



League Rules

*Canadian Corporate Soccer League
April 2024*



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Preamble

- 1.1. The following rules must be read in conjunction with the Laws of the Game of the Fédération Internationale de Football Association (FIFA). The latter constitute the basic reference and must be always respected.
- 1.2. The Competition is sanctioned by the Fédération internationale de football corporatif (FIFCO).
- 1.3. Ignorance of the rules does not justify the non-observance of the latter.
- 1.4. If it is necessary, the Canadian Corporate Soccer League Executive Committee (named hereafter “the League”) has the authority to decide on any case not foreseen by the present rules or any other article of these Regulations leaving room to interpretation.
- 1.5. The League reserves the right to limit access to players who do not adhere to the spirit and values of the league.
- 1.6. The League reserves the right to limit access to teams and all players registered to that team in cases where the League fees have not been remitted prior to the beginning of the season.
- 1.7. The League reserves the right, during the season, to amend the rules and regulations pertaining to the competition. All coaches, managers, captains, and referees will be notified of any changes that may arise.

Game

2. Format

- 2.1. The League can offer all formats of soccer, including but not exclusive to 11v11, 8v8, 7v7, 6v6, 5v5 and 3v3.

3. Categories

- 3.1. Regular category implies a men’s division in competitive semi-competitive and/or recreational play.
- 3.2. Coed category implies a mixed division of men and women in competitive, semi-competitive and/or recreational play.
- 3.3. Over 35 category implies players who are over the legal age of 35 at the time of registration. Players can be men and/or women who participate



in this category. Play is in the competitive, semi-competitive and/or recreational.

- 3.4. Women's category implies an exclusive women's only division with play in competitive, semi-competitive and/or recreational.

4. Divisions

- 4.1. Divisions will be numerated from 1 onwards for administrative purposes.
- 4.2. Divisions can be on any of the nights the League operates.

5. Field of Play

- 5.1. The field dimensions are determined by the venue used for the different competitions.

6. Game Ball

- 6.1. Only official match balls approved by the International Federation of Corporate Football (FIFCO) will be authorised for all games.
- 6.2. The League will provide the official match balls for every match. In the event one is not available, only the referee can decide to use a non-sanctioned ball.

7. Length of Play

- 7.1. During the season, the regulation length of play will be set by the league.
- 7.2. Extra time is not obligatory and is at the discretion of the match referee.
- 7.3. All games must terminate five (5) minutes prior to the start of the following game. The referee, at his discretion, can modify the length of play to account for delays or any other situation that he sees justified.

8. Number of Players

- 8.1. 11v11 game: A team dresses and plays a maximum of eighteen (18) players. No more than 7 substitutes are allowed to be in the bench area at any time during the game.



- 8.2. 7v7 game: A team dresses and plays a maximum of fourteen (14) players. No more than 7 substitutes are allowed to be in the bench area at any time during the game.
- 8.3. 5v5 game: A team dresses and plays a maximum of ten (10) players. No more than 5 substitutes are allowed to be in the bench area at any time during the game.
- 8.4. The team must visually identify a team captain during the game at all times.
- 8.5. A maximum of 2 registered coaches are permitted to be in the bench area at any time during the game.
- 8.6. One additional person is permitted to be in the bench area, provided they can prove to be a personal trainer, a physical therapist and/or an athletic therapist.
- 8.7. All players, coaches and other team staff must be registered on the league application, failure to do so can lead to a team sanction.
- 8.8. All players must confirm their presence to the game on the mobile League application. Failure to do so will constitute as a player being absent from the game.
- 8.9. A team is considered ready to play if they have a minimum of 7 dressed players for an 11v11 game: 5 dressed players for a 7v7 game, or 4 dressed players for a 5v5 game.
- 8.10. A team in default of article 8.8 will have the outcome of their game decided by the League.
- 8.11. All Coed divisions have a maximum number of Male players permitted to be on the field of play.
 - 8.11.1. For 11v11 games a maximum of 8 male players are permitted to be on the field of play at any time
 - 8.11.2. For 7v7 games a maximum of 5 male players are permitted to be on the field of play at any time
 - 8.11.3. For 5v5 games a maximum of 4 male players are permitted to be on the field of play at any time
- 8.12. Failure to comply with article 8.11, the League reserves the right to sanction the team at fault with a -1 point in the general standings regardless of the outcome of the match.



