# BY-LAWS

# of the GODDARD SOCCER LEAGUE

# (August 2015)

# Article I: Player Eligibility

1. A person shall be considered eligible to be a member of the GSFC Soccer League if he/she is in one of the following categories:

a. Active

He/She is listed in the Goddard Locator and Information Services Tracking System (LISTS) or is a retired GSFC Civil Servant. (March 1998)

He/She is a member of the immediate family of a person found in LISTS, or a retired civil servant. The immediate family is defined as: (March 1998)

Son/daughter

Husband/wife

Brother/sister

Father/mother

He/she produces a letter from their employer stating that they have a working relationship with Goddard. Examples: offsite contractors, summer students, interns, visiting faculty (March 1998)

b. Guest

Each team may contain up to six guests so long as they are named before the fifth game played by that team for the given season. (March 1998)

A grandfathered guest is a previously active player who has participated in the league for at least 10 years, but because of a change in employment situation (by the player or their relative) no longer qualifies as an active player based on the above rules. Two grandfathered guests are allowed in addition to the other six guests. (August 2010)

A retired GSFC contractor can participate as a guest. An unlimited number of these guests and their immediate family members are allowed in addition to the other six guests. (August 2007)

A previously active player who has served as a league officer, but because of a change in employment situation (by the player or their relative) no longer qualifies as an active player based on the above rules can participate as a guest. An unlimited number of these guests and their immediate family members are allowed in addition to the other six guests. (August 2007)

2. Once before the season, or before a new player plays in their first game, each player shall be required to identify him/herself to, as a minimum, their Team Captain, or to an Eligibility Committee of one or more persons agreed upon by the Executive Committee. Team Captains are ultimately responsible for the eligibility verification of every player on their roster and the collection of documentation proof as specified below: (August 2007)

1. Each player must appear in person, show a GSFC badge, driver's license, or valid picture ID, and sign his/her name on an official ‘Goddard Soccer League Registration / Release and Waiver’ form. In addition, for players not in the LISTS: (August 2007)
2. Retirees must present documented proof in the form of a GSFC retiree badge or a letter, on GSFC letterhead that can be verified with the GSFC personnel office, stating that they are a GSFC retiree. (January 1998)
3. Family of GSFC retirees or persons on LISTS must produce combinations of birth certificates and /or marriage certificates establishing proof of kinship (example: siblings' birth certificate must show one common parent, step siblings will need the parents' marriage certificate as well as their birth certificates, if one relative is a retiree, proof of prior employment will be required) (March 1998)
4. Persons not on lists must produce a letter from their employer on company letterhead stating they work on a GSFC contract or subcontract, and which provides the name of the GSFC contracting officer and the GSFC contract number. Summer students and visiting faculty produce job offer letters or letters of invitation to work at Goddard. (March 1998)
5. Failing to have a badge or license, he/she must show identification sufficient to establish the connection between the name and the signature, acceptable to the Eligibility Committee.
6. The eligibility to play in the League will be ruled on by the Team Captain and possibly the league-appointed Eligibility Committee. (August 2007)
7. A player who is barred in this way may have his/her case appealed by the team's captain to the Executive Committee whose decision will be final. The appeal must be in writing within 1 week of the barrment or before the team's next scheduled game. Any documentation required to prove the player's eligibility must be submitted with the appeal. Eligibility Committee will make a decision on the appeal within 1 week of submittal. (August 1994)

3. In order for a person to play in a game as a member of a team, his/her name must appear on a roster containing the names of all the members of that team. If a person wants to join a team after the start of the season, the player's name and any pertinent information, must appear on the team’s roster before the first game in which the player will participate. (August 2014)

