



## **Adult League Policies and Procedures**

Unless specified, policies and procedures stated herein apply to all FCR Adult Leagues and Divisions.

**As Adopted by:**

Regina Soccer Association, Inc. Board of Directors

September 2014

Updated December 5, 2024

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# FCR Adult League Policies and Procedures

## 1. Adult Leagues and Divisions

### 1.1 League Structure

Futbol Club Regina (FCR) may offer tiered divisions in the following leagues:

- Men's League
- Women's League
- Coed League
- Masters/Classics - Age Restricted
- Developmental Programming

League offerings and tiered divisions is decided upon on a seasonal basis and may change without notice.

## 2. Team Registration and Placement

### 2.1 General Team Registration Requirements

Futbol Club Regina (FCR) adult teams must abide by the registration deadlines and policies to be eligible to register. Additionally, all teams must:

- Meet minimum player registration requirements, by the stated deadlines, or they may be removed from the league OR FC Regina will place individual player(s) to reach the minimum requirements.
- Administrative late fees may be applied to late payments.
- All teams MUST have two sets of matching uniforms with unique numbers on each jersey. If the jerseys do not, the team will be subject to section 7.3.2 of these Adult League Policies and Procedures.
- Teams with outstanding payments to FCR at the end of the season will have the debt divided equally amongst the players on the roster and the debt will be come the responsibility of each individual player, which must be paid prior to registering for an upcoming season.
- NEW TEAM names must be approved by FCR.

### 2.2 Team Placement

Team Placement in any league is decided upon by FCR based on the following criteria:

- Requests by the team
- Promotion and relegation
- Requirements of the League
- Past standings
- Roster composition
- New team vs returning team

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- Last season of play

FCR will set and communicate proposed divisional structures and team placement prior to each season. Teams will have 48 hours after the proposed divisional structure is published, to petition to FCR a request for change in division. Final decision on divisional structure and team placement will be that of FCR's. Teams MAY NOT transfer divisions mid-season, however FCR reserves the right to move a team if warranted.

## 2.3 Youth Team Placement in the Adult League

Youth teams will be considered for inclusion in the Adult League on a season by season basis. Applications for inclusion in the Adult League must be approved by FCR prior to Adult League registration deadlines.

Youth teams playing in the Adult League are allowed to register as Adult players and use Adult permit/guest players on their team for games played in the Adult League. Youth teams should be aware, doing so will result in the forfeiture of their youth status as per SSA and Canadian Soccer Association (CSA) rules and will also disqualify the team's Youth status for Youth Provincials.

## 2.4 Promotion / Relegation

Best Efforts are made to ensure the pools or divisions can play a balanced schedule and that teams of similar skill play one another; therefore, relegation and promotion is mandatory.

Please note: "Like seasons" are defined as a comparable season – indoor to indoor and outdoor to outdoor.

- Promotion and relegation for the next like season will be decided as per the final league standings
- Results of games against youth teams will be excluded if the youth team is NOT a regular team in the division
- Team who finish first and second in a division shall be promoted to the next highest division for the next playing season except in the top division.
- Teams who finish last and second last in a division shall be relegated to the next lower division for the next playing season
- When there is an expansion or contraction of a division, more than two (2) or less than two (2) teams may be promoted or relegated into or out of the division.

## 3. Player Registration and Transfers

### 3.1 Player Registration

#### 3.1.1 General Description

Players registering for any adult league must meet the following requirements:

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- All FCR registration fees and outstanding fees such as bonds or fines which may have been assessed against the player
- Cannot be registered on more than one team in a league; but may register in more than one league; such as men's and coed or women's and coed
- With the exception of Coed, must be registered to a league or program specific to their gender provided one is offered.

Team managers are responsible for the administration of their team's roster and have the authority to remove players from their team at any time.

A player can request a refund or transfer to another team by contacting FCR. This must be completed prior to the stated deadline. A transfer fee will apply for every completed transfer.

Teams cannot deny a player's request to be removed or transferred away, provided the player is in good standing with the team and FCR.

## 3.1.2 Registering while Under Suspension; Suspension Carry Over

A suspension carried over from one season to the next must be served in one of two ways depending on the length and severity of the suspension.

- Date based suspension of one or more months: A player may NOT register again in any league until the suspension has reached its end date.
- Game based suspensions and lesser date-based suspensions: In order for the suspension to "continue", a player must be registered in any FCR League. The First game after the date of registration shall determine when the suspension continues from.
- A player CANNOT purchase a Guest Pass to serve the remainder of a suspension. The player MUST be registered in a league.

