

BDSL League Policies

April 2024

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MEMBERSHIP

A. Every team is obligated to send a representative to each general meeting. Any team who fails to attend the general meetings shall be liable for fines, as set forth in the Buffalo and District Soccer League (BDSL) Policies, and additional sanctions as the Board deems necessary.

B. The Board of Directors shall identify a fee structure that will be determined on a yearly basis and presented to the team managers no less than one month prior to forthcoming season.

LIFE MEMBERSHIP

A. The league may choose to recognize individuals for extraordinary dedication and service to soccer in general and to the league in particular, by election to life membership in the league. To be elected to life membership in the league, a candidate must be nominated by the Board of Directors and receive two-thirds (2/3) of the votes present at the February meeting after nomination. The Board of Directors may nominate only one (1) candidate in a given year. No more than five (5) individuals shall be elected to life membership in the league in any ten (10) year interval commencing in 1990.

B. Any person who has served seven (7) years in the capacity of secretary in the league shall automatically become a life member in the league.

C. Life members of the league shall have one (1) vote, but only one (1) vote, at all league meetings regardless of their status as delegate for a specific team or club. Life members of the league may be elected or appointed to any office in the normal manner described in this Constitution and Policies.

D. If more than one (1) life member is available to serve as life member on the Board of Directors, the life members shall decide among themselves upon a rotation for serving in one (1) year terms commencing at each annual general meeting. If the life members cannot agree among themselves upon a rotation for serving as life members on the Board of Directors, the elected directors shall establish a rotation based on seniority of election to life membership where each life member has the opportunity to serve for at least one full year as life member on the Board of Directors before another serves twice.

E. Life members shall be listed in Appendix A

LEAGUE DIVISIONS

A. The Board of Directors shall determine the number of divisions within the league and playing format in these divisions based on the number of teams, past performances of the teams or clubs, or other information available to the Board of Directors.

B. Each team will fill out the “Team Application Form” and check the “Promotion Eligible” with the options being “Yes” or “No” At the beginning of each season when each team fills out the Team Application form this line will be filled out as apart of joining the league. The league will not disclose what teams are or are not promotion eligible till the end of the regular season.

C. The teams who reaches the championship game of their respective division shall move up one division as well as the regular season winner. If these are the same, the other finalist will be the second team to move up. The bottom two (2) teams shall move down one division, an exception will be made to balance the number of teams in the divisions as deemed necessary by the Board.

D. All new teams can start no higher then first division unless the board chooses it is the best fit for the league.

TEAM APPLICATIONS

A. Each season at the February meeting, all teams (returning and/or new) looking to participate in the coming season must apply.

B. Returning teams will be considered first provided they are in good standing with the league based from previous years.

C. Teams may be considered new to the league under the following circumstances:

- i) Completely new team who has never played in the league before
- ii) A previous team that did not play in the most recent season
- iii) A rebranded team of a previous season that does not have the same manager and/or does not carry over at least 33% of the previous years roster.

D. Returning teams must submit only their team application and team deposit to be considered for reentry.

E. New teams must submit all of the following to be accepted into the league:

- i) Team Application with all fields completed
- ii) Team deposit fee and team bond money
- iii) Tentative team roster
- iv) Appropriate team name and logo

F. Payment Schedules:

- All team fines and player fines are due by Friday prior to midnight of the week (O35 is Thursday prior to midnight)
- Failure to pay timely will result in a team forfeit or player being ineligible
- All league dues are to be paid in full 2 weeks prior to the start of the regular season
 - Failure to pay will result in dismissal from the league

PLAYING SCHEDULE

A. The playing season shall run as scheduled. League games or league sponsored cup games shall not be played after the final day of the league season.

B. A schedule of games to be played in each division shall be drawn up by the Board of Directors or their designee at least two (2) weeks before the start of the season. After each schedule has been approved at a league meeting, no changes shall be made without the specific approval of the President or his/her designee.