# Article II: Team Structure

1. The Team Captain (or Co-Captain) is the representative of his/her team. The Team Captain is responsible for:

1. Having a legal line-up available at the start of a scheduled game.
2. The conduct and play of the team during a game, and the coordination of any penalties during the game with the referee.
3. Keeping the team records.
4. Turning in game results, including the names of those players that were awarded yellow and red cards, to the Executive Committee on behalf of the team. (August 2006)
5. Coordinating the signing in and escorting of referees on game days where they are the home team. (August 2015)

2. Each team roster shall consist of at least 15 people and no more than 30 people. (August 1994)

3. Each player, without exception, must sign the Registration/Liability Waiver approved by the Executive Board, before the start of the first game in which he/she plays. By signing the proper form, the player agrees to release the soccer league from any responsibility of injury sustained during play in a scheduled league game. (August 2006)

4. Off-site players must be specially indicated on team rosters in order to allow the League Secretary to make arrangements to have them admitted on the base during a season.

5. Rosters

1. Prior to each game, if a team's roster has been modified since it was last submitted, an electronic copy of the updated team roster shall be submitted to the Executive Committee by 3PM, and therefore accessible to all team captains prior to the start of the game. (August 2006)
2. Players new to a team roster, without exception, must sign the Goddard Soccer League Registration/Release and Waiver form, approved by the Executive Board, before the start of the first game in which he/she intends to play. (August 2006)
3. All games played using ineligible players will result in forfeiture by the offending team. (August 2006)

6. If a player desires to move to another team, he/she must notify the Team Captain of the team he/she wants to leave prior to playing for his/her new team. A move between teams can only take place in between sessions, i.e. before the start of the new season, or in between the fall and spring sessions. The involved captains can then communicate with each other and work out a form of compensation if so desired. Any disputes should be referred to the League Executive Committee. (August 2006)

7. Dues for each season shall be a fixed amount per team. The amount shall be set by the Executive Committee at such intervals that the Executive Committee finds appropriate. (July 1990) Team dues must be paid as follows: Fifty percent must be paid to the treasurer by 1:00 p.m. on the day of the fourth game, 100 percent by 1:00 p.m. on the day of the sixth game. All games will be forfeited by the team after this date until payment is made in full. (August 2014)

8. For regular season games, when a team has fewer than 10 players available, it may play with up to two borrowed players from other teams. For guest players to be on the pitch, a team must be playing with 10 or fewer players. If an additional team players show up during the match, so that a team does have 10 eligible and uninjured players, the borrowed player(s) can no longer play in the match. No team can borrow players in the end of season tournament. (August 2012)

9. In the case of forfeiture, the score will be recorded as 1-0. (August 2014)

# Article III: League Structure

1. A League officer may not be a Team Captain and vice versa.

2. New Members

1. At the requests of a new member, he/she may be placed on an open substitution list rather than on a team.
2. The Secretary shall assist the captain of any team which does not have 11 people for a game in obtaining players for that game from the substitution list.
3. New players can be added to the team at any time as long as they are eligible participants as described elsewhere in the by-laws. (August 1994)

3. The official league schedule shall be distributed to the team captains by the Scheduling Chairman.

4. Use of Fields

Non-GSL activities shall not take place on the GSL field without the permission of the Executive Committee. GSL teams should only use the field with the permission of the scheduler, the field chairman or the president. (August 2014)

5. Work Party Rules

1. Work parties may be required by the League to maintain the fields in a safe and useful status.
2. On the date when a work party is designated, each team must provide a requisite number of persons, as requested to work for a specified period of time on that date. The Executive Committee sets the number of attendees per team per work party.(August 1997)
3. Unless known by the field chairman and agreed upon beforehand, failure to satisfy this requirement will result in a work party (August 2014) fine for each person absent, payable to the GSL. The work party fine shall be $25 per no show. (August 1997)
4. Work party fines will be added to a team’s dues for that season. A team will be ineligible for competition as long as any fines are outstanding per the normal payment structure established in the by-laws. (August 2014)

6. League purchases of $500 or more require league approval prior to purchase. League approval shall be decided by a majority of vote of Team Captains and the President. (August 2012)

7. Weekly Field Duties (August 2014)

a. Each week of play one team will be required to perform field duties including but not limited to mowing, lining, and removing trash.  Specific weekly duties are determined by the field chairman.

b. The Field Chairman will work with the Scheduling Chairman to determine and distribute (August 2015) a schedule of field duties.

c. Weekly field duties must be complete by 5:00pm on the day of the first game of the week.

d. Failure to preform field duties on time will result in a $50.00 fine.  Two consecutive failures will carry the additional consequence of forfeiture of the next regular season game.

