be posted to the website in time however, a copy will be held by the league.
- c. Game day rosters will be updated as needed to reflect suspensions, transfers and additions to a team's rosters. A team is required to use the most recent version of their roster.
- d. All information on the Game Day Roster, except the uniform number, must remain intact and unaltered. Any roster found altered in any way will become void and, depending on the nature of the alteration, the player and/or the team manager may be found in contempt.
 1. Contempt by the player
 - I. The team may be required to forfeit any and/or all games the player participated in.
 - II. The player may be subject to additional disciplinary action including fines and/or suspension.
 2. Contempt by the manager
 - I. The team may be required to forfeit any and/or all games where an illegal roster was used.
 - II. The manager may be subject to additional disciplinary action including fines and/or suspension.

4.4. If a player is suspended, the team carrying the player must keep them on their roster for the length of that player's suspension and can only be released from the roster after the suspension is over. If the player is permanently suspended from SNEASL, that player must be carried on that team's roster for one calendar year.

4.5. Special Game Day Rosters and/or SNEASL Rosters will be made available to teams that require it for competitions outside of SNEASL on an as needed basis.

4.6. Team Rosters are required to meet CSSA requirements outlined below and must have the following information populated.

- I. Player DOB
- II. Player First Name
- III. Player Last Name
- IV. Player Street Address
- V. Player City
- VI. Player State
- VII. Player contact Number
- VIII. Player email address
- IX. SNEASL assigned player ID

5. Game Day

5.1. All SNEASL games are to be in accordance with the FIFA, the USASA, and the CSSA with exceptions noted in the CSSA Bylaws and SNEASL Bylaws.

5.2. In all cases, unless the game has been properly canceled in accordance with bylaw 6 (Schedule), all referee fees must be paid if they are present for the game.

a. The home team is responsible for paying the center referee fee. The payment is required to be in the referee's hands before the start of the second half of the game.

b. Either team can request additional referees. Those requests must be made to the Board no later than the Tuesday before the match is scheduled to play.

c. Payment for additional referees will be shouldered by the team who made the request or, if both teams request additional referees, the additional fees will be split unless otherwise arranged. Payment will be made in accordance with section (A) above.

If the referee(s) is not paid.

1. the offending team will be required to pay the referee fee and can be subject to a \$50 fine and/or forfeiture of the game

5.3. The following player check in procedure will be followed by all teams

A. SNEASL uses a pass less system. The Game Day Roster is the only roster allowed to be used by team managers to check players into a game with the referee.

B. Each team will print and bring to the field their team's Game Day Roster and should print the opposing team's Game Day Roster for verification. Rosters can be found on the SNEASL website on the "ROSTERS" page under the "TEAM RESOURCES" tab.

C. Team captains, if requested, will confirm each other's rosters.

D. Submit one copy of each team's rosters to the referee.

E. If there is a roster dispute, please play the game. However, please have the ref submit the game used rosters to the league for verification WITHIN 48 HOURS after the game. The team requesting verification MUST send an email to the Board protesting the game within 48 HOURS.

F. Should a team show up without a Game Day Roster, and one cannot be provided for them by the opposing team, THAT TEAM WILL FORFEIT THE MATCH. Referees MUST BE PAID for the match.

5.4. In order to start the game, the following requirements must be met.

A. Minimum of seven (7) players per team is required to start a game.

B. Only players meeting the uniform requirements in bylaw 7 (Uniforms), who are checked in by the referee and on the field of play will be part of the count of players.

5.5. If one team does not meet the requirements of bylaw 5.3 after 15 minutes from the scheduled kickoff, that team forfeits the game with a recorded score of 3-0.

A. In order to make the forfeit official, the team meeting Bylaw 5.3 must take the field and the referee must blow the whistle to simulate the start of the game.

5.6. If a team has the minimum number of players required to start a game at the scheduled kickoff time, but refuses to do so, that team will forfeit the game by a 3-0 score.