9. Weather

- 9.1. Weather is uncontrollable and as such, the League will attempt to schedule games where the weather is conducive to playing conditions.
- 9.2. Extreme weather conditions do not constitute *Force Majeur*.
- 9.3. Conditions where the League may consider postponing games are as follows;
 - 9.3.1. The playing area is inundated with flooding, where the playing surface is unplayable.
 - 9.3.2. Where weather has caused equipment failure on the playing surface
- 9.4. In cases of lightning and thunder, the League will follow the venue protocol in taking any decisions on playing or not.
 - 9.4.1. The protocol will be to remove all players from the playing area and have them wait up to 15 minutes with no sign of lightning and thunder before resuming the game.
 - 9.4.2. If more than 15 minutes persists of lightning and thunder, then the league will reserve the right to postpone the game.
- 9.5. FIFA LOTG will dictate how to manage a game under threat of lightning and thunder.
- 9.6. In cases of cold weather, the league will continue its scheduled games.
- 9.7. In cases of heavy rain, the league will continue its scheduled games, except for Art. 9.3.
- 9.8. In cases of a heavy snowstorm, games maybe cancelled if Art. 9.3 is in effect.
- 9.9. In cases of indoor games where a snowstorm is announced or in progress, only the announcement of a venue closure will constitute a postponement or a cancellation of scheduled games.

10. Filming

- 10.1. The League reserves the right to film all matches.
- 10.2. Filmed games may be listed on an OTT network or other streaming service.
- 10.3. The League holds all visual and broadcast rights to all match images.



Team

11. Obligations

- 11.1. A team constitute the club, or the group of players that come together to participate in the League.
- 11.2. A team agrees to respect all the League rules.
- 11.3. Accept all administrative, discipline and officiating decisions to insure a smooth League operation.
- 11.4. Must respect the principles of the FIFCO Always Play Fair™ programme.
- 11.5. A team must be represented by one person, or an organising committee. This person(s) will be financially responsible to settle all fees related to registration.

12. Registration

- 12.1. At the time of registration, a team must place a deposit to secure the spot within the league. No team spot will be reserved without a paid deposit.
- 12.2. The League reserves the right to decide the exact amount of the deposit at any time without warning to the teams concerned.
- 12.3. The deposit is reimbursable if the team cancels their registration before 30 days of the start of the championship.
- 12.4. An administrative charge will be imposed on all credit card and PayPal payments. The charge will be decided by the League and can change without any warning to the teams concerned. These fees are not reimbursable, in case of a refund.
- 12.5. Full payment is due prior to the first kick-off of the team's schedule.
- 12.6. The League reserves the right to impose sanctions, fees and other charges to teams that do not respect the due date of full payment.
- 12.7. The League reserves the right to replace a team that has failed to pay their fees.
- 12.8. The League reserves the right to take all necessary measures, including all legal recourse to recoup all league fees.
- 12.9. Any team with more than 30 days late will be referred to a collection agency.



- 12.10. Any less than 30 days before kick-off, no part of the registration fee is reimbursable.

13. Uniforms and Team Colours

- 13.1. The team will have to make known, at the time of registration, the colour of two (2) uniforms (or one set of training bibs) and have it approved by the league.
- 13.2. Each team taking part in an official match, must be uniformly dressed, consisting of the same top of the same colour, with a unique number printed on the back, same-coloured shorts and the same-coloured socks, which extend all the way below the knee, or to fully cover the player's shin guards.
- 13.3. The goalkeeper must wear a different colour from his/her team and that of the opposing team and goalkeeper. The goalkeeper must have a unique printed number on his/her back.
- 13.4. The League patch is required to be printed and/or patched on the right sleeve of every uniform.
- 13.5. At no time is a player and/or a goalkeeper permitted to replace his/her number by tape. No tape can be used to create a number on the back of a uniform.
- 13.6. Shin guards are part of the player and/or goalkeeper's equipment. Failure to wear them will lead to the match referee removing the player from the playing field until they correct their equipment.
- 13.7. In the event of uniform colours considered to be similar by the referee, the visiting team will have to change their colours, or wear different coloured training bibs. Failure to comply, will lead to a match forfeit by the visiting team.
- 13.8. Every team must have an ability to identify the team captain during match play.