# Article IV: Game Structure

1. Games on weekdays shall begin at 5:15 P.M. with a 5 minute grace period. A game shall consist of at least two 35 minutes halves, and between halves, a rest period of no more than 5 minutes shall be allowed.

2. A regularly scheduled league game may be canceled only by the following or an officer designated by him/her:

1. Scheduling Chairman
2. League President

## 3. Rain-outs

1. Rain-outs must be declared by 3:00 P.M. by the Facilities Chairman.
2. The team captains and the referees must be notified by 3:00 P.M.
3. Otherwise, the game can only be postponed at game time by the Facilities Chairman or the referee(s).
4. Canceled games shall be rescheduled by the Scheduling Chairman and the two team captains whose teams were involved in the canceled game.
5. The Scheduling Chairman shall be responsible for seeing that referees are provided for the rescheduled game.
6. Make-up games will be played on the first available date, such that no team plays games on consecutive days.
7. A game that is started but is abandoned before being played to 60 minutes due to weather or field conditions will be replayed in its entirety. (July 2002)

4. National Weather Service Advisories (August 2014)

a. The Facilities Chairman is to monitor national weather service weather advisories.

b. In the event a severe thunderstorm warning is issued that coincides with play: game is to be canceled. This is not subject to the 3:00 pm notification constraint of Article IV section 3a-b.

c. In the event of a tornado watch or warning that coincides with play is issued: the game is to be canceled. If play has already begun: players, captains and referees are to clear the field and seek shelter. This is not subject to the 3:00 pm notification constraint of Article IV section 3a-b.

5. Thunder and Lightning during Play (August 2014)

a. After play has begun the referees are responsible for suspending the game.

b. When lightning is observed or thunder is heard, the contest must be suspended. The occurrence of lightning or thunder is not subject to interpretation or discussion. Teams are to leave the field and seek shelter with a sense of urgency.

c. If the game official does not immediately suspend, the captain from each team can agree that thunder or lightning have occurred and they are to withdraw their teams from the field and suspend the contest. If this action is taken captains are to notify the executive committee outlining: the circumstances concerning the weather conditions at that time, the fact that the two captains were in agreement and the name of the officials at the game. This information is to be conveyed to the referee’s league administration by the soccer league president.

d. Play shall be suspended for a minimum of 30 minutes from the last observed lightning or thunder before resuming activities.

e. If after 30 minutes of delay there is still thunder or lightning, the game is to be canceled.

# Article V: Game Rules

1. All players of a particular team must wear a numbered shirt of the color assigned to that team, except for the goal keeper who shall wear a shirt distinctive in color both from his/her team and the opponent's team- (July 1990)

2. If a team captain suspects that the opposing team has fielded an ineligible player during any regular League game or play-off game, the following procedure must be followed:

1. The team captain may not challenge any opposing player's eligibility unless a copy of the current official roster is available at the game.
2. The team captain must challenge that player to the opposing team captain by half-time.
3. The challenged player must produce identification (such as GSFC badge or driver's license and a GEWA pass) to establish connection between him, his name, and the signature on the roster.
4. If a player is unable to produce proper identification, the player may not participate further in the game. (August 1994)

 In the event that a team captain protests the game due to an ineligible player, the following procedure must be followed:

1. The team captain must inform the other team captain by half-time that the game is played under protest.
2. Both captains and one of the officers for the league, not being a member of either team, shall resolve the dispute before the next scheduled game of both teams. (August 1994)
3. The penalty to a team for having a player declared ineligible shall be forfeiture of the game in which he/she played and was caught.
4. Notwithstanding, it is expected that all games will be played to completion, since the referee is paid and an incorrect roster may have been used for comparison.
5. The Executive Committee shall resolve any disputes concerning forfeiture of games.

