



Rules and Procedures of the Super League (Updated August 14, 2022)

1.0 General League Provisions

- 1.1 These rules shall govern all players, teams, league administrators and spectators, registering with and/or participating in the Super League during the present season.
- 1.2 The Super League reserves the right to reject any applying team and/or participant if at its sole discretion, determines that the acceptance of that team and/or participant would be detrimental to the league or its purposes.
- 1.3 The Super League shall comply with the IFAB Laws of the Game and the only exceptions shall be contained within this document.
- 1.4 In reference to seasons and seasonal year. A season shall be deemed, Spring and Fall and a seasonal year shall be January 1 – December 31.

2.0 Team Administration

- 2.1 Each team shall have all league fees paid in full prior to participating in any league games.
- 2.2 Each team shall register on or before the dates prescribed by the Colorado Soccer Association and are responsible for the following:
 - a. CSA team affiliation fee
 - b. CSA player registration
 - c. Insuring that each player correctly registers and obtains an authentic and current CSA Player Pass.
- 2.3 Each team is responsible for its players, coaches, managers, team representatives and spectators always adhering to these rules. At no time is alcohol, marijuana or tobacco allowed to be used on fields.
- 2.4 Each team must comply with the following team qualifications in terms of number of players as described by the CSA Rules and Procedures rule 02.02
 1. A member team shall have at least 11 [CSA] registered active player members at any one time. No team may field more than 18 registered active playing members at any one time.

3.0 Player Administration

- 3.1 All players must follow the below team registration guidelines as established in the CSA Rules and Procedures rule 03.01.03
A player may register to participate with more than one team provided the player:
- a. shall declare a “primary” team and league; and
 - b. shall be registered by proper form and fee on each team with which the player participates; and,
 - c. shall not register on more than one team in the same division or competition of a league.
- 3.2 All players must comply with the below player pass guidelines as established in the CSA Rules and Procedures and by the Super League
1. A player registered on more than one team shall be issued a pass from the “primary” team league and a pass from the secondary team in another league, provided that the player advised the Team Managers so involved of the multiple registrations, and the appropriate League Registrars are so advised at the time of registration.
 2. A player must have a valid player pass issued by CSA.
 3. No player shall be allowed to participate in any game without providing an official USSF/USASA player pass with current registration sticker of which is current and has the team listed in which the player is wishing to participate on. Only the league administrator shall approve an exception to this rule and only for the sole purpose of allowing a player with no player pass to participate with in the sole discretion of the league administrator all available evidence supports that player is truly registered and eligible to participate.
- 3.3 Youth players. No players under the age of 18 should be play in super league.
- 3.4 Player Transfer – A player may request to transfer to a different league team before the first play off’s game but first the player must comply with:
- a. Player is current in all his financial obligations and needs to return team uniforms if that the case, and
 - b. Coach needs to be notified by player or coach from team requesting transfer.
 - c. Current team/coach has the right to deny the transfer for a player for one season.
 - d. Only one transfer is permitted within the current season
- 3.5 Super League Open Division- All player participants must fill out a player waiver which can be found on www.coloradosoccer.org
- Over 30 Divisions – All players registered must be age 30 or older at the start of the season (January 1); a player turning 30 during the season is not eligible to play in this division (unless they are registered as an exception). Exceptions: an over 30 team may register up to 3 players under the age of 30 and over the age of 25 (as of January 1). A goalkeeper may be age 18 (as of January 1) or older if the player is exclusively a goalkeeper (NEVER plays a field position).
- Over 35 Divisions (MASTERS) – All players must be age 35 or older at the start of the season (January 1); a player turning 35 during the season is eligible to play in this division (unless they are registered as an exception). Exceptions: an over 35 team may register up to three (3) players under the age of 35 and over the age of 30 (as of January 1). A goalkeeper may be age 18 (as of January 1) or older if the player is exclusively a goalkeeper (NEVER plays a field position).

Men Over 40 Division (LEGENDS) - All players must be age 40 or older at the start of the season (January 1); a player turning 40 during the season is not eligible to play in this division (unless they are registered as an exception). Exceptions: an over 40 team may register up to three (3) players under the age of 40 and over the age of 35 (as of January 1). A goalkeeper may be age 30 (as of January 1) or older if the player is exclusively a goalkeeper (NEVER plays a field position).