- 5.7.** If neither meets the requirements to start the game after 15 minutes from the scheduled kickoff, the game will not be played, no score will be recorded and no points awarded and the game will not be eligible for a makeup. The referee must be paid in accordance with Bylaw 5.1
- 5.8.** During the course of a game, if a team fails to maintain a minimum of 7 players on the field, the game will be terminated and the result will be a forfeit by that team. The recorded score will be 3-0. The referee must be paid in accordance with Bylaw 5.1
- 5.9.** If both teams are able to meet requirements to start the game, but the referee is absent after 20 minutes from the scheduled kickoff time, the game is to be rescheduled in accordance to Bylaw 6 (Schedule) unless both teams unanimously decide to allow a club player or an uninterested third party who is sanctioned to referee the game.
- 5.10.** If a game ends before full time (90 minutes plus stoppage time) but is played for 70 minutes or more, it is considered a completed game. If a game is played for less than 70 minutes, it will be replayed in accordance to the rules outlining makeup games in Bylaw 6 (Schedule).
- 5.11.** Any player who is bleeding must be immediately removed from the game. When the bleeding has stopped completely and, if need be, the wound has been covered, the player may re-enter the game per bylaw 9 (Substitutions). Any blood-stained clothing must be changed before re-entering the game. If the player changes his uniform to a different uniform that has a different number than the blood-stained uniform, the referee must be notified before play resumes. This is the only time a player can change uniforms. The referee has the final say as to whether or not the player may return to the game.

6. Schedule

- 6.1.** The SNEASL Schedule will consist of all the matches played between member teams for the entire season. The schedule will provide the following information: The date of a match, the time of the match, what teams are involved, location of the match and home/away designation.
- 6.2.** The schedule will be randomly generated and will be based on constraints agreed upon by the Board with input from team representatives. Once the schedule has been generated and found to meet the agreed upon constraints, it will be entered as the official SNEASL schedule. There will be no changes allowed to the official schedule unless at least one of the following exceptions are met:
- A. Both teams involved in a match agree to play on a different date and/or time and/or location. One team cannot compel another team to reschedule a match.
 - B. Inclement weather does not permit a match to be played.
 - 1. If weather postpones all matches on a given weekend, the schedule will be adjusted forward one week.
 - 2. Individual field closure by the town/owner requires documentation, otherwise, only the assigned referee and/or the SNEASL Board can close a field.
 - C. The home team is unable to play at the location originally identified on the schedule and can secure another approved field at the original date and time and the travel distance is the same or less.
 - D. The field is found to be unplayable due to acts unforeseen by any team manager such as vandalism or a referee does not make it to the game.
 - 1. Field closure by vandalism requires documentation from town/owner otherwise only the assigned referee and or the SNEASL Board can close a field.
 - E. One of the teams scheduled to play is involved in another match that takes precedence over a SNEASL match, such as State Cup match.
 - F. There is an exceptional circumstance that the Board, through majority vote, determines it's warranted of postponing the match.
- 6.3.** If a game is postponed, moved or rescheduled the following conditions must be met. Failure to comply can result in additional fees and/or forfeiture of a match.
- A. If teams mutually agree to change venues, date or time of match; it must be reported in writing to the Board no later than the Tuesday before the match is scheduled to play.
 - 1. Details of the makeup must be set prior to the date of the original match and the game must be played within two weeks of the original match date or on a mandatory makeup day.
 - 2. Teams cannot mutually agree to change the venues, date or time of match within two weeks of the end of a session without Board approval.
 - B. If a team is scheduled to play in a match that takes precedence over a SNEASL game, they must notify the Board no later than the Tuesday before the match is scheduled to play.
 - 1. Details of the makeup must be set prior to the date of the original match and the game must be played within two weeks of the original match date or on a mandatory makeup day.
 - 2. If the teams cannot come to an agreement by the deadline, the Board will decide the details of the match.

- C. If a game is postponed because of weather or unforeseen acts, the team that caused the postponement must work with the other team to reschedule the match.
 - 1. Details of the makeup must be set within one week of the original match and the game must be played within two weeks of the original match date or on a mandatory makeup day.
 - 2. If the teams cannot come to an agreement by the deadline, the Board will decide the details of the match.
 - D. Games must be made up sequentially. Games that are missed first must be played first.
 - E. All games must be played prior to the end of the session with the following exceptions:
 - 1. Games from the last two weeks of spring session must be made up by the end of the first two weeks of the start of the fall season.
- 6.4.** If a match is not played or is forfeited in the last two weeks of the season, the offending team may be subject to a fine.