3. League play shall follow current FIFA rules with local modifications as described below: (March 1993)

1. An unlimited number of substitutions are allowed at any time when the ball is out of play over an end-line or by the team which is making a throw-in. If the team in possession chooses to substitute, the opposing team may also substitute. The referees must be notified by the Team Captains when substitutions are made. Substituted players may return to the game as a substitute. (August 2010)
2. Late arrivals of an under-strength team may enter the game at any time with the referee's permission.
3. If a goalie is touching the ball with any part of his hand or arm (even a single finger), he is considered to be in possession of the ball. He cannot be interfered with, touched, or in any way hindered, nor can the ball be kicked away. The offended team shall be awarded an indirect free-kick. If he is playing the ball with his feet he is considered another field player. All other FIFA rules pertaining to the goalie are still in effect.(March 1993)

# Article VI: Suspension of Players and Teams from the Goddard Soccer League

1. All games sanctioned by the Goddard Soccer League shall be officiated by one or two referees approved by the Executive Committee of the League. All decisions of the referee(s) on matters affecting play during a game shall be final.

## 2. Red cards (August 2013)

Any player ejected from any League-sanctioned game by the officiating referee by being shown a red card (or by any other means) shall be given one penalty point.

1. A player given a red card shall be suspended from play for league-sanctioned games, the next number of games of his/her team as determined by the sending-off offense:
2. Serious foul play, during and near to play: 2-10 games, default 2 games (see 3(c))
3. Violent conduct, not during or near to play: 2-10 games, default 10 games (see 3(c))
4. Spits at opponent or any other person - 2 games
5. Denies obvious goal by hand ball - 1 game
6. Denies obvious goal by a foul - 1 game
7. Foul language - 1 games
8. Second yellow card in same match - 1 game.
9. This decision of the referee and the type of sending-off offence must be confirmed in writing to a member of the Executive Committee of the League.
10. Reckless or dangerous play can lead to a two game suspension.

## 3. Major suspension (10 game suspension)

1. Any player who accumulates two or more penalty points in any one season shall be given a major suspension.
2. The term "major suspension" shall mean the suspension from all League activities for 10 games.
3. A serious foul play red card, during and near to play, including reckless and dangerous play, will by default lead to a 2-game suspension and is not considered a "major suspension". If foul play is interpreted as intentional, the opposition captain may appeal to the executive committee within 7 days to have the suspension increased, up to a maximum of 10 games, and elevated to "major suspension" status.
4. Intentional violent conduct, not during or near to play (and including all fighting), is by default a 10 game suspension. The player has the right to appeal the length of suspension via the team captain to the executive committee within 7 days of the incident. Any available reports from the player(s) involved, referee, and team captains should be e-mailed to the executive committee within 7 days of the incident. Executive committee must decide whether to reduce suspension, and by how many games (a minimum of 2 games). The suspension will begin immediately following the incident.
5. Any player who is given a major suspension on two occasions shall be banned from League-sanctioned games for a period of 5 years.

4. ~~Any team whose players have accumulated a total of four or more penalty points in any one season shall have all of those players with one or more penalty points given a major suspension.~~ (Deleted, August 2001)

4. Any player who receives a yellow card shall sit out of the game for the next ten minutes or until the end of the game, whichever is shorter. Assuming a substitute is available; a team is allowed to substitute for the player who received the yellow card. (August 2010)

## 5. Team suspension

1. If a team is ejected from any League-sanctioned game by the officiating referee, then each of the players present at that game shall be given one penalty point.
2. The entire team shall be suspended from play for the next two League-sanctioned games.

