

West River Adult Soccer (WRAS) Amateur Soccer- USASA/SDASA Policies

MEMBERSHIP.

Section 1. Types of Membership. Individual players, coaches, referees, elected officers, committee chairpersons, league coordinators, and administrators are members of WRAS through their affiliation or association with United States Amateur Soccer Association and/or South Dakota Amateur Soccer Association.

Section 2. Team Dues. The team affiliation fee per year will be \$40 for liability insurance per player (this is a secondary insurance that is for catastrophic injuries and is based on a fee structure). This is set by the United States Amateur Soccer Association and must be forwarded accompanied by the player individual registration form to the State – Nationals. Additional Team Dues will be set based on each League Coordinator with the approval of the board. Team registration fees are set to cover the expenses of field maintenance, referee costs, managerial costs, equipment, and any other costs incurred in the operation of West River Adult Soccer.

Section 3. Individual Dues. Individual player fees for registration with the United States Amateur Soccer Association is set at \$40 per year (may increase or decrease based on State Board).

SEASONAL YEAR. The calendar year of West River Adult Soccer League shall begin on January 1st of the current year and end on December 31st of the same year. The dates are set by the United States Amateur Soccer Association, no deviation shall be allowed regarding these dates.

PLAYER ELIGIBILITY.

Section 1. Registration. Each player of a team competing in West River Adult Soccer competitions, Co-ed, Competitive, Indoor, or Outdoor, Tournaments, and any other scheduled events hosted by West River Adult Soccer must be qualified according to the rules of the United States Amateur Soccer Association, and must be properly and timely registered. Players must complete registration for USASA membership/insurance, send photo for player card, and pay all associated fees within 48 hours of the next scheduled league games (Coed and/or Competitive) begin or set deadlines for tournament play. Each player must sign team roster in accordance with United States Amateur Soccer Association.

Section 2. Participation in ANY WRAS Leagues. A player MAY BE registered and play in different competitions, e.g. Co-ed, Adult League, Ellsworth Soccer, Rapid City

Section 3. Age Eligibility. Players both genders must be 17 years of age (with parent consent) and 18 years and older to participate in West River Adult Competitive and Coed Leagues.

NOTE: Players must be 18 to participate in all South Dakota Adult Tournaments.

Section 4. Add/Drop Players. Once rosters are frozen Players MAY NOT be added after set deadlines, unless a written request is submitted to the registrar via email to ensure player eligibility, an open spot on the team roster, and board recognizes prior to captain officially adding player to a team. To add a player, captains are highly recommended to add players from the player pool as listed (i.e. # 1, #2, ect....) If captains chose from the player pool there will not be a fee, if they choose the first on the list, but if captains chose to recruit outside of the pool or bypass player(s) in the pool then a recruitment fee of \$50 will be added to add that player. Players MAY drop from a team at any time. Any and all fees are non-refundable or transferrable at any time.

Section 5. Player Transfers. A player may not play for more than one team in the same competition/league. A registered/rostered player who has played may transfer to another team in the same individual competition/league (if space is available), by paying a \$25 transfer fee payable to West River Adult Soccer and must sit out the next scheduled game.

Section 6. Late Registration. Teams MUST register by the stated deadline and follow the specific guidelines or may be charged a late fee or may not be eligible to be placed on the schedule.

PLAYER PASSES/CARDS.

Section 1. Player Identification.

- (a) All players that are verified as State registered will have a player card produced annually for the calendar year. Fees will be determined by the board.
- (b) All players playing will carry an approved identification pass bearing their photograph, seasonal year, player signature, and the organizations Registrar's signature.
- (c) Each player is required to have Adult player card in their possession to present if deemed necessary for eligibility.
- (d) Players that are participating in tournaments/leagues that need cards MUST have all steps completed by set deadline.
- (e) Each player must provide a Government issued photo ID to get card processed.
- (f) Players that are not US Citizen MUST complete and submit the International Clearance Form

Section 2. Certification. Player passes shall be certified by the South Dakota Amateur Soccer Association and shall be presented to the referee and/or league coordinator prior to the start of each game. The player cards MUST be laminated at least on the side bearing the players photograph. OR be on official team roster.