7. Uniforms

- 7.1.** Every player must be in a team uniform with an assigned number clearly showing on the jersey.
- 7.2.** It is each team manager's responsibility to ensure that each player's jersey number corresponds with his "SNEASL Game Roster" number given to the referee.
- 7.3.** If the referee determines that the two team's colors are too similar, it is the responsibility of the home team to make alternate uniforms arrangements.
- 7.4.** A solid color tee shirt, matching the team colors, will be acceptable provided that the player's number can be seen clearly. If the numbers are temporary, contrasting adhesive tape will be acceptable.
- 7.5.** If the referee determines that there is too much similarity between the jersey colors of the two teams; and the away team is unable or unwilling to provide acceptable alternative jerseys; and the home team is unable to provide acceptable alternative jerseys, the home team will forfeit the match (3-0) and will be responsible for the referee's fees.
- 7.6.** All players must wear shin guards in order to participate in any league game. Shin guards must be covered by socks. Material such as cardboard, newspaper, bits of clothing, etc., may not be used. The referee has the final say as to whether or not a player's shin guards are acceptable.

8. Substitutions

8.1. Substitutions may be made per FIFA's Laws of the Game.

8.2. Unlimited substitutions are allowed.

8.3. All substitute players must be listed on the "SNEASL Game Roster" in accordance with bylaw 4 (Game Day Roster)

9. Player Passes

9.1. Each player is to obtain a validated SNEASL player pass before being allowed to play in any SNEASL league or CSSA sanctioned tournament games.

9.2. All player passes are the exclusive property of the SNEASL and will reside on the SNEASL website.

A. No individual player pass will be issued unless needed for participation in a USASA sanctioned event.

B. Passes can be provided for a fee to teams participating in non-sanctioned competitions but cannot be used in SNEASL games.

9.3. The pass will be processed, validated and issued by the Registrar. The registrar has the right to request additional or further verification before the pass is created. To have a pass processed, the team manager must follow the registration procedure outlined on the SNEASL website (www.sneasl.com)

A. The registration procedures may be updated by a majority Board vote.

B. Any changes to the registration process requires formal notification of the team representatives.

9.4. Teams using players without proper, valid or current passes will be considered as playing an ineligible player and the team will be considered as using an illegal roster. As a result, the player and/or team and/or manager may be found in contempt.

A. Contempt by the player

1. The team may be required to forfeit any and/or all games the player participated in.

2. The player may be subject to additional disciplinary action including fines and/or suspension.

B. Contempt by the manager

1. The team may be required to forfeit any and/or all games where an illegal roster was used.

2. The manager may be subject to additional disciplinary action including fines and/or suspension.

C. Contempt by the team

1. The team may be required to forfeit any and/or all games where an illegal roster was used.

2. The team may be subject to additional disciplinary action including fines and/or removal from the league.

9.5. Any person or team using falsified information to register a player may be subject to disciplinary action.

A. Managers must take a reasonable amount of care to ensure the photo copy of the player's proof of identity sent to the SNEASL Registrar matches the player's original proof of identity to ensure that the player's date of birth is accurate. Managers who register players without a reasonable amount of care may also be found in contempt.

1. Contempt by the manager

a. The team may be required to forfeit any and/or all games where an illegal roster was used.

b. The manager may be subject to additional disciplinary action including fines and/or suspension.

B. Players who have provided an inaccurate birthdate which also makes them ineligible may be found in contempt.

1. Contempt by the player

- a. The team may be required to forfeit any and/or all games the player participated in.
- b. The player may be subject to additional disciplinary action including fines and/or suspension.

C. Teams or players that have knowledge of a player with an inaccurate birthdate ~~they~~ must inform the SNEASL Board or they may be found in contempt.