## 3.1.3 Mid Season Player Registration

Players can register at any time throughout the season prior to the deadline by registering online. A pro-rated registration fee may be available, depending on the timing of the registration.

Note the registration deadline for playing in playoffs; players must be registered or transferred on a team by the specified deadline for each season.

New players must meet the eligibility requirements described in Section 4.0 of these Adult League Policies and Procedures prior to playing any games.

## 3.1.4 Out of District Player Registration

Players registered in another soccer district can register with the FCR Adult League or in any FCR Adult sanctioned tournament provided they meet the FCR's player eligibility requirements described in Section 4.0 as well as SSA regulations.

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## 3.1.5 Player Registration Transfers

Players may transfer to another team within the league they are registered in at any time during the season prior to the registration/transfer deadline outlined in section 3.1.3, provided the player:

- Is eligible to play in the division requesting to be transferred to
- Has paid all applicable transfer fees to FCR; and
- Has paid any difference in the registration fee charged for the new division

A player can request a transfer no more than two (2) times per season. This generally occurs for one of two reasons:

- Intra-League transfer – a player once transferred, cannot be transferred back to the team they were originally registered until after a period of thirty (30) days have elapsed. FCR, upon request, may consider other transfers.
- Transfers for Competing in a Provincial Tournament – players may transfer to a team playing in a provincial tournament according to SSA/CSA transfer deadlines and rules. Maximum number of transfer rule will still apply.

Youth players on youth teams playing within the Adult League, may transfer between other youth teams playing in the Youth or Adult Leagues as per Youth Competition Rules.

## 4. Player Eligibility

A player is eligible to take part in any FCR league game provided:

- The player is properly registered and paid all FCR fees he/she is participating with OR must meet the Permit/Guest Player eligibility requirements outlined in Section 4.1 and 4.2.
- The player has provided their Government Issued photo ID OR Player Card during the player check procedure completed by the Official.
- The player is not currently under suspension in FCR or jurisdiction and has met all the conditions of any decision rendered against him.

If the player is a youth (defined as being eligible to play U17 or younger), the player is also subject to the following additional requirements:

- The player is 15 years of age or older as of the date of registration
- The player has received written permission to be released from their youth club if they are a registered youth player

Any player not meeting ALL of the applicable eligibility requirements shall be deemed INELIGIBLE.

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Ineligible players, who play in a game, as well as team officials, will be subject to disciplinary actions as described by the FCR Adult and Youth Discipline Policies and Procedures. Teams will also be subject to sanctions, forfeits and or fines according to Section 7.0.

## 4.1 Coed Player Eligibility

If a player is registered in FCR Men's or Women's Leagues or Youth League, there are additional eligibility restrictions for the Coed League.

FCR may, on occasion, lift player eligibility requirements for a player in rare instances where promotion or relegation has affected where a player may play, preventing him/her from playing with their original team or in cases where they are the ONLY higher division player on a team. Applications must be made in writing to FCR before scheduling occurs.

## 4.2 Substitute Player Description and Eligibility

### 4.2.1 Substitute Players

There are two (2) types of substitute players defined by FCR who may play in a match.

Permit Players	Guest Players
Players registered in the FCR Adult League who is playing on another team as per league substitution rules	Players registered with FCR with a five (5) game(Re)Discover pass. Eligible to Guest Play on any team regardless of league substitution rules
Must meet ALL player eligibility rules outlined in Section 4.0	Must meet all the player eligibility rules as outlined in Section 4.0
Meets the permit eligibility requirements of the league as outlined in Section 4.0	Have a permit "scratch" left on their player card
Have a permit "scratch" left on their player card.	Must enter the game prior to the end of the first half
Must enter the game prior to the end of the first half.	

### Substitute Player Procedure

Player MUST present their player card to the Referee prior to the start of every match with their proper name written on the game sheet. The Referee will then scratch a permit space off the back of the card and return it to the player.