14. Coaches and Team Staff

- 14.1. A maximum of two staff per team are allowed on the team bench during match play.
- 14.2. Every team is permitted to hire their own personal trainer, physical therapist, and/or an athletic therapist to treat exclusively their own



players. This staff member must be pre-approved and identified to the League.

14.3. All coaches and team staff must be registered onto the league mobile application.

15. Team Roster

15.1. A team is permitted to register up to 50 players at the beginning of the championship season on the League mobile application.

15.2. The League will impose a cut-off date for adding players to the team roster, after this date, the League will impose an administrative fee for all additions.

15.3. After the cut-off date, a team cannot remove a player from their roster.

15.4. A player who is not registered on the league application is considered an illegal player. The League reserves the right to impose sanctions on the team at fault.

16. Team Verification

16.1. Teams must be present 30 minutes before their kick-off to proceed to a team verification. A League delegate, or match official will ensure that each player is properly registered on the League mobile application.

16.2. Late players must present themselves fully dressed and ready to play to the League delegate or match official before partaking in the match.

16.3. Players arriving after the start of the second half cannot participate in the match.

17. Match Forfeit

17.1. If a team feels they will not be able to field a full team to participate in their scheduled match, they are required to inform the league 24 hours prior to kick-off.

17.1.1. 12 hours prior to kick-off will entail a match fine of \$25 to be imposed on the forfeiting team.

17.1.2. 6 hours prior to kick-off will entail a match fine of \$50 to be imposed on the forfeiting team.



- 17.1.3. Any warning of 3 hours or less prior to kick-off will entail a -1 point in the general standings.
- 17.2. A team that forfeits more than 3 games in the season, can have their team status revoked by the League and replaced.
- 17.3. A team that doesn't inform the League of their imminent forfeiture will have their case reviewed by the League Disciplinary Committee.
- 17.4. A team that forfeits will receive a loss of 0-3 in favour of the opposing team.
- 17.5. In the event of a double forfeit, both teams will receive a loss.
- 17.6. A team that shows up past 10 minutes and 1 second after their scheduled game kick-off time, will have their game forfeited with a 0-3 loss in favour of the opposing team.
- 17.7. The use of illegal players, or non-registered players will constitute an automatic forfeit of their match with a 0-3 score in favour of the opposing team.

18. Time Granted to Begin a Match

- 18.1. For all matches, a ten (10) minute and one second grace period will be tolerated for any team to align the minimum of players prescribed in Article 8 and to begin the match.
- 18.2. Passed the time prescribed in article 17.1, the outcome of the game will be declared as a forfeit loss with a score 0-3 for the opposing team.
- 18.3. Should a match not be able to begin within a reasonable amount of time for reasons outside of the teams' or Leagues' control, the League will decide an outcome to the match.
- 18.4. In cases of *Force Majeur*, a game will be declared to be completed if at least 75% of the prescribed time of the game was completed.
- 18.4.1. Weather does not necessarily constitute a case of *Force Majeur*.

Players

19. Eligibility of a Player

- 19.1. All players are required to register on the League mobile application within their team.



- 19.2. A player is permitted to register for multiple teams in the league, but not within a team competing in the same division.
- 19.3. Players are obliged to confirm their presence on the League mobile application before every game they attend.
- 19.4. Players can request modifications on their statistics up to 24 hours after the end of their match. After this time limit, the statistics will remain as is.
- 19.5. Players will have access to the League if they are in good standing with the league.
- 19.6. Players with outstanding financial fines and/or sanctions will not be permitted to join any team until the fines and/or sanctions have been resolved.
- 19.7. Players are responsible for their actions, as such disciplinary fines must be covered by the player before they can join a team or participate in any league match.
- 19.8. Players should be ready at any time to show a government issued identification card to any league official, delegate and/or referee. The League reserves the right to limit access to any player who refuses to show or supply an ID.