4.0 Game Reports

- 4.1 It is the Referee's responsibility to complete the CSA game report and submit the game report along with: home team roster, visitor team roster, all retained passes and any additional documentation (such as a USSF supplemental game report) to the CSA representative on the fields or within 24 hours of the match in game officials' system or any other form CSA has defined. Referees will report scores after the game to a CSA representative.

5.0 Misconduct

- 5.1 Referee's Authority: The authority of the referee shall begin once he or she arrives on site and shall not end until the game has completed, and all parties have evacuated the field and/or stadium and the surrounding area.
- 5.2 All misconduct punished by the referee shall be included in the game report via Game Officials.
- 5.3 The following guidelines shall be followed when reporting misconduct on a player pass:
1. A single caution (yellow card) will be reported, if this is the third caution the league will have that player sit one match.
 2. For a player receiving two cautions in the same match with a subsequent send off. Will be submitted to the league with the supplemental game report.
 3. For a player who receives a send off with no other misconduct (straight red). Will be submitted to the league with supplemental game report.
- 5.4 Those players involved in misconduct will be subject to the following discipline and/or fines:
- Two (2) yellow cards in the same game (red card) – minimum of a one (1) game suspension and \$35.00.
 - Three (3) yellow cards during any seasonal year – One (1) game suspension and a \$25.00 fine.
 - One (1) red card (send off) – player is expelled for the remainder of that game and will receive a minimum one (1) game suspension and a minimum fine of \$35.00.
 - There will be a (1) point reduction in standings for coach dismissals.

All misconduct reported by the referee shall be subject to further disciplinary action which may include by not limited to:

- Addition fines and/or game suspensions
- Removal from the league
- CSA disciplinary action from the CSA Judicial Committee
- Report to local law enforcement

6.0 Protests

- 6.1 The decisions of the referee regarding facts connected with play are final and shall not be disputed. Only instances in which the IFAB Laws of the Game are accused of being misapplied shall be subject to protest and/or appeal.

- 6.2 All protests must be made in writing and submitted to the league within three (3) days of the completion of the game. Protests must be submitted with a protest fee of \$100.00 in cash. Written protests are submitted to Mail: CSA
4643 S Ulster St #250
Denver, CO 80237 or via email at adults@coloradosoccer.org

7.0 Scoring & League Standings

- 7.1 Point System
3 Points for Win
0 Points for Loss
1 Point for Tie

***NOTE: Any type of forfeit will count a 3-0 score for the winner.**

7.2 Tiebreakers

- Head-to-head game result
- Total goals “scored against” during the season
- Total goals “scored for” during the season
- Goal differential (Goals For – Goals Against = Goal Differential)
- Team with less red cards during regular season

8.0 Schedules and Game Cancellations

- 8.1 League schedules should be completed and available for the viewing of all league participants within a timely manner. Schedules shall be posted via the internet and the league shall utilize www.coloradosoccer.org to post schedules and use as the main source in communicating with the teams.
- 8.2 In addition to the official league website the league shall also utilize sports connect to be used as the official league hotline, primarily to communicate field closure information.
- 8.3 It shall be the sole responsibility of league participants to call the league hotline to get information regarding game cancellations and/or field closures.

9.0 Game Reschedules

- 9.1 All requests to reschedule a league game must be made in writing and submitted to the league administrator at least 10 days prior to the games currently scheduled play date.
- 9.2 The league administrator shall be the sole judge in approval of game change requests and the rescheduling of games.