Section 3. Failure to Provide Player Card. If a player's eligibility comes into question and cannot present a current player pass, that player will not be allowed to play no exceptions.

Section 4. Lost Player Cards. Lost player cards will be replaced for \$10.00.

PLAYER/TEAM ROSTERS.

Section 1. Players that are placed on roster MUST be paid, if not confirmed a paid player by 2nd scheduled game, that player will be removed off the roster by the Registrar and placed in the player pool. Cannot have a non-paid player on the roster taking up spots for a potential player.

Section 2. Each player must physically sign their signature on the team roster (any other documents necessary) validating identification and adherence/understanding of the organization rules, policies and guidelines.

Section 3. Players MUST be 17 years of age (with parent consent) for Competitive and Coed League. Tournament age requirement is 18 and older (with the exception of the John W Usera Memorial (men are 18 and older/women are 16 and older)

Section 4. Coed teams. Coed teams MUST have a minimum of two women/men on their playing field at all times. If there are no women, then the team MUST play down a man (following the rules).

Coed Indoor Maximum size is 12/ minimum is 8 PAID PLAYERS. Teams will have a 5-min grace period to allow the minimum number of players to arrive ready to play (clock will start on time). Outdoor Coed is maximum size is 14/minimum is 8 PAID PLAYERS. Teams may begin play with a minimum of 5 players on the field.

Section 4. Competitive teams. Competitive teams may have both genders that participate (unless there is a Women division offered, then no woman may play on a men's team) age requirements must be met. Competitive Indoor maximum size is 12/ minimum is 8 PAID PLAYERS.

Competitive Outdoor maximum size is 22/ minimum is 13 PAID PLAYERS. Teams will have a 5-minute grace period to allow the minimum number of players to arrive suited up to play (clock will start at scheduled time). Teams may begin play with a minimum of 7 players on the field.

Section 5. Guest players. Team(s) may not guest play players during league game(s), this includes both Coed and Competitive league competition. If a team picks up a player not on the team roster will automatically forfeit the game. Team(s) MAY have guest players based on tournament(s) rules and/or maximum number for roster size. Team(s) that invites a player to participate MUST fill out the appropriate documents based on specific situation.

Section 6. Injuries. Any player that is removed from participation due to an injury; a physician's release is HIGHLY recommended to return to play, but not necessary. Player(s) that return without a release are returning on their own accord. But if a player has filed an injury claim MUST have a physician's release specifically stating clearance to return to play or participate in any WRAS affiliated event, practice, league or tournaments. Physician CANNOT be related to the player in any way.

DONATIONS/SPONSORSHIP/ CONTRIBUTIONS/FUNDRAISING FUNDS:

Section 1. Any donations, sponsorship or contribution given to a team within the organization and requesting a receipt must have checks made out to WRAS and mailed to the PO BOX.

Section 2. Checks are deposited into the WRAS account and a receipt will be produced by the Registrar. This will help keep check and balances and to answer any questions that may arise.

CODE OF CONDUCT:

Section 1. Verbal harassment or debasement of referees, coaches, players, coordinators, or volunteers by anyone is unacceptable conduct. Illegal, unfair, disruptive, violent, dangerous, and unsporting behavior will not be tolerated. Harassment of any kind, including harassment of referees, coaches, players, coordinators, or volunteers will not be tolerated.

Section 2. Physical violence or threat of violence directed toward anyone including referees is unacceptable conduct. In addition, there will be no tolerance for encouraging others to act with physical violence themselves.

NOTE: The definition of Abuse and Assault is written in the United States Soccer Federation Policy Manual (and as the WRAS Adult Organization follow) as follows:

(A) Assault –

- (i) Referee assault is an intentional act of physical violence at or upon a referee
- (ii) For purposes of this policy, "intentional act" shall mean an act intended to bring about a result which will invade the interests of another in a way that is socially unacceptable. Unintended consequences of the act are irrelevant.
- (iii) Assault includes, but is not limited to the following acts committed upon a referee: hitting, kicking, punching, choking, spitting on, grabbing or bodily running into a referee, head butting, the act of kicking or throwing any object at a referee that could inflict injury, damaging the referee's uniform or personal property, i.e. car, equipment, ect.