**FOR THE COMPLETE CHART OUTLINING PLAYER ELIGIBILITY, PLEASE SEE APPENDIX A: PLAYER ELIGIBILITY CHART**

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## 4.3 Permit and Guest Player Eligibility

- A player can only guest play in place of a player who is missing from the team's roster. The missing player must be crossed off the game sheet.
- The highest level a player is registered takes priority over lower division registration for permitting across.
- No more than five (5) substitute players may be used per team per game.
- Permit Players or Guest Players are not allowed to participate in a playoff game.
- It is the responsibility of the player to prove eligibility and to understand the eligibility rules/requirements
- Players registered SOLELY in Coed may only permit play ACROSS (within their registered division) and UP (in a division higher than their registered division)
- Players registered SOLELY in Men's or Women's may ONLY permit play UP (in a division higher than their registered division). This excludes the highest and lowest divisions, who are permitted to play ACROSS
- (Re)Discover passes are NOT eligible in playoffs
- Permit playing is NOT allowed in playoffs.

## 4.4 (Re)Discover Discipline

A (Re)Discover Player who receives a red card (or accumulated yellow cards equivalent to a red card) is not eligible to play until the following conditions are met:

- Must return the (Re)Discover Pass to FCR within a 48-hour time period until disciplinary sanctions are administered as per the FCR Youth and Adult Discipline Policies and Procedures
- The Discipline Panel may revoke the (Re)Discover Pass IF the suspension plus the one (1) mandatory game is more than the games remaining on the card. The suspension will then be deemed a carry-over and impact the player's eligibility; OR
- Remove the number of games representing the suspension plus the one (1) mandatory game from the (Re)Discover Pass

## 5. Standings, Points and Tie Breaking Procedures

### 5.1 Points Accumulated During Regular Season

Teams will receive three (3) points for a win and one (1) point for a tie for all regular season matches.

Teams will have the opportunity to participate in playoffs which will be held at the end of the regular season. Format will be decided upon by FCR prior to the start of each season.

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## 5.2 Tie Breaking

### 5.2.1 Ties in Points During Regular Season or Round Robin of Tournaments

Teams are considered tied when they amass an equal number of points at the end of the regular season league play or a tournament round robin.

The tie breaking procedure outlined in Section 5.4.3 are to be evaluated one (1) rule at a time starting with the first rule listed. Once a rule breaks the tie, then no further rules are applied.

Once ties have been broken, team rankings have been adjusted accordingly (e.g. If two teams are tied for 2nd place, then once the tie is broken, the team in third place becomes the team in 4th place and so on).

### 5.2.2 Unequal Games Played

If teams have played an unequal number of games, then winning percentages will be used to determine the standings. Winning percentage is calculated as: the total number of points received divided by (the total number of games played X the number of points awarded for the win). Forfeited game are considered games played.

If teams are tied in terms of winning percentage, then the equal game rule applies.

### 5.2.3 Equal Games Played OR Equal Percentage

If teams are tied in terms of points or winning percentages, then the following tie breaking procedures are used to determine placing. Once one team has been separated from the other teams tied, then the process for the remaining teams will restart at section 5.4.1.

### 5.2.4 Tie Breaking Rules

If two (2) or more teams amass an equal number of points the following tie-breaking procedures, in the following order, shall be used to determine the final standing:

- 1) Goal Difference - Goal difference shall be calculated by subtracting goals conceded from goals scored.
- 2) Previous Match Results - the winner of the match between two teams tied in points shall be awarded the higher position.
- 3) Least Goals Against-The team having the fewer number of goals against will be awarded the higher position.
- 4) Most Goals Scored - The team having scored the most goals will be awarded the higher position. A maximum of five goal difference per game
- 5) Penalty Kicks - If two or more teams are still tied under criteria 1 – 4, then the higher standings shall be decided by kicks taken from the penalty mark as outlined by the FIFA Law of the Game. A time and place will be decided upon by FCR.

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Playoff games that are tied at the end of regulation time will be decided by kicks from the mark.

## 6. Cancellation of Games and Rescheduling Policy

### 6.1 Cancellation of Games / Match Abandonment

#### 6.1.1 Indoor Season

- Games can be cancelled due to issues like unsafe conditions, power outages, or serious injury.
- Officials cannot declare a forfeit; they can only abandon the match and document the reason on the game sheet.
- FCR determines whether a match is a forfeit and if sanctions apply.

#### 6.1.2 Outdoor Season

##### **City of Regina Field Closures**

- The City of Regina decides on field closures due to inclement weather.
- Field closure updates are posted on the City's website and hotline.
- All games and practices are cancelled if the City closes outdoor fields.

##### **Outdoor Turf Fields**

- Turf fields (e.g., University of Regina, Mosaic Stadium, Leibel Field) remain open unless explicitly closed by the City of Regina.