10.0 Game Day Operations

- 10.1 Team Check-In: Referees shall check-in each player for each team and obtain a team roster, player passes shall also be reviewed, they must be current and have the name of the team competing in that game. Players arriving to play without a player pass shall not be allowed to play subject to rule 3.1 of this publication. Please see fines – section 11.0 *Unless a CSA representative gives permission.
- 10.2 Nets: It shall be the responsibility of each team to provide one (1) net on game day and set it up. IFAB laws of the game allow for the game to be played without a net, but the instance shall be included, and the game report and the team(s) shall be subject to fines. Please see fines – section 11.0

- 10.3 Corner Flags: Each team is to provide two (2) corner flags each on game day. IFAB laws of the game require the corner flags/posts to be five (5) feet in length for safety reasons. Any team failing to provide corner flags shall be reported to the league by the referee and will be subject to fines. Please see fines – section 11.0
- 10.4 Number of Players: For game day roster only 18 players may be suited up in game day uniforms to play at any given game. While taking into consideration rule 3.0 contained within these rules. A team must provide at least seven (7) eligible players to participate in each game for the game to take place. If a team cannot field a minimum of seven (7) eligible players within ten (10) minutes following the scheduled time of kick off, the team shall forfeit. The referee should include this information in their game report and the team shall be subject to any fines that may apply. Note: One player per team must have a designated goalkeeper.
- 10.5 Player Substitutions: To replace a player by a substitute, the following conditions must be observed:
1. The referee is informed before a proposed substitution is made.
 2. The substitute only enters the field of play after the player being replaced has left and after receiving a signal from the referee.
 3. A substitute only enters the field of play at the halfway line and during a stoppage in the match.
 4. A substitution is completed when a substitute enters the field of play, following the referee permission.
 5. From that moment, the substitute becomes a player and the player he has replaced ceases to be a player.
 6. All substitutions are subject to the authority and jurisdiction of the referee, whether called upon to play or not.
 7. Unlimited substitutions may be requested during any stoppage of play except:
 - a. Corner kicks.
 - b. Opponents throw in unless opponent is making a substitution.
 8. Unlimited substitutions permitted with re-entry.
- 10.6 The Duration of the Match: All league games shall consist of two (2) equal halves of forty-five (45) minutes, unless otherwise mutually agreed between the referee and the two participating teams. Any agreement to alter the period of play (for example to reduce each half to forty minutes because of insufficient light) must be made prior to the start of play and comply with competition rules.
- 10.7 Match completion: The match shall be deemed complete if time has expired or if it reaches half-time and the match is stopped, suspended, or terminated. Details regarding the match shall be submitted, in the referee's game report, to the league. The league administrator shall make all further decisions concerning the game.
- 10.8 Following the completion of the game, the referee shall report to the designated team official, except for those players in which:
1. Their pass has obtained three (3) cautions and/or
 2. The player has received a red card and send off during the match and/or
 3. The pass has been deemed invalid or fraudulent.
- In any of these cases the retained passes shall be submitted to the league within 24 hours of the game's completion.
- 10.9 UNIFORMS AND SHIN GUARDS. All teams must register the following information with the Organizing Committee - the color of the uniforms they will participate with in the tournament. The

uniform consists of game shirt, shorts, socks, shin guards and soccer shoes. All uniforms must include the following on the back of the shirt game - a unique number that will be assigned to each team player. No player can participate in the league if the shirt has no number.

If in the opinion of the game Referee both club uniforms are confusing in colors, they may be prompted to change shirts, or alternatively, using coats to the visiting club.

HOME AND AWAY. The first team named in match information, is considered the "Home" team and the second team are the "Away". If there is a conflict of colors on the uniforms, the "Home" team will be responsible to use an alternate uniform.

10.10 Team Benches: It shall be the responsibility of each team to make sure ONLY REGISTERED PLAYERS AND COACHES are seated in the designated areas.

11.0 Team Fines

11.1 Team Fines: All teams participating in the Super League shall be subject to the following fines.

Infraction	Fine-Per Occurrence
Failure to supply regulation net and/or two (2) corner flags	\$25.00
Failure to use the proper roster and game report	\$10.00
Failure to field a team without notice to the league	\$100.00
Uniforms not in compliance with league regulations (matching color with unique numbers for each player)	\$25.00
Playing an illegal player	\$100.00, forfeit game, and the illegal player is expelled from league for one season.

GENERAL PROVISIONS. THE BODY RESPONSIBLE FOR THE INTERPRETATION AND ENFORCEMENT OF THIS REGULATION WILL BE THE ORGANIZING COMMITTEE. THE ORGANIZING COMMITTEE WILL HAVE THE BROAD DISCRETION TO RESOLVE CASES NOT COVERED BY THESE RULES.