



Connecticut State Soccer Association
Affiliated with the United States Soccer Federation, Inc.

CSSA PLAYING RULES

CSSA Playing Rules

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CSSA PLAYING RULES

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RULE 1. PLAYING RULES

Section 1.1 FIFA RULES TO GOVERN

The FIFA "Laws of the Game" shall be modified as follows. Subject to the agreement of US Soccer, USASA, and CSSA and provided the principles of these Laws are maintained, the Laws may be modified in their application for matches. Any or all of the following modifications are permissible:

- number of substitutes
- substitutions
- age restrictions
- rules on slide tackling.

RULE 2. PLAYERS

Section 2.1 PLAYER STATUS

Players, teams, clubs, or leagues under the jurisdiction of this Association may be either professional or amateur.

Section 2.2 PLAYER COMPETITION

Amateurs may compete with or against professionals. The status, rights, and privileges of amateurs and professionals and the rules governing them shall be laid down by the USSF.

Section 2.3 PLAYER PASSES

All players registered on an amateur form shall carry a Federation Amateur Division approved identification pass bearing their photograph. All exemptions must be approved by the CSSA Executive Board.

Section 2.4 PROFESSIONAL PLAYER REGISTRATION

Professional players must be registered with the USSF on a "P" form, supplied by the Association's Registrar. A professional player pass shall not be issued until approval of registration with the USSF is received by the Registrar. A professional player registered with the USSF, and to whom a player's pass has been issued, can play for the team to which he is registered in each and every league or competition game. He cannot participate in any other team competitions until properly released by the original team on a PR (Professional Release) form, and re-registered with the new team.



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Section 2.5 PLAYER REGISTRATION

1. All players (except professionals) playing under the jurisdiction of this association shall be registered on USSA forms, to be supplied by the Registrar of this association, which shall be sufficient for that player to assist that team in all league and other competitions under the jurisdiction of this association. The forms must be properly filled out with full name and address, and the name and address of the witness. It must be written in ink and must be completed in every detail, or the Registrar has the power to reject registrations improperly filled out. Any club, or team, submitting a registration form or player pass with forged signature of a player shall be fined per the CSSA Fee Schedule, and prohibited from using that player for the next twelve months. This fine is to be paid to the CSSA Treasurer within six days of notice to the guilty club or team. A player may register with more than one team provided the teams are in different leagues, in compliance with governing USASA and USSF bylaws.
2. Player registration forms and passes are issued to the teams by the Registrar; the cost of these forms and passes will be set by the Registrar with approval of the Executive Board. Passes are the property of this association and all of them shall be returned to the Registrar at the end of the playing season, unless the Registrar determines otherwise.
3. A player desiring his release or transfer from the team with which he is registered shall request same in writing from the secretary or manager of the club or team. A copy of this request shall be sent to the Registrar. After two weeks, should the team or club fail to grant his request, he can apply for release from the Registrar, whose decision shall be final. No player shall be allowed to play for another team, in the same league, other than the one he is registered with, until he receives a notice of his release from the Registrar. Players become free agents when their team has finished its league and cup games, or upon disbanding or suspension of the team.

Section 2.6 LOSS OF PASSES

In the event of a loss of a player pass or passes, the Registrar can issue a temporary document to be used only in the game scheduled within one week of the loss. If there is no time to secure such a document, the team should be allowed, under the following conditions, to play one game: A roster with printed names, signatures, birth dates and addresses affixed in the presence of the referee and the opposing team manager, must be completed. This roster shall be given to the opposing team manager who may use it for verification of the players at the Registrar's office. This document, in triplicate, is to be given to the opposing manager, to the referee and one kept by the team manager making use of the same. Under no circumstances should a team be allowed to play a second game before securing new passes or recovering the lost one. Roster forms are available from the Registrar.



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Section 2.7 REGISTRATION WITH MORE THAN ONE TEAM (IN SAME LEAGUE)

Players signing for more than one team in one league in any one season without first obtaining Form AR (Amateur Release), certified by the Registrar, will be subject to a suspension for a minimum of four (4) games and fined a set forth in the CSSA Fee Schedule. A player signing two forms shall be considered a member of the team with which he first signed.

Section 2.8 REGISTRATION TIME FRAMES

1. The date of registration stamped on the player pass by the Registrar shall be the date the Registrar actually receives the registration in his hand or the date of postmark if the registration form is received in the mail; but, where a team is in doubt of mail collection showing the correct date of mailing, telegraphic registration can be reverted to. In the case of amateurs, the Registrar's date stamped on the player pass shall be final in determining the date of registration.
2. Leagues affiliated with this association may stipulate the time which must elapse after a player has registered before he can play, but in no instance shall the elapsed time be less than five (5) full days. The day of the game shall not be included in the elapsed time. Players transferring from another team, league or association must present their official amateur release form, properly signed by the original state or league Registrar, before they can sign with another CSSA team.

Section 2.8.5 STATUS OF SUSPENDED PLAYERS

A suspended player can be registered with a team but may not play, or in any way participate in a game, until his suspension is over. A player who takes part in any soccer activity while knowingly under suspension, is automatically suspended for an additional six (6) months to be added to his original suspension. Teams may be fined an amount per the CSSA Fee Schedule, for each suspended player allowed to play.