20. Age Limit

- 20.1. The League will impose a minimum age of 18 years at the time of registration.
- 20.2. There is no maximum age if the player accepts the league's waiver of liability.

21. Waiver of Liability

- 21.1. Every player accepts that soccer is a contact sport and that injuries can and may happen from time to time. In under no circumstance, will the League be held liable for all injuries endured during participation.
- 21.2. All participants willingly know that participation in a group activity increases the chance of becoming infected with a virus. Under no circumstances will the League be held liable for any infection incurred during participation.



- 21.3. All participants have a responsibility to inform the League in case they are subject to symptoms and/or infection of a virus.
- 21.4. In games where a first-responder is present and recommends ambulatory services for the evacuation of a player, the player can refuse treatment. The League absolves themselves from all known and un-known liability.
- 21.5. Every player has the responsibility to play and to present themselves to the playing area in good health. Players assume their own risk in participating in the League.

22. Individual Registration

- 22.1. Players must register on the league mobile application to be eligible to participate in any championship.
- 22.2. Individual players must pay their fees to the League before they can be placed onto a team.

Competition

22. Mobile League Application

- 22.1 The League uses a mobile application. This application must be used on a smart phone. Players must possess access to the application to play in the League.
 - 22.1.1 In the event the League mobile application is not functional, or temporarily not on-line, the League will make other arrangements to conduct League operations.
- 22.2 The mobile application carries all the information, such as standings, schedules and/or player/team profiles. No other format will be used to convey this information.
- 22.3 Players/teams must use the communication feature on the League application, as this is the only means of communication.
- 22.4 Players must check-in before every game to receive a game attendance credit.



23. Standings

- 23.1. During the season, the allowance of the points will be done in the following way.
 - 23.1.1. Three points for a victory.
 - 23.1.2. One point for a tied match.
 - 23.1.3. Zero point for a defeat.
 - 23.1.4. Minus one (-1) point is possible according to Art(s) 8.12 & 16.1.3
- 23.2. The League may decide on another method of classification, with the provision of advising all the participating teams before the beginning of the competitions.
- 23.3. Any match won by default or forfeit will result in a score of 3-0.
- 23.4. If a match must be declared forfeit after it has started to play, the actual score of the game will stand.
- 23.5. In the case of a double equality (two teams) or multiple (three teams and more), the criteria used will be, in the order, the following.
 - 23.5.1. The greatest number of points obtained at the time of the matches between the teams concerned.
 - 23.5.2. Victories obtained between the teams concerned.
 - 23.5.3. Difference between the goals for and the goals against for each match played between these teams.
 - 23.5.4. Difference between the goals for and the goals against with the classification general.
 - 23.5.5. The number of goals for to the classification general.
 - 23.5.6. Drawing of lots.

24. Promotion and Relegation

- 24.1. Teams are assigned to divisions by the League. Promotion or regulation can be applied from season to season only.
- 24.2. Promotion is optional for any team. Relegation remains the prerogative of the League.

25. Playoff Round

- 25.1 Playoffs are not mandatory in each division; the League reserves the right to offer playoffs.
- 25.2 The final standings will determine the elimination round games.



- 25.2.1 For divisions with up to eight (8) teams will see only the top four (4) teams advance.
- 25.2.2 For divisions with more than ten (10) teams will see only the top eight (8) teams advance.
- 25.3 Players must have played and registered for a minimum of four (4) games of the regular season of the same season to qualify to participate in the playoff round.
- 25.4 All yellow and red card accumulation will reduce to zero for the start of the playoff round.
- 25.5 Disciplinary sanctions will remain in effect until the sanction has been purged regardless of which round.
- 25.6 Players who receive a red card at the last game before the playoffs, will see their sanction remain in effect until purged.

26. Champions League

- 26.1 The League reserves the right to organize a Champions League format.
- 26.2 The League will decide on which team is permitted to qualify for the Champions League.
- 26.3 Every team qualified for the Champions League will have to confirm their participation.
- 26.4 Players must have played and registered for a minimum of one (1) game of the regular season of the same season to qualify to participate in the Champions League.