1. Contempt by the team

- a. The team may be subject to additional disciplinary action including fines and/or removal from the league.

1. Contempt by the player

- a. The player may be subject to additional disciplinary action including fines and/or suspension.

10. Transfers and Releases

10.1. During any session, a player may transfer to a different team. If that transfer is to a team in the same division, the player must miss two (2) league games. The two league games will be counted the day after the registrar has been notified. Transfers during the off-season do not require the player to miss any games.

10.2. The SNEASL Registrar will verify all player transfers with the player's current team manager. After verification is completed, the registrar will update the SNEASL Roster for both teams. Game Day rosters will be updated as normal.

10.3. A player who plays on his new team before all transfer requirements are met will be considered ineligible and in contempt. The player and team manager will be subject to disciplinary action in accordance with the bylaws.

10.4. Before a player can play on his new team, he must return all team property and up to and including any fees owed to his current previous team.

1. If there is a discrepancy between a team and a player regarding fees, the Board will work with both parties until an amicable solution is found.
2. If, with the Boards help, a solution cannot be found, the Board can decide to delay, approve or deny the transfer.

11. Team Manager and Player Responsibilities

11.1. The player and the team manager are responsible for the information submitted for the purpose of processing a player pass in accordance with bylaw 9 (Player Passes).

11.2. If any team becomes suspicious of the eligibility of a player, the manager of that team may challenge and ask that player to provide proof of identity.

A. The player provides proof of identity.

1. The referee will decide if the player is eligible to play.

2. If the opposing team still questions the validity of the player

A. Take a clear picture of the player in question and email it to the Board within 24 hours of the game being played.

B. Request that the referee mail or email pictures of the COMPLETE ORIGINAL Game Day Roster used for that game.

C. Play the game.

D. Email the Board within 24 hours of playing the game and request verification of the player.

A. The player is unwilling or unable to provide proof of identity

1. Take a clear picture of the player in question and email it to the Board within 24 hours of the game being played.

2. Request that the referee mail or email pictures of the COMPLETE ORIGINAL Game Day Roster used for that game.

3. Play the game.

4. Email the Board within 24 hours of playing the game and request verification of the player.

11.3. If the league becomes aware of a possible ineligible player, the Board can request proof of identity for that player.

11.4. If a player participates in any game while suspended, the player and manager may be found in contempt.

A. Contempt by the player

1. The team may be required to forfeit any and/or all games the player participated in.

2. The player may be subject to additional disciplinary action including fines and/or suspension.

B. Contempt by the manager

1. The team may be required to forfeit any and/or all games where a suspended player was used.
2. The manager may be subject to additional disciplinary action including fines and/or suspension.

11.5. All team and manager information must be kept current. Changes to information on the team information sheet must be submitted to the SNEASL Board via email.

11.6. Each team manager must update any field changes and/or direction to new fields via e-mails to the SNEASL Team Reps Group e-mail. The new field must be approved by the Board and must be approved no later than the Tuesday prior to that week's game in order for the field venue to change.

11.7. Team managers and players must inform the referee of any injury that is incurred on the field of play. Any injury must be recorded within the official referee report for league insurance claims.

12. Home-Team Responsibilities

12.1. To provide a suitable playing field with goals, nets, corner flags and field markings as necessary or as requested by the referee.

12.2. The home team will forfeit the game if the referee decides that the field is unplayable, unless the condition was caused by inclement weather or other acts unforeseen by any team manager such as vandalism. The result of this game will be 3-0, if it is forfeited. The home team is responsible for the referee fee. The Board will have the final decision if there is controversy with this issue.

12.3. To contact the Referee Coordinator and the opposing team manager (contacts available on the SNEASL website) by 8:30 a.m. in the event of a rainout or other postponement. The referee, the team manager or a town official may call rainouts based on field conditions.

12.4. To fulfill all scheduling requirements defined in bylaw 6 (Schedule).

13. Forfeits

13.1. Any team that wishes to forfeit a game MUST notify the opposing team manager, the League and Referee Coordinator by 5 p.m. Wednesday before the scheduled game. The team that forfeits will lose that game by 3-0.