C. In order to reschedule a game after the schedule has been approved by the league a team must communicate all requests of this via email with both teams and at least 1 BDSL Board member included

D. Any teams from the same club in the same division shall play each other before May 31st

E. All scheduled league games must be played or points may not be awarded to either team.

F. Forfeit Costs:

- Less than 24 hours: full ref fee + higher of \$125 fee or field cost of the home team
- 24-48 hours: 50% ref fee + higher of \$125 fee or field cost of the home team
- Any other forfeit: no ref cost + higher of \$125 fee or field cost of the home team
 - a. If a team forfeits 10+ days in advance the fee may be waived with good faith effort to reschedule
- Forfeiting team will incur -5 GD, game will be scored 5-0

PLAYER REGISTRATION

A. Every player participating in a league or league-sponsored cup game must be a member of a registered team and must be registered on an annual basis with the Buffalo and District Soccer League and the Western New York Soccer Association.

B. Players may be amateur or professional. There shall be no objection to amateurs playing with or against professionals, and the rules and regulations governing them shall be the United States Soccer Federation.

C. No team shall be permitted to have more than twenty-two (24) or less than eleven (11) registered playing members at any time. All twenty two (24) players may be dressed for any game. (Over-35 the max is 25)

D. Every registered player will receive a player pass and will pay the appropriate State Association and BDSL fees.

F. It shall be an offense for any reason to fraudulently register any player. If such an act is committed, the player shall be declared invalid and the player, as well as the person registering the player, may be penalized as the league deems fit.

G. Any team playing an unregistered player in a league or league sponsored cup game shall be declared the loser and fined as a forfeit. The opponents shall be awarded three (3) points for the game victory. In the case of a cup competition, the offending team shall be eliminated from the competition and, if possible, the team losing the prior cup game with the offending team shall be reinstated in the competition. Other penalties may be assessed, pending Board inquiry.

H. Roster Lock:

- Team access to your roster will lock to manager access 1 week prior to week 1 – Sunday 11:59 pm 1 week before
- All other changes will need to go through the league

I. Player adds can only be made from Tuesday AM to Friday at 5 pm, players cannot play on the day they are added

J. Ages:

- Players must turn 17 in the calendar year of that summer to be eligible to play
- If a team has a player under 18 on their roster, ALL other 18+ aged players must have completed safesport. This goes by their date of birth, i.e. if a player turns 18 on May 19th, he cannot be added to roster until May 19th UNLESS everyone has taken safesport.

PLAYER PASSES

A. Player passes are mandatory for all players. Each player must provide one (1) passport- size photo, front view, for the player pass. After photographs have been attached and all the particulars filled in, passes must accompany regular registration forms to the registrar to be certified. A player shall not participate in any scheduled games without possessing his certified player pass.

B. In case of a transfer of a player, the player's old team shall destroy players old pass. The new team is required to make a new pass for the player.

C. In no case shall a player participate without a pass unless authorized by BDSL Board member or the registrar. If a player is found to have participated in any league or league sponsored cup game without his pass or with a fraudulent pass, the player shall be suspended for at least one (1) game. The club or team playing such a player shall be subject to punishment as determined by the board.

D. Passes must be present at a game before halftime or the game will result in a forfeit.

PLAYER TRANSFERS AND RELEASES

A. All players remain property of the team last played for until such time as they are given their release or pass to play with some other team. At the end of a given season all players are considered released and free to join and team of their choosing provided they are in good standing with the league and previous team.

B. Players may be transferred from one team to another but require approval of all parties.

C. No player is eligible to play or be transferred to any team after the date of final registration as determined by the board.

D. Registration, transfer and release of players not covered in these rules shall be governed by the registration rules of the USASA

E. Individual players are allowed one transfer per season.

UNIFORMS

A. All team jerseys shall be alike and numbered with no two (2) jerseys having the same number. There will be a fine determined by the BDSL for a violation of this rule.