- (B) Abuse -
- (i) Referee abuse is the verbal statement or physical act resulting in bodily contact which implies or threatens physical harm to a referee or the referee's personal property or equipment.
 - (ii) Abuse includes, but is not limited to the following acts committed upon a referee: using foul or abusive language towards a referee that implies or threatens physical harm: spewing any beverage on a referee's personal property or spitting at (but not on) the referee.

If a player is found guilty by the Disciplinary Committee of any of the above, then the following Penalties and Suspension will apply –

(A) Assault

- (1) The person committing the referee assault must be suspended as follows:
 - (a) for a minor or slight touching of the referee or the referee's uniform or personal property, at least 3 months from the time of the assault
 - (b) Except as provided in clause (i) or (ii), for any other assault, at least 6 months from the time of the assault
 - a. For an assault committed by an adult and the referee is 17 years of age or younger, at least 3 years, or
 - b. For an assault when serious injuries are inflicted, at least 5 years
- (2) A State Association adjudicating the matter may not provide shorter period of suspension, but if circumstances warrant, may provide a longer period of suspension.

(B) Abuse

- (1) The minimum suspension period for referee abuse shall be at least three (3) scheduled matches within the rules of that competition.
 - (a) The Organization Member adjudicating the matter may provide a longer period of suspension when circumstances warrant (e.g., habitual offenders)

All other rules will be followed as FIFA, United States Soccer Federation or WRAS Adult Soccer Leagues mandates.

Section 3. Players may not be eligible to participate if under the influence of alcohol and/or illegal or prescription drugs. Judgment will be based on notable impairment, characteristics such as but not limited to slurred speech, unbalanced, or excessive smell. Coordinator, coach, referee, or board member will remove player from participating. This expectation will be enforced while in and around the playing areas before and during play.

Section 4. Participating players found to be under the influence of alcohol and/or drugs will be removed from event. Zero tolerance for any minor under the influence/consumption of alcohol and/or drugs in the location of events. Authorities will be called if needed.

PLAYER DISCIPLINE.

Section 1. Red Card(s)/Suspension. Suspension of an ejected player shall be a minimum of one game for a red card and ejected player MUST promptly submit his player card to the league coordinator/team captain to be held until the report is reviewed. In addition to the game(s) suspension the suspended player must pay a \$50 fee made payable to WRAS prior to playing in the next scheduled game in any league or tournament. The West River Adult Soccer Board has the authority to increase the period of suspension pending on the severity of the infraction. The player MUST leave the area and is NOT eligible to sit with the team after receiving a red card.

Section 3. Appeal of Red Card/Fine. West River Adult Soccer is subsidiary under South Dakota Amateur Soccer Association, which is a subsidiary under United States Amateur Soccer Association. USASA is one of five branches under US Soccer, which has NO appeal process for removal or cancellation of a red card, except for the red card being issued to the wrong player and it is documented in the referee's report.

Section 4. Fines As stated above there WILL BE a \$50 fine for each and every red card received by a player. The player MAY NOT play in a subsequent West River Adult Soccer League, Game, Tournament sanctioned/scheduled competition until that player has met the following criteria:

- (a) Served the appropriate length suspension, and
- (b) Paid the \$50.00 fine
- (c) There are NO appeals to RED CARD INFRACTIONS

Section 5. Yellow Card(s)/Cautions. During any League season, any player receiving excessive yellow cards will be reviewed by the board, and may result in a fee or suspension.

Section 6. Forfeits. Each team is expected to show up to each game with enough rostered players and available to play in the current game (minimum players to start the game) If a team does not have enough play in the game there will be a 5 – minute delay (clock will have started), if no more players show the game will be deemed as a forfeit and show as a 3-0 loss. If a Competitive team must forfeit for lack of players a \$60 fine will be admitted and required to pay prior to next game otherwise another forfeit will be forced resulting in another fine of \$120. If a team racks up three forfeits in a season they will be fined and kicked out of the league for current and next season. The total amount owed for the three fines would equal \$360 (\$60 for the 1st forfeit, \$120 for the 2nd and \$180 for the 3rd). This will be collected prior to next eligibility.