- A. If a team fails to provide the above notification, it may be subject to the following:
1. \$100 fine
 2. Payment of referee fees and other fees related to that game as if it was played (such as field costs)

13.2. Forfeits are not allowed in the final two weeks of the season. Any team that forfeits a game during this timeframe may be subject to the following.

- A. \$100 fine

13.3. Forfeits are not allowed in the knockout games. Any team that forfeits a game during this timeframe may be subject to the following.

- A. \$200 fine

13.4. Any team subject to an administrative forfeit may be subject to the following.

- A. A monetary fine up to but not exceeding \$100 per game

14. Discipline

14.1. Player discipline

1. Cautions (yellow cards) and red cards

A. The Referee Coordinator will record cautions and red cards against all players and team players for a period of two (2) seasons. In the event of an ejection, these cautions will be considered, and extra penalties added to the ejection penalty.

2. Yellow cards are assessed two (2) points and red cards are assessed four (4) points.

A. Any player receiving four (4) yellow cards during a single session (spring or fall session, not a full season) will be suspended for one (1) game and will be suspended for one (1) game for each additional two (2) yellow cards thereafter. Points will be assessed for yellow and red cards. Any player accruing eight (8) points in a single session will be fined \$25. Any player accruing 12 points will be fined \$75.

3. Racial misconduct of any kind will not be tolerated. Any player or team involved in this type of conduct can be subject to any of the following:

A. Player

1. Fines
2. Performance Bonds
3. Suspension
4. Removal from League

B. Team

1. Fines
2. Performance Bonds
3. Suspension
4. Removal from League

4. Referee abuse of any kind will not be tolerated. Any player or team involved in this type of conduct can be subject to any of the following:

A. Player

1. Fines
2. Performance Bonds
3. Suspension
4. Removal from League

B. Team

1. Fines
2. Performance Bonds
3. Suspension
4. Removal from League

15. League Standings and Division Cups

15.1. League standings basis:

A. Points will be awarded based on the following scoring system:

1. Three (3) points for a win.
2. One (1) point for a draw.
3. Zero (0) points for a loss.

B. In the event of a tie in the final league standings the following tie breaker formula, in the order shown, will be used to determine the winner:

1. Goal difference
2. Number of goals
3. Head-to-head point's winner
4. Head-to-head goal difference, highest total wins
5. Head-to-Head goals against, low total wins
6. Coin toss, higher seed team calls it in the air

15.2. The team that finishes first in the standings in their division will be considered the league champions and awarded the "League Champion" trophy.

A. Over-30 Division Playoffs

1. The top four (4) teams in their division will qualify for the playoff games.
2. The semifinal matches will consist of the first-place team to play the fourth-place team and the second-place team to play the third-place team.
3. The semifinal match winners will play in the final match.
4. The semifinal matches will be played at the fields of the higher-ranked teams. The championship is played at a "neutral" venue.
5. All referee fees for the playoff games and final will be paid by SNEASL. SNEASL will request a three-man referee system.
6. In the event that there is a tie in any playoff game, two 15-minute overtime periods will be played to determine the winner. If the match remains tied after both periods have been completed, five (5) penalty kicks are to be taken by each team. If there is still no winner, a system of "sudden victory" penalty kicks will be employed. Different players must be utilized in the penalty shootout until such time as all of the players on the game card has attempted a penalty shot. Only players on the field at the end of the second overtime period are permitted to participate in the penalty shootout.

B. Over-40 Division Playoffs

1. The top four (4) teams in their division will qualify for the playoff games.

2. The semifinal matches will consist of the first-place team to play the fourth-place team and the second-place team to play the third-place team.
3. The semifinal match winners will play in the final match.
4. The semifinal matches will be played at the fields of the higher-ranked teams. The championship is played at a “neutral” venue.
5. All referee fees for the playoff games and final will be paid by SNEASL. SNEASL will request a three-man referee system.
6. In the event that there is a tie in any playoff game, two 15-minute overtime periods will be played to determine the winner. If the match remains tied after both periods have been completed, five (5) penalty kicks are to be taken by each team. If there is still no winner, a system of “sudden victory” penalty kicks will be employed. Different players must be utilized in the penalty shootout until such time as all of the players on the game card has attempted a penalty shot. Only players on the field at the end of the second overtime period are permitted to participate in the penalty shootout.