##### **Referee Authority**

- If fields are not closed, Referees can abandon matches due to unsafe conditions, severe weather, or lightning.
- Referees follow the CSA and Sport Canada Lightning and Severe Weather Policy.

##### **Team Manager Agreement**

- If the Referee does not abandon the match, team managers/captains can mutually agree to abandon it due to lightning or severe weather.

##### **Playoff Games and Lack of Daylight**

For outdoor playoff games, if safety becomes an issue due to darkness:

- Team Managers and the Referee can agree on a conclusion (e.g., penalty kicks).
- Teams can request to conclude the game the next day, subject to field availability.

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## 6.1.3 General Rules

- Referees cannot call a game a forfeit; they can only abandon it and record the reason on the game sheet.
- FCR determines forfeits and applies sanctions as necessary.

## 6.1.4 Game Completion

- A match is complete if the second half has begun.
- The score at the time of abandonment is final for league standings.
- If a game is abandoned before the second half starts:
  - The game is incomplete and FCR will attempt to reschedule (subject to field availability).
- Exceptions apply for forfeits (refer to Section 7.3.2).

## 6.1.5 Rescheduling

- Cancelled or abandoned games will be rescheduled as fields and Referees become available.
- Short notice may occur.
- Teams may need to play twice on the same day or at inconvenient times due to scheduling challenges.
- Forfeited games will not be rescheduled.

## 6.2 Scheduling and Rescheduling Game Policy

### 6.2.1 General League Scheduling

To allow players participation in both Coed and Men's / Women's leagues, FCR will use best efforts to ensure diminished scheduling conflicts between the coed and men's and women's leagues.

In the case of an FCR office scheduling error, FCR must provide 48 hours notice to the teams for the rescheduled game.

### 6.2.2 Team Rescheduling Requests

Teams unavailable to play on specific dates may request exemptions by contacting the FCR office prior to the scheduling request deadline listed in the Players/Manager's Information package and following the guidelines listed in the Rescheduling Policy document.

The Rescheduling Policy also contains rescheduling request processes after the league has begun.

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## 7. Game Administration, Protests, Forfeits and Fines

### 7.1 Player Cards

- FCR will issue player cards to members who wish to utilize the five (5) “permit scratches” on the back of the player cards. If you choose to obtain a player card, please contact the FCR office.
- All other players will be required to produce government issued photo ID at every game for the Referees to complete the player checks.
- A player identification process will occur at the beginning of each match as per FCR’s player check procedure.
- A player wishing to Guest Play within a game, MUST, without exception, provide a valid FCR Player Card.
- A player properly identified by a player card or government issued photo ID may not be excluded from the match. The player must also be identified on the game sheet with their full name and jersey number. However, the opposing team has the right to submit a protest if a player’s eligibility is disputed and is not withdrawn. The match will proceed in either case.
- Note: In addition to the forfeiture of games, there are severe suspensions and fines (as detailed by FCR Youth and Adult Discipline Policies and Procedures) for players found guilty of playing illegally, unregistered or otherwise ineligible.

### 7.2 Game Sheets

- The team manager or captain from each team must verify and sign the game sheet at the conclusion of the game.
  - Note: This is meant as a verification of the game sheet and not dispute of the game. Cards may be applied, if necessary.
- First names, last names, and accurate jersey numbers are required and must be legible. No initials allowed.
- The names of the players that do not participate in a game must have their names crossed out.
- Permit players and Guest players must be manually written with the permit type abbreviation (PP, GP).

### 7.3 Team Equipment

The HOME team must wear an alternate jersey/pinnie if there is a color conflict with the “away” team. The HOME team must supply the game sheet for Outdoor Season Games. Color conflicts lie within the opinion of the Referee. If the conflict cannot be resolved, the Referee is within his/her right to abandon the match.

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The team jerseys must be matching in color and unique numbers corresponding to the game sheet. Goalkeepers shall wear jerseys distinguishable from the rest of the players; including the opposing team.

If the required team equipment is not provided, it is up to the Referee's discretion, in accordance with the FIFA Laws of the Game, whether the game can be played. Opposing teams are encouraged to show good sportsmanship and, for example, lend the other team pinneys if they have them. The Referee should indicate on the game sheet if a team is missing equipment. This may result in FCR charging a fine to the team as indicated in Section 7.3.5.