27. Competition Prizes

- 27.1 The League reserves the right to offer trophies, medals, t-shirts and/or other format of prizes.
- 27.2 Prizes are awarded to only players who have participated in 50% of the played regular season games for.
 - 27.2.1 Most Valuable Player in each division. Criteria will be decided by the League.
 - 27.2.2 Golden Boot Award for the player that scores the most goals in each division.
 - 27.2.3 Best Keeper who has the best Goal Against Average (GAA) in each division.



27.3 The Fair Play Award will be awarded to a team in each division who has the least amount of accumulated team sanctions (yellow & red cards) during the season. This award is a team effort.

28. Game Stars

28.1 After each game, the coach/captain of the opposing side must choose three game stars of the opposing team in descending order.

28.2 The game stars will be reported by the referee or match delegate on the league application.

29. Team Bench

29.1 The team bench is identified at the beginning of the match by the League delegate or a match official.

29.2 Both teams must be on the same side of the field.

29.3 No bench can exist behind the goal line.

29.4 The benches remain the same for each team for the entire game. The teams cannot change benches at the half time.

30. Substitution

30.1 11v11 competitive & semi-competitive divisions must have a stoppage of game and an official request for change with the match official.

30.1.1 The entering player must do so from the centre line. The existing player can leave from any part of the field.

30.2 All other divisions in 11v11, 7v7 or 5v5 changes are done *on-the-fly*, which signifies a change while the game is running without an official request to change to the match official.

30.2.1 Both entering and exiting players must do so at the centre line from the bench side of the field.

30.2.2 A player existing at any other point of the field will be shown a yellow card for anti-sportsman like behaviour.

30.2.3 A goalie must request for a change only during a stoppage of game. Violation to this rule will see a yellow card being issued to both the players for anti-sportsman like behaviour.



30.2.4 The change must happen no more than one (1) metre of the touch line. Violations will be sanctioned accordingly by the match official.

31. Throw-in and Kick-in

31.1 A ball out-of-bounds must follow Law 15 of the FIFA Laws of the game (LOTG)

31.1.1 For 11v11 all out-of-bound balls return to the game through a throw-in

31.1.2 For 7v7 & 5v5 all out-of-bound balls return to the game through a kick-in

32. Free Kicks

32.1 A free kick must follow Law 13 of the FIFA LOTG

32.1.1 For 11v11 all free kicks must be done at the point of infringement and the opposing players must be 9.15m (10 yards) from the ball.

32.1.2 For 7v7 and 5v5 all free kicks must be done at the point of infringement and the opposing players must be 5m (6 yards) from the ball.

33. Goal Kick

33.1 A goal kick must follow Law 16 of the FIFA LOTG

33.1.1 In 11v11, the goalie can take the goal kick on any point on or behind the goal box line. The opposing team must be outside the penalty area.

33.1.2 In 7v7, the goalie can take the goal kick on any point on or behind the goal box line. The opposing team must be 5m behind the goal box line.

33.1.3 In 5v5, the goalie cannot kick and must clear the ball with their hands by throwing the ball on the defensive half of the field.



34. Penalty Kick

- 34.1 A penalty kick must follow Law 14 of the FIFA LOTG
- 34.1.1 In 11v11, the referee will place the ball on the penalty mark which is 11m (12 yards) from the goal line. The opposing players must stand 9.15m (10 yards) from the ball.
- 34.1.2 In 7v7 and 5v5, the referee will place the ball on the penalty mark which is 7m (8 yards) from the goal line. The opposing players must stand 7m (8 yards) from the ball.

35. Slide Tackling

- 35.1 Slide tackling is permitted within the context of the FIFA LOTG in all 11v11 games except for the Coed league.
- 35.2 All slide tackling is forbidden in 7x7 and 5v5 soccer.
- 35.3 Sliding on the field to stop a ball from exiting the field of play, where there is no opponent, and to the referee's discretion, is permitted.
- 35.4 Using excessive force in sliding, at the discretion of the referee, can lead to FIFA Law 12 violations and can carry sanctions.