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Section 2.9 DISCIPLINE AWARDED FOR EJECTIONS

A player ordered from the field of play in any game under the direct or indirect jurisdiction of this association is automatically suspended. Referees must send in their player passes and submit their reports within twenty-four (24) hours of the game, giving full details of the occurrence to the Discipline Committee of the Association and the secretary of the league—report only—under whose jurisdiction the game was played. All suspensions shall be handled in accordance with following minimum suspensions:

- a) For insulting opponent—one game
- b) For attempting to hit or kick opponent—two games
- c) For hitting or kicking opponent—four games
- d) For un-sportsmanlike behavior:
 - (1) For fighting or attempting to fight with spectators or officials—four games
 - (2) Indecent gesticulating on the field—four games
 - (3) Kicking the ball away after it is placed for a free kick—one game
 - (4) Insulting officials before, during, or after game, etc.—four games
- e) For assaulting or attempted assault on referee (see USSF guidelines)—one year suspension
- f) Refusing to leave field after being ordered out by referee —two additional games
- g) for every accumulation of four (4) yellows in one season—a one game suspension. For each additional two (2) yellows in one season—one additional game suspension. Notification of suspension will be mailed to the player's team by the Association's Chairman, Disciplinary Committee (CDC).

Section 2.10 INTER-STATE GAMES

This association may participate in inter-state matches or with the consent of the USSF in games against foreign teams, and shall be entitled to use regularly registered players from affiliated teams.

Section 2.11 FAILURE TO COMPLETE A GAME

Any team which fails to complete a CSSA-scheduled game may be fined, per the CSSA Fee Schedule, and may be further disciplined by the Association's Discipline Committee.



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Section 2.12 EXHIBITION GAMES

1. Teams desiring to play exhibition games must advise the Association at least seven (7) days before the game-
2. Permission to play exhibition games may be withheld if it is proved to the satisfaction of the Executive Board that such games have been arranged for the purpose of counter-attractions, or should they unduly conflict with regularly scheduled league or cup games, or should they be deemed as attempts to circumvent, or shorten, a suspended player's sentence or term of suspension.

Section 2.13 IRREGULAR COMPETITIONS

Requests for clubs, teams, or other organizations to run five-a-side or six-a-side competitions, or other irregular competitions, shall be considered by the Association. This does not apply to competitions organized by leagues.

Section 2.14 ASSOCIATION USE OF CLUB AND TEAM GROUNDS

Clubs and teams must loan their grounds to the Association at the regular rental fee.

Section 2.15 REPRESENTING THE ASSOCIATION

Players failing to comply with a request from the Association to represent them in a representative match on their behalf shall be dealt with as the Association may deem proper.

Section 2.16 CONDUCT AND RESPONSIBILITIES OF AFFILIATED MEMBERS

1. Every league, club, and team is responsible to the Executive Board for the actions of its players, officials, and spectators, and is required to take every precaution necessary to prevent spectators threatening or assaulting officials and players before, during or at the conclusion of the game.
2. Any league affiliated with this association shall have the power to deal with any violations of the Laws of the Game, the rules, regulations and by-laws of this association, the USASA, and the USSF or misconduct by any of the affiliated bodies or the players, officials or members thereof. Any findings of such violations by affiliated leagues shall not be in conflict with rules and regulations of the CSSA. Where no minor association shall have direct jurisdiction, as in the events of exhibition games, this association shall take cognizance of any violations called to its attention.
3. In the event of any league, club, team, player, official or member being proved to the satisfaction of the executive committee to have been guilty of any violations of the Laws of the Game, the rules, regulations and by-laws of the Association, or the USASA or USSF, or of any misconduct, the Executive Board shall have the power to order the offending league, club, team, player, official, or member to be removed from this association, suspended for a stated period, or dealt with in such a way as the Executive Board may deem fit.
4. Any league, club, team, or players, after such removal, or during such time of suspension, playing with or against the offending leagues, clubs, teams or players shall be dealt with in such a manner as the Executive Board may deem fit.
5. The Association shall have the power to order any league, club, team, or individual to produce any book, letter of document or other evidence the Executive Board may desire.



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6. Each member of the Executive Board, and the Association committee members, shall be furnished with a non-transferable match ticket, and all clubs and teams belonging to this association or affiliated bodies shall admit the holder, to their grounds and stands upon production of such ticket. Refusal by any league, club, or team to admit holder of such ticket to the grounds shall be cause for the Executive Board to take action as it deems necessary.

Section 2.17 COMPETITIONS

1. The National Cups competitions or similar nationally-sanctioned competitions take precedence over any other game, while the Connecticut State Cup competitions takes precedence over any other competitions in their respective class. Only the foregoing Cup Competitions have precedence over league games.
2. No club or team shall be allowed to enter any competition outside the jurisdiction of the Association, except for the National Cups competitions, without the permission of the Executive Board.
3. In the event of a cup-tie being played, the question of calling off other games shall be left entirely to the discretion of the Competition Committee.



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RULE 3. REFEREES

Section 3.1 REFEREE ASSIGNMENT AND USSF CONFORMITY

1. All games played under the auspices of this association, whether league, cup-tie or exhibition games, with the exception of schoolboy or junior soccer, must only employ referees who are members of a state USSF-affiliated referee organization, or of some affiliated body with the United States Soccer Federation.
2. Referees shall be assigned to league and cup games only by an authorized referee assignor. Referees shall be required to accept assignment unless a valid reason is given. Affiliated referees shall not officiate in any competition not sanctioned by this association. Violators of this rule shall be fined or suspended, or both.

Section 3.2 REFEREE FEES

1. For exhibition games the referee shall receive the customary fee of the league to which the home team is a member.
2. In cup competition operated by leagues, referees shall be paid the same scale of fees prevailing in that league.