



Gainesville Regional Soccer League

P.O. Box 357993
Gainesville, FL 32635



CO-REC RULES AND REGULATIONS

The following rules and regulations, as approved by the Board of Directors, will govern the Gainesville Recreational Soccer League, Inc. (GRSL) effective September 2009. These rules and policies are in effect for all soccer conferences of the GRSL unless otherwise stated or clarified.

0100 RULES OF PLAY

0101 - A team's standing in the league regular season and in the season-end tournament will be determined by the FIFA point system, with three points for a win, one point for a draw and no points for a defeat.

0102 - Qualification in each conference or group shall be determined as follows:

- a. number of points;
- b. goal difference;
- c. number of goals scored;
- d. score of direct encounter;
- e. drawing lots.

0103 - Each conference will be divided into divisions even in number of teams, consisting of not more than 8 teams per division. At the end of regular season play, the bottom 2 teams in each division will be relegated to the next lower division, and the top 2 teams of each division will be promoted to the next higher division based on their final regular season standings in their respective tables. Movement for Fall Season shall be established at the conclusion of Spring Season – Summer Season shall have no bearing on team movement. The top team in each division at the end of the regular season will be declared the Regular Season Champion.

- a. If a team that is set to be promoted does not form, then the 3rd place team from the B division will be promoted to the A division. If the third place team does not form, then the 4th place team from the B division will be promoted. This process will continue down the rankings until a team that will form is found.
- b. Newly formed teams shall begin in the lowest division.



0104 - A Co-Recreational team may not have more than 8 male players on the field at any one time. The maximum allowable male players on the field for a team shall be reduced by the number of red cards issued to the male players of that team.

- a. For example, if a co-ed team is playing with 8 men on the field and one is shown a red card and sent off, that team shall play with 7 men on the field.

0105 - A Co-Recreational team may not have more than 8 female players on the field at any one time. The maximum allowable female players on the field for a team shall be reduced by the number of red cards issued to the female players of that team.

- a. For example, if a co-ed team is playing with 8 women on the field and one is shown a red card and sent off, that team shall play with 7 women on the field.

0106 - If, due to injury or penalty, a team is unable to field a minimum number of 7 players, the team will forfeit the match.

0107 - Failure to present a Player Pass will disqualify a player from a contest. The League must certify the passes before use.

0108 - For a player to participate in a game the photo on the Player Pass must clearly match the player's face and the name on the Player Pass must appear on the roster. The referee will make no exceptions.

0200 SEASONAL YEAR

0201 - The GRSL will operate two full seasons and one short season per seasonal year. The Fall and Spring season shall be full seasons and Summer season shall be a short season. Promotion and relegation as outlined in the Rules of Play will take place during the Fall and Spring seasons, with the promotion and relegation of the Spring Season standing through the subsequent Summer and Fall seasons.

0202 - There are three distinct phases of competition in a GRSL season: Regular Season, Tournament, and Finals. The Finals phase can includes Quarterfinals, Semi-finals, and Final Match.

0300 RESPONSIBILITY FOR REGISTRATION OF PLAYERS

0301 - Team officials are responsible for filling out and filing Player Passes with the League.



0302 - The league officials are responsible for regular season registration of GRSL teams with the FSSA.

0303 - Team organizers and officials are responsible for State Cup registration, with league assistance as needed.

0400 REGISTRATION PROCEDURES

0401 - All team applications and registration must be approved and certified by the respective conference Vice President.

0402 - If a team is found to have improperly registered players, then the team will forfeit all games in which the improperly registered player participated, and the improperly registered player will have his/her case reviewed by their respective league vice-president. The league vice-president can bar the player from further participation in the GRSL. Any suspension/expulsion can be appealed to the Appeals Committee. If the team organizer was found to have knowingly registered a player improperly, then he/she will be dismissed from the Board of Directors and from a leadership position on the offending team, and barred from organizing for a calendar year.

0403 - Non-player members of a team can only be registered as a Coach, Assistant Coach or Team Manager. Only three such individuals are permitted per team.

0404 - All players shall be registered on a USSF form supplied by this league to all affiliated teams.

0405 - All Coaches, Assistant Coaches and Team Managers shall be registered on a USSF form supplied by this league to all affiliated teams.