B. In the case of a uniform color conflict, unacceptable to the referee, it is the obligation of the home team to change colors.

MANAGER RESPONSIBILITIES PLAYER AND TEAM CONDUCT

A. Every club and team is responsible for the actions of its players, officers and spectators, and is required to take all necessary precautions to prevent players or spectators from threatening or assaulting referees or other players before, during and after games. Police protection will be required if the referee unit request it for a particular game or games with prior game approval. The cost of which shall be the sole burden of the team whose actions brought about such a request.

B. Managers or coaches of teams shall be in possession of all passes. The referee shall keep all passes in his possession during the game, and if any coach has any occasion to question players participating in a game, he must do so in the presence of the opposing coach and the referee. The referee shall check players against passes before the game begins.

C. Managers shall hand one (1) copy of their game card to the referee before the game has started. Any violation of this rule shall be a fine as determined by BDSL Board of Directors.

D. Each team shall register with and provide the league secretary with a home playing field (name and location) and the color of dress. The name, address and telephone number of the team coach and one other team member must be provided before team registration. Any subsequent changes in team status in these matters must also be provided.

E. The fine for a forfeit is set forth by the BDSL Board of Directors.

F. 24 players may play league games.(Over-35 is 25)

G. Players may be substituted and re-substituted as frequently as desired with the consent of the referee at any stoppage.

H. When a player is shown a red card, the referee will destroy his pass. Any player sent off the field for misconduct shall not be replaced.

I. If any manager, coach, or other team official is ordered from the field of play or bench for misconduct, the club shall be fined/suspended as determined by the BDSL Board of Directors.

J. In the event of a late start for severe weather conditions, the referee may consult the managers and if agreed, play shorter halves; in no case shall the halves be shorter than thirty-five (35) minutes.

K. Any team leaving the field of play in any scheduled game, under authority of this league without the consent of the referee, shall be penalized as follows:

1. 1. If a league game, offending team shall lose game and points to opponent.
2. If a non-league game, offending team shall be punished as the Board of Directors may deem fit.

L. The home team or club shall be responsible for visible, correct and complete markings of the playing field. Corner flags and nets will also be provided by the home team. Whenever possible, the field shall be protected against overflowing by the public. Balls shall be provided by the home team and are subject to approval of the referee. Any violation of this rule will bring a fine as determined by the Board.

M. Any team late for kick-off shall be fined as determined by the BDSL Board of Directors, as per referee report. Any team not present within twenty (20) minutes after the scheduled kick-off time shall be considered as having forfeited the game and will be dealt with by the Board of Directors accordingly.

CARD POLICIES

A. The League will vote on and pass the Yellow/Red Card policy before the start of each season. The Yellow/Red Card Policy provides the suspensions levied for all infractions. The BDSL Board always reserves the right to change those punishments based player history, events surrounding dismissals and referee reporting.

B. See "Card Policy" on website for current guidelines

LEAGUE CHAMPIONS

A. In determining a league championship, three (3) points shall be awarded for a win and one (1) point for a tie. There will be no overtime in league games with the exception of the playoff games. Games won by forfeit or games won by league decision, shall be awarded with a score of five (5) goals to zero (0). In the event of a tie, the standings shall be decided as follows:

- Best goal differential. Goal difference shall be determined by subtracting total goals scored by total goals against with a maximum difference of 5 per game counting towards standing
- Head to Head (when applicable for multi team ties)
- Fewest goals against
- Most goals for
- If a tie still exists a one game playoff will occur

B. League cup & playoff games shall not end in a tie. In the case of a tie in regulation time two overtime shall be as follows: (Exception: Group stage games in Cup Play go right to PK's for additional points)

- Two – 10-minute golden goal Overtime sessions
- 5 round penalty kick round
- Sudden death penalty kicks

D. The cup champion shall be awarded a team trophy. The champion shall hold the trophy for one (1) year. The team manager or other officer of the club shall be responsible for same. Any damage to said trophy must be made good by the team or club holding the same. Trophies must be returned to the league not later than May fifteenth (15th) of each year.