Both teams must ensure the game sheet is properly filled out prior to the start of the game as this will be used as the official document in the FCR office to record all infractions, goals, players, etc.

## 7.4 Team Penalties

Any team who forfeits a game for any reason will receive a loss of 0 – 5 and a corresponding 5 – 0 win for the opposing team. In the event both teams forfeit, each team will receive a loss with no change to goals for and against.

Any team(s) who participate in a fight/brawl during regular season, which is severe enough that it causes the game to be abandoned by the Referee, will both receive a 0 – 5 loss.

Corresponding team discipline may also be issued in accordance with the FCR Adult and Youth Discipline Policies and Procedures.

Any team(s) who participate in a fight/brawl during playoffs, which is severe enough that it causes the game to be abandoned, will be disqualified from advancing within their division. Further appropriate discipline may also be issued in accordance with the FCR Adult and youth Discipline Policies and Procedures.

FCR reserves the right to apply sanctioning or discipline to a team/player(s) who has continued discipline or code of conduct violation issues, as deemed necessary. If a team/player(s) is removed from the league as a result of this, there will be no refunds provided.

### 7.4.1 Forfeits Over a Season

A team forfeiting three (3) games within a single season for any reason will be removed from all games for the remainder of the season.

### 7.4.2 Forfeits and Fines Due to Lack of Players

FCR does not offer an automatic "15 minutes grace rule" to wait for a team to have enough players. ONLY with consent from the opposing team may the game be delayed a maximum of 10 minutes. The Referee will shorten the match as necessary to remain on schedule.

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Less than minimum players on the field: If a team does not have the required minimum number of players for a game, the team will be guilty of forfeiting the game and a team fine will be assessed as follows:

- Men's and Women's League Divisions 1 and 2 - \$200.00
- Men's and Women's League Divisions 3, 4, 5, 6, Masters, and Legends- \$100.00
- Coed and other Leagues - \$100.00

If a team starts a game with the minimum required number of players, but throughout the game must go below the minimum number for any reason, that team will forfeit the game.

If a team unilaterally leaves the field during the game, without receiving the Referee's permission, and refuses to continue playing, that team will forfeit. This includes a decision made by a coach to take a team off the field for any reason, unless permission is granted from the Referee. Further appropriate discipline may also be issued in accordance with the FCR Adult and youth Discipline Policies and Procedures.

If the forfeiting team notifies FCR in writing of their intent to forfeit a minimum of two (2) business days prior to the game, no fine will be assessed.

## 7.4.3 Forfeits and Fines Due to Ineligible or Illegal Player(s)

A Team found guilty of using ineligible/illegal player(s) shall be subject to the following team penalties

- The team will forfeit each of the game(s) 5 – 0 in which the player(s) participated
- The team shall have the number of points equivalent to a win deducted from their standings for each of the games forfeited
- The team will be charged a fine of \$200.00 for the first offense; \$500.00 for the second offense; and immediate expulsion from FCR for a third offense over the course of a five (5) year rolling calendar period starting on the date of the first offense.
- Additional penalties may be levied against the individual and/or team official found guilty as outlined in the FCR Youth and Adult Discipline Policies and Procedures

## 7.4.4 Forfeits and Fines Due to No Game Sheet Provided

As outlined in Section 7.3, the HOME TEAM is responsible for providing an official FCR Game Sheet for all Outdoor Season Games. FCR will provide all game sheets for the Indoor Seasons.

If a home team does not provide a game sheet for a league or playoff game as required, the first offense will result in a warning; second offense will result in half (50%) of the forfeit fine for their respective division; and for the third offense, a forfeit loss of 0 – 5 as well as the FULL forfeit fine as outlined in Section 7.3.2

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## 7.4.5 Fines Due to Lack of Equipment

Teams without the proper equipment as determined by the Referee's comments on the game sheet will result in a \$50.00 assessed by FCR.

## 7.4.6 Fine Payment

- Forfeit Fines MUST be paid prior to the team's next scheduled game. If it is not received, the next game will be forfeited as well including another forfeit fine.
- Teams owing money to FCR at the end of a season, will have the debt divided equally amongst the players on the roster. The debt will then become the responsibility of each individual player.

## 7.4.7 Performance Bonds

- A Performance Bond may be levied at the discretion of FCR and/or the Adult Liaison Committee and/or the Discipline Panel for a specified period of time rather than imposing a fine.
- The Performance Bond can be returned to the team/player at the end of the specified time period if no further offenses are committed.
- For a full performance bond refund, the offender MUST email a request to [facility@reginasoccer.com](mailto:facility@reginasoccer.com) within six (6) weeks after the end of the specified time period. If the request does not meet the time criteria, the performance bond will be forfeited to FCR.