0406 - Control of registration will be through team rosters and Player Passes. Player Passes and completed team rosters with full addresses are required in all conferences of the GRSL.

0407 - A player can only register for one team within the GRSL. Dual registration within the conferences of the GRSL is strictly prohibited.

0408 - Registration Procedures, Recreational Teams:

- a. Each team official shall compile and submit a team roster using the current format provided by the league. All information must be complete and accurate. Team officials are responsible for payment of team dues. The amount of dues for each team and the schedule for payment of these dues shall be announced at the first



preseason meeting. Team officials shall be responsible for completing player registration forms and player passes.

0409 - Early Commitment:

- a. Each team shall be required to make early commitment to each season of play. The team must state that it intends to play in the upcoming season and make a non-refundable deposit of \$300 to the league. This deposit will be deducted from the team fees for the season. The deadline for early commitment is approximately four weeks prior to the upcoming season's first preseason meeting. Returning teams MUST make the commitment to be guaranteed a position for the upcoming season.

0410 - USSSA Player and Team Official Pass regulations:

- a. Players, Coaches and Team Official passes are now a requirement in all FSSA and USSF affiliated leagues in the State of Florida. The USSF pass is the registration for player eligibility and player insurance through the GRSL, FSSA and USSF. Reflecting these requirements, the league policy in "No Pass, No Play." This policy is absolute and inflexible.
- b. The USSSA pass must have both the picture card and the waiver card portions of the pass signed. The photograph used must be an authentic a 1.5"X1.25" portrait photograph. Photocopies, publication clippings and cutout photographs are not acceptable.
- c. If a USSSA pass is lost or destroyed it must be replaced immediately.

0500 TEAM ROSTER LIMITATIONS

0501 - The maximum number of players on a team roster is 22.

- a. Of these, a maximum of 20 can be adults over the age of 18, and 2 may be youth players, not less than 16 years of age.

0502 - All youth players must be granted written permission by their parent(s) or guardian(s) on the designated release form and properly cleared through their respective youth leagues and the Florida Youth Soccer Association (FYSA), if they participate in a youth league.

0503 - Over-40 age group men's teams may have the maximum of five (5) 35 to 39 year old players on their roster.



- a. The number may be reduced to three (3) 35 to 39 year old players - the executive board will review the status of competition at the end of each season.

0505 - Over-40 age group men's teams may, but are not required to, have adult female players (18 years and older) on their roster.

0600 PLAYER RELEASE AND TRANSFER PROCEDURE

0601 - All player releases and transfers must go through and be approved and certified by the respective conference Vice President.

0602 - The deadline for player transfer between teams or addition of players after initial team registration is 10:00 PM each Wednesday before the third official game of the season. The appropriate dates shall be announced at the preseason meetings.

- a. A team may replace a player lost to a season ending injury, provided the following criteria are met:
 - i. The team in question must not be in the Finals Phase of competition (Quarterfinals, Semifinals, or Final matches)
 - ii. The season ending injury must be diagnosed and specified as such by a physician and backed up with a written, signed, formal doctor's note or letter.
 - iii. The replacement player must be a new or unassigned player that has not participated at all in the GRSL during the season in question. Transfers from other GRSL teams to replace players lost to injury will not be permitted.
 - iv. There is not a limit on the number of roster changes of this type.

- b. A team may replace at most two players after the add/drop deadline, provided the following criteria are met:
 - i. The team in question must not be in the Finals Phase of competition (Quarterfinals, Semifinals, or Final matches)
 - ii. The replacement player must be a new or unassigned player that has not participated at all in the GRSL during the season in question. Transfers from other GRSL teams to replace players lost to injury will not be permitted.

0603 - If a team disbands after 10:00 PM the Wednesday before the third official game of the season, then its players will be permitted to transfer to active teams until 10:00 PM the Wednesday before the fourth official game of the season.



0604 - Incomplete information of players on the roster will result in omitting them from the game report and hence ineligible for play on that game day. Hand written changes or additions will no be accepted on game day at field side.

0700 LENGTH OF GAMES AND GAMES PLAYED SHORT

0701 - A game is considered complete at the end of the first half, or a total of 45 minutes have been played. If a game is terminated in the second half and before the end of regulation play, the score will be counted at the point the game is called. Games that are terminated early due to lack of sufficient players shall be considered a forfeit by the team without adequate players.