Appeal Process

Any appeal brought forth by a player or manager of a team will be heard by at least 3 members of the BDSL Board and 2 Referees. This appeal board will determine whether the applicable law of the game was adhered to and implemented correctly based upon the facts obtained via the referee report,

appeal and all applicable documentation. Any overturn of a red card, or reduction of a suspension, will only occur if there is found to be a clear and obvious error in the referee's determination.

Filing Procedures

- A. A player or manager of a team may appeal a red card. The appeal must be sent to the Board in writing within 48 hours of the red card being issued and must include:
 - o The nature and specifics of the complaint
 - o A listing of the policy that the referee issued the red card under and what the appellant believes to be the clean and obvious error
 - o A statement of the desired resolution
 - o A 3rd party's account of the situation and why they believe the suspension should be reduced or overturned. This party cannot be a player, coach or fan of the team in which the suspended player plays for.
 - o The filing fee for an appeal is \$100.00. If the appeal is successful, then the appealing party will be reimbursed the appeal fee.
- Failure to adhere to these procedures will result in no action being taken place.

REFEREES

A. As per the current agreement between BDSL and Western New York Referee Unit (WNYRU) and Laws of the Game under US Soccer Federation.

LEAGUE ADMINISTRATION

A. All communications to the league shall be addressed to a member of the board and, if not otherwise specified in this Constitution and the by-laws, the postmark shall be the deciding factor as to the date of mailing. Should the

postmark be illegible, the date which a member of the board received the mail shall be considered the date for record purposes.

B. All indebtedness to this league, not otherwise specifically defined must be paid within seven (7) days of notification of same. Teams violating this provision will forfeit subsequent games until fine is paid.

C. Any club, team, player or official affiliated with this league, violating any rules and regulations of this league shall be constituted guilty of misconduct and shall be dealt with as the Board of Directors may deem fit.

D. This league shall be affiliated with the USASA and shall at all times recognize the authority, rulings and laws of said body. In case of conflicts or omissions in this Constitution and by-laws, the rules and laws of the highest parent organization shall prevail wherever applicable.

E. No amendment, changing this Constitution and by-laws, can be proposed and passed at the same meeting. Amendments shall be brought to a vote at the next scheduled general meeting and must receive two-thirds (2/3) of the votes present to be ratified.

F. As necessary to conduct league and cup competition, the Board of Directors shall determine policy and procedures for the following:

- Registration of teams
- Registration of players
- Transfer of players
- Assignment of referees
- Rescheduling of games
- Day of the week and playing times
- Pre-game activities
- Reporting results
- Disciplining players, coaches, teams and clubs

The Board of Directors may create positions and appoint individuals to administer this policy and procedures. The procedures shall be provided to each team at the time of registration.

FEES AND FINES

The following is a list of fines and fees, as determined by the Board on an annual basis. The list of fines and fees will be published prior to the start of each season.

- Rescheduling of games/field changes: Assignor Fees + \$2.00
- Late cancellation of game: Fee according to Ref contract
- Attendance of less than 6 of 8 league meetings for summer January to August and less than 3 of 4 August to November: \$25 per meeting less than required amount
- Field problems (no lines, no flags, grass not cut, etc.): \$10.00*
- Uniform problems (no numbers, not matching colors, etc.): \$10.00*
- Returned checks: Bank fee + \$10.00

Player Blacklist:

- In order for a manager to utilize the blacklist the following **MUST BE DONE**
 - Cost must be > \$75
 - ALL team payments must be shown via Venmo or Check
 - Must be filed to league by end of regular season

All fines must be paid within 7 days of game or forfeits will occur. Any other fines not included in the above list shall be determined by the Board.

APPENDIX A.

List of Lifetime Members:
Reg Wood
Ken Kirk