C. Over-50 Division Playoffs

1. The top four (4) teams in their division will qualify for the playoff games.
2. The semifinal matches will consist of the first-place team to play the fourth-place team and the second-place team to play the third-place team.
3. The semifinal match winners will play in the final match.
4. The semifinal matches will be played at the fields of the higher-ranked teams. The championship is played at a “neutral” venue.
5. All referee fees for the playoff games and final will be paid by SNEASL. SNEASL will request a three-man referee system.
6. In the event that there is a tie in any playoff game, two 15-minute overtime periods will be played to determine the winner. If the match remains tied after both periods have been completed, five (5) penalty kicks are to be taken by each team. If there is still no winner, a system of “sudden victory” penalty kicks will be employed. Different players must be utilized in the penalty shootout until such time as all of the players on the game card has attempted a penalty shot. Only players on the field at the end of the second overtime period are permitted to participate in the penalty shootout.

15.3. Knockout Rounds (All Divisions)

A. Trophies

The team that wins the knockout round for their division will be crowned Knockout Champions

and be awarded the “Knockout Champion” trophy

16. Promotion and Relegation

16.1. Team Promotions

A. Over-30 Division Two

1. The two (2) teams at the top of the standings at the conclusion of the regular season will be promoted to Division One.

B. Over-40 Division Two

1. The two (2) teams at the top of the standings at the conclusion of the regular season will be promoted to Division One.

C. Over-50 Division Two

1. The two (2) teams at the top of the standings at the conclusion of the regular season will be promoted to Division One.

16.2. Team Demotions

A. Over-30 Division One

1. The two (2) teams at the bottom of the standings at the conclusion of the regular season will be relegated to Division Two.

B. Over-40 Division One

1. The two (2) teams at the bottom of the standings at the conclusion of the regular season will be relegated to Division Two.

C. Over-50 Division One

1. The two (2) teams at the bottom of the standings at the conclusion of the regular season will be relegated to Division Two.

16.3. Team Promotions

- A. In the event of an unforeseen circumstances regarding teams in any division, the board reserves the right to balance the divisions.

17. Suspensions/Protests and Appeals

17.1. All protests should go to the Secretary within 48 hours of the incident. A copy of the protest should be distributed to the Board and opposing team manager. The opposing team manager is entitled to due process. Due process being an opportunity to meet in person, phone or video conference with the board to state relevant facts concerning the protest.

17.2. If the SNEASL board determines, based on the Bylaws, that the protest warrants a meeting, the appropriate SNEASL Vice President will set a meeting within 14 days of the protested game.

17.3. If a meeting is warranted and set, all communication will only be done through e-mail or a certified letter. If a phone call must take place, it must be followed up with an e-mail or a certified letter. All official communication concerning SNEASL must be done through e-mail with the board on distribution. No Board member will independently respond to any of the party or parties involved.

17.4. If a meeting date is set and the party and/or parties involved are not present for whatsoever reason(s), the Board can still rule on the issue(s) at hand.

17.5. If the party and/or parties cannot make the meeting, the team manager can appoint someone from their own active roster to represent them at the meeting.

17.6. If the Board determines that a hearing is warranted, the parties are entitled to a formal hearing (in person). However, if for whatever reason the parties cannot appear in person at the hearing or chooses not to do so, they have the option of sending written communication to the board to document their concerns. Said written communication along with other relevant evidentiary material would be considered, ruled upon by the board, and deemed a "formal hearing."

15.7. Once the meeting is completed the appropriate SNEASL Vice President will inform the party and/or parties involved of the board's decision within two (2) business days via e-mail.

15.8. Once the board has ruled on the appeal and render its decision, the board will not reopen this protest(s), suspension(s) and/or appeal(s) on this issue. The party or parties involved can then appeal the SNEASL board's decision to the CSSA by following the requirements as set forth in the CSSA Bylaws.