36. Expulsion and Stoppage of Game

- 36.1 Any player, coach or administrator expelled by the referee must leave the field immediately and go to the changing rooms or in the stands. Failure to comply will carry disciplinary measures.
- 36.2 All the teams are responsible for the behaviour of their players, coaches, administrators, and spectators. They must take the necessary precautions to prevent the individuals mentioned above to attack verbally or physically the officials and opposing players, before, during and after the match. Failure to comply, can lead to a suspension of the game and the team from the competition.
- 36.3 If the person in charge or a member of a team withdraws his players from the field or refuses to continue a match, except for reasons beyond their control, the team will automatically lose the match by default and be subject to a fine.



36.4 If the game is stopped for any reason deemed by the match official, the League delegate of a league official, the game will be referred to the League Disciplinary Committee.

36.5 If a game is stopped due to adverse weather conditions, the League will refer to art. 17.4 and the FIFA LOTG for the outcome of the game.

37. Cool Off “SIN-BIN”

37.1 Dissent and contestation are not tolerated at the League and in any of our competitions. Players, coaches, and team staff who decide to contest, or display dissent in language towards a match official, can be removed from the game for a *cool-off* period of ten (10) minutes. The player can be replaced during this time. Only the match official will keep the time and will allow the player to resume play after the required time has elapsed.

37.2 A player who persists and continues in Dissent will be removed from the game entirely and referred to the League Disciplinary Committee.

38. Schedule

38.1 The League will draw up the schedule and make it available to all the players and teams on the league mobile application before the start of the competition.

38.2 No changes to the approved schedule will be entertained from any clubs.

39. Referee

39.1 The match referee is the head timekeeper, only his/her watch will constitute the official time of the match.

39.2 Referees are permitted at any time before, during and/or after the game allowed to request a government-issued ID of any player, coach and/or team staff at the game. Failure to do so, can lead to disciplinary measures.

39.3 Referees can refuse entry of any player they deem not fit to play.



- 39.4 Referees are to officiate the games according to the FIFA LOTG and the provisions of this rule book.
- 39.5 If a referee does not present themselves at a match, one of the assigned assistant referees can officiate the match. In the event no referee is present, the game can be referred to the League for further decision.
- 39.6 Referees are subject to the same League Disciplinary Committee for all misconduct that can occur during the games.

Disciplinary

40. Yellow Cards

- 40.1 Yellow cards are decerned to players in accordance with Law 12 of the FIFA LOTG.
- 40.2 All yellow cards carry an administrative fine of \$5, which must be settled before the next game.
- 40.3 Receiving two (2) yellow cards during one (1) game will automatically be equated to a red card. The statistical record will show a red card on the player's profile. The player will automatically be removed from the said game and receive an automatic one (1) game match ban.
- 40.4 During the season, a player who accumulates three (3) yellow cards will receive an automatic one (1) game match ban.
- 40.5 During the season, a player who accumulates five (5) yellow cards will receive an automatic two (2) game match ban.
- 40.6 Once the same player accumulates seven (7) yellow cards, the player is automatically suspended from the remainder of the season, including the playoffs (if applicable).

41. Red Cards

- 41.1 Red cards are decerned to players in accordance with Law 12 of the FIFA LOTG.
- 41.2 All red cards carry an administrative fine of \$20, which must be settled before the next game.



- 41.3 Players receiving a red card during a game is immediately expelled from the said game and has a two (2) minute window to leave the playing area including the bench. The player is not permitted to remain anywhere close to the team and/or the playing area.
- 41.4 Red cards are automatically referred to the League Disciplinary Committee.
- 41.4.1 The League Disciplinary Committee can impose additional sanctions based on the severity of the offence.
- 41.5 Red cards carry an automatic one (1) game match ban.
- 41.6 Players who accumulate a second (2) red card during the season will automatically receive a two (2) game match ban.
- 41.7 Players who accumulate a third (3) red card during the season will automatically be suspended for the remainder of the season including the playoff round and will be obliged to present themselves to the League Disciplinary Committee.