## 6. League governance (July 2002)

1. All disputes arising out of the interpretation and enforcement of these rules shall be decided by a majority vote of all eligible votes of the Team Captains and the League President.
2. A player whose behavior on or off the field is considered contrary to the rules and regulations governing the League may be given a warning orally and/or in writing. Such action shall be decided by a majority of vote of all eligible votes of the Team Captains and the League President. If 2 weeks or more after the warning the behavior of the player remains unchanged, then such player may be given a suspension by a minimum of a 2/3 vote of all eligible votes of the Team Captains and the League President.
3. The Team Captains and the League President shall reserve the right to suspend any player at any time for any reason deemed necessary for the welfare of the League and the safety of the players. Such an action shall require a minimum of 2/3 vote of all eligible votes of the Team Captains and League President.
4. In any votes dealing with the suspension or length of suspension of a player whose infraction occurred during a game with the President's team, then the Vice-President, if present, shall vote in the President's place. If the Vice-President is not present, the President shall not vote. If the infraction occurred during a game with the Vice President's team, the Vice President shall not vote. (August 2003)
5. Due to the quick turnaround needed for decisions, votes regarding disciplinary action may be conducted electronically via email when the executive committee does not have time to meet. Votes should be clearly stated via email and submitted by executive committee only. (August 2014)

7. Any suspension shall continue in the following playing season until the total number of games is reached.

# Article VII: Division Alignment

1. The alignment of the League into one or more divisions, the number of teams in the league, and the number of games which will be played during each season shall be set by the Executive Committee prior to the start of each season.
2. As unanimously agreed to by Executive Committee (1990), the League is composed of two 4-team divisions.
3. Each team within a Division plays the other teams in their division twice per season; each team plays non-division teams once per season; this yields ten game per team during a season.
4. At the end of the combined Fall and Spring seasons, the top 4 teams which make the playoffs will be placed in the same division. (August 2000)

# Article VIII: Playoffs and Championships

## 1. Champions

1. The regular-season champion will be decided by the team with the most number of points (3 points/win, 1 point/tie, 0 points/loss).
2. The Goddard Cup Champion is decided each Spring with four teams with the best composite record from the most recent Fall and Spring Seasons playing for the cup.
3. The officers may approve an additional playoff for champion of the lower division among the teams that did not qualify to play for the Goddard Cup Championship. The rules for the playoff shall mimic as closely as possible the rules for the Goddard Cup Champion. (August 2010)

## 2. Resolving ties in the final standings

1. If two or more teams are tied in points after the regular season, separate records of their games only against each other tied team shall be prepared.
2. The point standings, the goal differential, and goals allowed among the tied teams from each of these head to head sub-records shall be computed. Teams are then compared head-to-head based first on most points, then largest goal differential, then least goals allowed to determine winners in each head to head contests. These results are used to break ties between the tied teams
3. If two or more teams are still tied, the goal differential in all league games shall be used.
4. If the goal differential is the same, then the least goals allowed in all league games shall be used.
5. If two or more teams are still tied, the Team Captains will select numbered balls from a bag to determine the standing. Team Captains will select balls in the order of their finish the previous season. If team(s) did not exist the previous season, the Team Captains from any such teams will chose in alphabetical order of the team colors after the other teams finish.

## 3. Playoff games

1. The 1st place team will play the 4th place team and the 2nd and 3rd place team will face each other in the first round.
2. The two winners of this round will then play for the Goddard Cup Champion.
3. In the playoff rounds there will be no ties - a tie will be broken by playing a 15 minute over-time period. If that ends in a tie then the winner will be decided by the best of 5 penalty shot competition with each team alternating shots by different members.(July 1990)
4. If the play-off game or games are not completed by midnight on the day three weeks following the last regular season game, the question of league champion will be declared moot. (July 2002)