0702 - Games in the Finals phase of competition that end in a tie after regulation play will be extended to two, 15 minute overtime periods. If the game remains tied at the end of the two overtime periods, then the game shall be decided by penalty kicks.

- a. The executors of the penalty kicks shall be chosen from the players that are on the field of play at the time play is ended after the overtime periods. No substitutions will be permitted for the penalty kick phase of the game.
- b. At least one of the penalty executors must be a woman in the first set of five, and any additional set if required.

0703 - Otherwise, Law VII, Duration of the Game, of the FIFA Laws of the Game will apply.

0800 SUBSTITUTIONS

0801 - Substitutions are allowed on own corner kick, own throw in, either goal kick, after a goal is scored by either team, or to substitute an injured player.

- a. Injury substitutions shall be only for the injured player(s).
- b. If the team with possession is making a substitution on a throw in, the other team may make a substitution as well.

0802 - Players shall wait for substitutions at the midfield line.

0803 - Substitution procedures:

- a. Substitutes will wait at the midfield line. The referee shall be informed of the proposed substitution, before it is made, by holding up the substitute's signal board;



- i. Substitutes shall not enter the field of play until the players they are replacing have left, and then only after having received a signal from the referee.
- ii. Players and substitutes will leave and enter the field of play at mid-field.

0900 CONDITION OF THE PLAYING FIELD

0901 - Bench players shall be restricted to the bench area on the appropriate side of the field during their game. Players and coaches will not be allowed to roam up and down the sidelines. Players and team officials must remain at least three feet off the sidelines.

0902 - Team officials are responsible for the good order and conduct of all players and support personnel in the bench area.

1000 FORFEITURE OF GAMES

1001 - Forfeits will be punished as follows:

- a. A team that forfeits a game without giving 48 hour notice will be required to pay the league for the referees fees and will be docked two (1) points in the league standings.
- b. A team forfeiting a game after completing a half of play will be fined \$25.
- c. Fees shall be paid prior to the next league game or that game will be forfeited.

1002 - A forfeited game will be tallied as a 0 goals to 3 loss for the forfeiting team, and a 3 goals to 0 win for the team to whom the game was forfeited.

- a. The goals awarded for the forfeit will not be added into any player's goal scoring tally.

1003 - A team that forfeits a game during the Tournament phase of competition will be dropped from further official competition, and the games they have played removed from scoring consideration and computation.

1004 - Game time listed in the schedule is forfeit time. The latest that an official game will start is 10 minutes after scheduled start time, and only for the most extenuating circumstances not involving dereliction or tardiness on the part of either team. Any game that kicks off later than 10 minutes after the scheduled start time of that game will not count as an official game, and at least one of the participating teams will have a forfeit counted against them, or the match must be rescheduled.



- a. The Vice President may sanction a game that starts later than 10 minutes after the scheduled start as an official game if it is requested by both captains and the center referee.

1100 GAMES PLAYED UNDER PROTEST - PROCEDURES

1101 - A game may be played under protest for any of the following reasons:

- a. Referees are late, requiring a shortening of the game;
- b. The field equipment is late, requiring a shortening of the game;
- c. The referee crew is incomplete, requiring a club line;
- d. There is a previously recognized and registered incompatibility with a referee by one or both of the teams;
- e. One of the teams has an illegal player.

1102 - The protest must be made to the center referee prior to the start of the game or as soon as the captain of the team wanting to protest becomes aware of the situation warranting a protest, in the presence of the opposing captain and the assigned assistant referees.

1103 - The protest will then be reviewed by the appropriate conference VP, or the President in the event of a conflict of interest with the VP, and a judgment passed. If the judgment is unacceptable to the protesting team, then that team must initiate the necessary protest appeal process to the Appeals and Discipline Committee.

1200 UNIFORMS

1201 - The uniform requirement is full uniforms comprised of jerseys, shorts and socks matching in color and design. Players not in conformance with their team's uniform standards (including socks), in the opinion of the referee, will be prevented from playing until the uniform is corrected.