42. Disciplinary Committee

- 42.1 The League will establish an ongoing disciplinary committee that will review all red cards and any other situation that merits the committee's attention.
- 42.2 The Committee will meet once a week, or as needed to discuss all cases brought before it.
- 42.3 The Committee will be chaired by a member of the Executive, the head referee and one (1) neutral referee who was not part of any of the cases before it.
- 42.4 The Committee reserves the right to invite an active league player to the committee on a need basis.
- 42.5 The Committee has the right to summons a player and/or a coach to the committee for testimony.
- 42.6 The Committee can also call on expert witness testimony during their deliberations.
- 42.7 The Committee will collect their information in the following manner;
- 42.7.1 A full written report from the match referee.



- 42.7.2 A full written testimony by the player who has received the sanction.
- 42.7.3 A full written testimony by a player of the opposing team.
- 42.7.4 A full written report from any league observer and/or official present at the time of the offence (on a need basis)
- 42.7.5 A summons of the accused to the committee briefing either in person or through an on-line video conference
- 42.8 The decisions of the committee will be published within two (2) days via communication on the Mobile League Application.

43. Procedures of Appeal

- 43.1 For an appeal to a ruling of the disciplinary committee be heard by the Board of directors of the League, the appellant must observe the procedure of appeal.
 - 43.1.1 The appellant must provide all its written explanations, at the time of its request. Each notice of appeal must be accompanied by a fee of 50\$ which will be reimbursed by the League should the appeal be successful. The appeal must be made in writing directly to the league executives.
 - 43.1.2 One can appeal a ruling of the League Disciplinary Committee only for errors of law, procedure or in the imposition of sanctions. No appeals regarding game decisions such as the administering of a caution or expulsion will be entertained unless there has been a misinterpretation of the League rules or the FIFA LOTG.
 - 43.1.3 An appeal cannot introduce new witnesses, or new information that was not previously introduced during the initial decision of the Committee.
 - 43.1.4 The Appeal can cancel a ruling, substitute for a different sanction, which it considers most suitable or order a new hearing before the disciplinary committee.
- 43.2 Only a direct red card can be appealed. A double yellow card does not qualify for an appeal.
- 43.3 The decision of the Appeal is not final and can be pursued directly with the governing body of the League.



- 43.3.1 The appellant can appeal the appeal directly to the offices of the International Federation of Corporate Football (FIFCO)
- 43.3.2 A sports arbitrator can be appointed at this level of appeal.
- 43.3.3 All costs must be borne by the one initiating the appeal to the governing body.

44. Complaints and Protests

- 44.1 In all the competitions, any infringement of the rules must be reported to the referee and/or the League delegate before, during or at the end of a match. It will be indicated on the match report, signed by the coach or the person in charge. A complaint can also be deposited in writing to the League, within the two following 24 hours after the infringement.
- 44.2 All official protests to the League for an administrative or a Disciplinary decision, must be accompanied by an administrative fee of \$25.
- 44.3 A complaint should relate only to one infringement. Several complaints in the same match must be the subject of as many infringement complaints.
- 44.4 The study of the complaints to be treated by the League will be done behind closed doors, in accordance with the procedure established in the rules of discipline.
- 44.5 If a decision is made by the League disciplinary committee, the rules of appeal in Art 42. will also apply.

45. Disciplinary Sanctions

- 45.1 All administrative penalties will be decided by the disciplinary committee aside from automatic sanctions foreseen in the Rules.
- 45.2 In the case where a player does not respect the sanction, which was imposed to him/her and plays while suspended, the team in fault automatically loses it(s) match(s) by forfeit.
 - 45.2.1 The said player will have to sit out and purge his/her sanction before they are permitted to return.
- 45.3 Coaches and team captains are responsible for ensuring that no player plays while under suspension.