If a Coed team must forfeit for lack of players a \$30 fine will be admitted and required to pay prior to next game otherwise another forfeit will be forced resulting in another fine of \$60. If a team racks up three forfeits in a season they will be fined and kicked out of the league for current and next season. The total amount owed for the three fines would equal \$180 (\$30 for the 1st forfeit, \$60 for the 2nd and \$90 for the 3rd). This will be collected prior to next eligibility.

TEAM UNIFORMS

Section 1. Numerals All jerseys MUST have a permanent number on the back. This number must be at least eight (8) inches in size, centered on the back, and must be easily visible. Tape will NOT be tolerated as it's not permanent. All jerseys numbers will be noted on the roster by the referee and CANNOT match another player's number on your team. If there is a duplicate number there will be a \$50 fine enforced.

Section 2. Colors. All team jerseys must be the same color jerseys/shirts (with the exception of the keeper). Keepers must wear opposite color(s) from their team and the opposing team.

Section 3. Similar Uniforms Between Competing Teams. The referee determines that the uniforms of two competing teams are so similar as to create possible player identification problems on the field, the HOME team SHALL be required to change their uniforms.

Section 4. Goalkeepers. Goalkeepers MUST wear colors that distinguish them from the other players both of their own team, the opposing team, and referees. Goal keepers DO NOT need to have a number on their “keeper” jersey, while they are playing keeper. However, if they switch out of keeper and on the field; they need to have a color matching jersey, with their unique number that matches the roster.

Section 5. Description of Uniform. Uniforms include but not limited to shirts, shorts, socks, regulations shin guards and proper indoor or outdoor shoes.

TEAM AND PLAYER BREACHES OF RULES.

Section 1. Removal from Competition. The West River Adult Soccer Board shall have the power to disqualify, fine, set probation, suspend and remove any player from further participation in the competition/league(s)/tournament(s).

Section 2. Removal from Organization. The West River Adult Soccer Board shall have the power to remove any player from the organization that has been proven to have breached the rule(s), code of conduct or the spirit of the game(s)/ league(s)/ tournament(s).

Section 3. Notice of Disqualification. All notices of disqualifications or suspensions shall be forwarded by notification to any and all effected teams. The red card suspension is effective without notice.

Section 4. Use of an Ineligible Player. Any League team which uses an ineligible player SHALL forfeit each and every game in which the ineligible player participated. Player eligibility is defined in ELIGIBILITY SECTION 1.

PLAYER’S EQUIPMENT AND APPAREL.

Section 1. Shoes Toe cleats are not allowed for outdoor competition.

Section 2. Shin Guards. Commercial shin guards ARE REQUIRED and MUST be completely covered by the player’s socks.

Section 3. Socks. Socks MUST cover the shin guards completely and highly recommended matching in color.

Section 4. Jerseys/shirts Coed are based on the color of team name (i.e red, green, blue, etc). Competitive will have different color jerseys that do not contrast with another team and recommend two different jersey colors if conflict occurs. Jerseys MUST have numerical numbers on the back (8” in size and easily readable). Teams are asked not to have white, due WRAS purchased white jerseys for possible conflict of colors. Rental fee for the white jerseys is \$25 for cleaning purposes.

Section 5. Jewelry. NO JEWELRY except for Medial ID bracelets, fit bit works out bracelets or wedding bands, all these may either taped or covered with a cushion or padded material to prevent injuries.

Section 6. Additional Accessories Any additional accessories MUST be removed prior to participating, e.g. rubber wrist bands, friendship bracelets, naval piercings, ect... Medical bracelets must be taped.

PROTESTS. Any protest concerning a game played in the League(s) shall be referred to the West River Adult Board in writing. The Board shall make a determination of the protest based on the facts presented by all interested parties. The Board's determination SHALL be final. The protest MUST be in writing and describe in detail the grounds for the protest the protest fee of \$50 along with the original signed protest shall be submitted to the West River Adult Soccer Board. The protest fee shall be refunded if the Board rules in favor of the protest. Procedures as outlined by the United States Federation Official Administrative Rule Book shall be followed.

MATTERS NOT PROVIDED FOR. Any matters not provided in these policies/regulations shall be determined by the West River Adult Soccer Board.