1202 - Jerseys will be clearly and permanently numbered by stencil, heat transfer, silk screening or shall be sewn on. Magic marker or other ink, tape and peel-and-stick numbers are unacceptable methods for marking numbers on jerseys. Players with such numbering will not be allowed to play until the uniform is corrected.

1203 - Each team will submit their team colors with their roster. Listed will be the color for their primary and optional alternate jerseys, their shorts and socks, as well as a description of any unique designs on each item of the uniform.



1204 - In the case of a jersey color conflict, the visiting team (the team listed second in the schedule) is required to change color.

1205 - Penneys will not be allowed to be worn as the alternate jersey

1206 - A player may remove their jersey on the sideline, once they have made a substitution. Any player that changes jersey numbers without the consent of the referee, or to avoid a second caution will be suspended a minimum of one (1) game. That suspension shall be served during the next scheduled game. The respective Vice President will determine the maximum suspension.

1300 FIELDS AND EQUIPMENT

1301 - The teams scheduled for the first game of the day are to install the nets and flags. The installation is to be completed to the satisfaction of the referee. The teams scheduled for the last game of the day are expected to take down the nets and flags and place the equipment in a location convenient to the person responsible for the equipment.

1302 - The Field Procurement, Maintenance and Equipment Committee will be responsible for the following:

- a. Making sure that all the fields are properly lined and all field equipment set up and in place at least 15 minutes prior to the first game of the day;
- b. Making sure that all the field equipment is properly taken down, accounted for, and stored at the end of the day's games;

1303 - The Field Procurement, Maintenance and Equipment Committee using whatever policies it sees fit to create, contingent on the approval of the Executive Committee may implement these duties.

1304 - The respective 'home' team is always responsible for the field equipment. An equipment sign-out/in sheet will be provided to facilitate these duties, and issue responsibilities to each home team. All equipment must be checked out and in with a GRSL Equipment Manager (Any Executive Board of Directors member).

- a. Teams responsible for checking out and returning field equipment will lose one (1) point from the league standings if they fail to complete their equipment responsibilities.

1305 - Game balls will no longer be provided by the league but by the home team. Failure to provide an adequate game ball can lead for forfeit. Game balls shall be FIFA approved or inspected or considered adequate for play by the center referee.

1400 GAME REPORT FORM

1401 - The game report will be placed at the field by a league representative.

1402 - There will be game-specific reports that will list the teams playing on a single page, with the reverse side lined and diagramed to provide the center referee the space necessary for any additional comments by either the referees.

1403 - The game center referee is responsible for submitting official game report. The team captains and the center referee shall confer after the end of the game to verify the game results and statistics recorded on the game reports, and sign them. A signature of the team official on the roster means acceptance of the referee's report on goal scorers and misconduct. Once the report is accepted, then it will be binding. It is the duty of the team official/captain to ensure that the referees fill in the goal scorers and misconduct to the right players. It is also the duty of the team official/captain to approach the referee or a representative to sign the report. The referee will wait at least 10 minutes after game time to accommodate the team official/captain.

1404 - All incidents relating to a game that occur before, during, and after the game will be reported by the game referees, in writing, on the game report for as long as the referees remain at the venue. Their authority shall extend from, and comply with, Law V, the Referees, of the FIFA Laws Of The Game.

1500 CENSURE AND SUSPENSION

1500 - A player or team demonstrating behavior unbecoming to the GRSL such as, but not limited to, fighting, threats to other players or referees, violent conduct, vulgar or obscene language may result in suspension or expulsion from the league.

1501 - Cautions (Yellow Cards):

- a. Any player, upon receiving two cautions in back-to-back games, shall be suspended from the next scheduled game.

- b. Any player who receives five (5) or more cautions for the whole season regardless of the phase of competition, can be suspended for up to five (5) consecutive games and his/her case reviewed by their respective VP and the Referee Liaison, and if necessary the Rules, Regulations and Discipline Committee.
- c. Any player who receives 12 or more cautions (or an equivalent thereof, with a red card equaling two (2) cautions over the course of a calendar year shall be suspended for at least four (4) games.