## 7.5 Protests

### 7.5.1 Player/Guest Player Eligibility or Other General Protests

- A team may protest the result of a game based on the opposing team's alleged use of an illegal/ineligible player or guest player(s) by following the process described in Section 8.
- If the eligibility of a player is disputed prior to the start of the game, or during play, the game will proceed. The Referee MUST make note on the game sheet which player(s) is under dispute.
- If the eligibility of a player is disputed after the Referee has left the field, or for general protests, the team must submit their official protest in writing to FCR within two (2) business days of the game.
- All official protests initiated by a team playing will be addressed by FCR.

### 7.5.2 Team Equipment or Field Conditions Protests

A team MAY NOT protest a game based on field conditions or equipment. If the Referee deems the game playable, it is to be played as scheduled.

### 7.5.3 Judgement Calls Made by Game Officials

Protests of calls made by Game Officials WILL NOT be heard by FCR. According to the FIFA Laws of the Game, individual calls are not to be reviewed.

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Referees are under the purview of the Regina Soccer Referees Association (RSRA)

All complaints regarding game officials will be forwarded to the RSRA to address independently from FCR. [rsra.complaints@gmail.com](mailto:rsra.complaints@gmail.com)

## 7.6 Requests for Rule Exemptions

A player or team may request an exemption of the Adult League Rules by following the general process as outlined in Section 9.

FCR may grant exemptions to the Adult League Rules in special circumstances.

## 7.7 Appeals of Protests and Rule Exemption Decisions

Anyone wishing to appeal a protest or decision made by FCR may do so by following the FCR Appeal Process.

## 8. Overview of Protest Process

The team/player is required to file a formal protest, in writing, to FCR within two (2) business days of the incident being protested.

FCR will forward the formal protest to the Adult Liaison Committee along with any other supporting documentation and statements from other affected parties. Statements from affected parties must be received within two (2) business days of the request.

If the formal protest is received AFTER the two (2) business days lapse, FCR will NOT review the protest and inform the affected parties. The team/player may appeal this decision as per the FCR Appeal Process.

For the “in time” protests, the Adult Liaison Committee will rule and provide a written decision to FCR. FCR will then in turn inform all affected parties of the decision as well as the right to appeal the decision as per the FCR Appeals Process.

## 9. Overview of Rule Exemption Request Process

The team/player is required to file a formal request, in writing, to FCR for any requests of rule exemptions.

FCR will forward the formal request to the Adult Liaison Committee along with any other supporting documentation or statements from other affected parties. Statements from affected parties must be received within two (2) days of the request.

The Adult Liaison Committee will rule and provide a written decision to FCR. FCR will then in turn inform all affected parties of the decision as well as the right to appeal the decision as per the FCR Appeals Process.

# 10. Appendix A –Eligibility Chart

M= Men's

W = Women's

C = Coed

		Permitting To:																		
R e g i s t e r e d  l i n	League	M1	M2	M3	M4	M5	M6	M7	M8	M9	W1	W2	C1	C2	C3	C4	C5	C6	C7	
	M1	Yes												Yes						
	M2	Yes												Yes	Yes					
	M3	Yes	Yes											Yes	Yes	Yes				
	M4	Yes	Yes	Yes										Yes	Yes	Yes	Yes			
	M5	Yes	Yes	Yes	Yes									Yes	Yes	Yes	Yes	Yes		
	M6	Yes	Yes	Yes	Yes	Yes								Yes	Yes	Yes	Yes	Yes		
	M7	Yes	Yes	Yes	Yes	Yes	Yes							Yes	Yes	Yes	Yes	Yes	Yes	
	M8	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes					Yes						
	M9	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes			Yes						
W1	Yes	Yes									Yes		Yes	Yes						
W2	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes			Yes									
C1	Yes										Yes		Yes							
C2	Yes	Yes									Yes		Yes							
C3	Yes	Yes	Yes								Yes		Yes	Yes						
C4	Yes	Yes	Yes	Yes							Yes	Yes	Yes	Yes	Yes					
C5	Yes	Yes	Yes	Yes	Yes						Yes	Yes	Yes	Yes	Yes	Yes				
C6	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes			Yes									
C7	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	