- 45.4 A player serving a suspension is not permitted to be sitting on the team bench while serving. The said player must be away from the playing area and the team bench.
- 45.5 Ignorance of the rules or of the disciplinary committee decisions are not an acceptable excuse.
- 45.6 The following automatic sanctions will be imposed if a player, coach or team staff are found guilty by the League disciplinary committee;
- 45.6.1 A player who refuses to leave the playing area or the team bench after receiving a second yellow or a direct red card, will receive an additional game match ban.
- 45.6.2 Foul and abusive language and/or gestures towards a teammate and/or an opponent, will receive a two (2) game match ban.
- 45.6.3 Foul and abusive language and/or gestures towards a spectator or a match official, will receive a three (3) game match ban.
- 45.6.4 An attempt for violence, a show of force and/or an attempt to inflict violence onto a teammate and/or an opponent, will receive a minimum of a two (2) game match ban.
- 45.6.5 In cases of physical violence, where contact is made either with a teammate and/or an opponent, will receive a minimum of five (5) game match ban.
- 45.6.6 In the event of an attempt for violence, a show of force and/or an attempt to inflict violence onto a match official, League delegate or a league official, will receive a minimum of five (5) game match ban.
- 45.6.7 In cases of physical violence, where contact is made towards a match official, League delegate and/or a League official, the player will be suspended for the remainder of the season, including the playoff round.
- 45.6.8 In cases of serious foul play, according to Law 12 of the FIFA LOTG, the minimum of a two (2) game match ban will be imposed.
- 45.6.9 All cases where a player, coach and/or a team staff spit on a teammate, an opponent, a referee, the League delegate



and/or a League official will be immediately suspended from the league and can be reported to legal authorities.

45.6.10 As per Art. 35.2, if a team's spectators enter the field of play, the team will have their privilege of spectators removed for a period decided by the League disciplinary committee.

45.6.10.1 The League reserves the right to impose additional sanctions on Art 44.6.10.

45.6.11 A player, a coach and/or team staff who leaves the field of play to go into the spectator area, for the purpose of violence will receive a minimum of five (5) game match ban.

45.7 In the event of a bench clearing fight, the referee will have the right to stop the game and suspend further play of both teams.

45.7.1 The initiator of the fight will be immediately suspended for a minimum of two (2) game match ban.

45.8 In the event of racism, where racist antics are made, either by voice or by physical action, the player, coach and/or team staff will be suspended indefinitely, and their outcome will be decided by the League disciplinary committee.

45.9 In the event a team's spectator initiates racist taunts by word or by action, the team's privilege of spectators will be removed for the balance of the season.

45.10 Players found with illicit drugs, and/or alcohol at the field of play or on the bench will be suspended until the said materials can be removed. The team can receive a financial sanction of up to \$100.

45.11 Match referee, League delegate and/or League officials are empowered to prevent any player or match referee from participating in a game should they suspect, on reasonable grounds, that the player or match official's behaviour is impaired by the use of illicit drugs and/or alcohol.

45.12 In the event a referee, the referee staff, the League delegate or a League official feel threatened by a team, a player, a coach and/or a team staff, they are empowered to stop the game immediately and attend to the threat through the call to legal authorities.



46. Disciplinary Sanctions for a Referee

- 46.1 Match officials are part of FIFCO and as such are bound by the code of conduct and code of ethics of their federation.
- 46.2 Referees are an integral part of the game and of the League, but their behaviour is an integral part of the good governance of the League.
- 46.3 Match referees who cause a delay in the start of the game because of their arrival will have their game fee deducted by the League and will be subject to an additional sanction to be decided by the League disciplinary committee.
- 46.4 A match official who confirms attendance to a game and then does not appear will be automatically suspended and his pay will be suspended pending a League disciplinary review.
- 46.5 Referees who show a red card during an officially sanctioned game, will have 24 hours after the end of the match to file a disciplinary report to the league. Failure to do so, may lead to disciplinary measures.
- 46.6 Any match referee working League games must be properly identified as a match official with their proper accreditation uniforms.

47. Entry into Force

- 47.1 These rules and regulations were adopted by the rules and disciplinary committee of the League on 20 April 2024 and will take effect as of the same date.

For the Rules and Discipline Committee

Rand JAMALEDDINE
Coed player representative

Diego GARZÓN
Player representative

Azmi KAHIA
Head Referee

Albert ZBILY
League President