1502 - Send-Off (Red Cards):

- a. Players receiving a red card for:
 - i. Denying an opponent a goal or an obvious goal-scoring opportunity by deliberately handling the ball
 - ii. Having received a second caution in the same match

Shall be suspended for one (1) scheduled game as determined by the respective conference VP

- b. Players receiving a red card for:
 - i. Denying an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick
 - ii. Using offensive, insulting or abusive language

Shall be suspended for at least one (1) scheduled game as determined by the respective conference VP

- c. Players receiving a red card for:
 - i. Serious foul play which arises when a player commits one of the offenses punishable by a direct free kick or a penalty kick and uses disproportionate and unnecessary strength in a manner likely to injure an opponent. It is also serious foul play when a player infringes the Laws of the Game and uses intentional violence when challenging for the ball against an opponent.
 - ii. Spitting at an opponent or any other person

Shall be suspended for at least two (2) scheduled games as determined by the respective conference VP

- d. Players receiving a red card for:
 - i. Violent conduct which is the aggression of a player towards an opponent who clearly has no intention of playing or fighting for the ball. The ball can be in or out of play. Moreover, when a player attacks a

teammate, the referee, an assistant, a spectator, etc.; this shall also be considered violent conduct.

Shall be suspended for at least three (3) scheduled games to life expulsion from the GRSL, as determined by the respective conference VP. If the conference VP is of the opinion that the player should be suspended for more than five (5) then there shall be a hearing to determine the proper punishment. If, after such hearing, a player is to be suspended for a season or longer, then the case shall be reported to the FSSA acknowledging the incident and the GRSL decision.

- e. Any player who is ejected from a game shall be suspended from the next scheduled game.
- f. In a single season, a player who is issued two (2) cautions in a game and then two (2) cautions in a subsequent game shall be suspended one (1) game in addition to the suspensions for each offense.
- g. In a single season, a player who is issued two (2) cautions in a game and then a straight red card in a subsequent game (or vice versa) shall be suspended two (2) games in addition to the suspensions for each offense.
- h. In a single season, a player who is issued a straight red card in a game and then a straight red card in a subsequent game shall be suspended three (3) games in addition to the suspensions for each offense.
- i. Any player who receives a third red card for the season will be suspended for five (5) consecutive games in addition to the suspensions outlined above and his/her case reviewed by their respective VP and the Referee Liaison, and if necessary the Rules, Regulations and Discipline Committee.
- j. Referee abuse is a verbal statement or physical act which implies or threatens physical harm to a referee (or an assistant referee, 4th official, any non-licensed, non-registered person serving in an emergency capacity as a referee or any club line) or to his/her property or equipment. Abuse includes, but is not limited to the following acts committed upon the referee: using offensive, insulting or abusive language toward a referee, spewing any beverage on referee's personal property or verbally threatening a referee. Verbal threats are remarks that carry the implied or direct threat of physical harm. Such remarks as "I'll get you after the game" or "You won't get out of here in one piece", shall be deemed referee abuse. Referee abuse is punishable by a mandatory suspension of at least three (3) games, as determined by the respective conference VP. If the referee is verbally threatened, then the suspension will be at least four (4) games.
- k. Referee assault is an intentional act of physical violence upon a referee. Assault includes, but is not limited to the following acts committed upon a referee (or an assistant referee, 4th official, any non-licensed, non-registered person serving in an emergency capacity as a referee or any club line): hitting, kicking, punching, choking, spitting at, or on, grabbing or bodily running into a referee; 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, etc. The player, coach, manager or official from the GRSL committing the referee assault is automatically suspended

for at least one (1) year from the time of the assault, unless serious injuries are inflicted, then the minimum suspension period will be at least five (5) years.

- l. If these circumstances happen on or near the final game of the season, the suspension will carry over to the first official game(s) of the next season in which the player participates.
- m. A suspension is defined as the disallowance of a GRSL member to participate in games of the GRSL for a time not to exceed two seasons. For a suspension to be served, the member must be listed as a player on the roster of a GRSL registered team.
- n. An expulsion is defined as the disallowance of a GRSL member to participate in games of the GRSL for a time greater than three consecutive seasons. An expulsion may be served without the member being listed on any roster of a GRSL registered team.

1503 - A team that averages three (3) cautions per game, where an ejection equals two (2) cautions, during the regular season or tournament phases of competition will not be allowed to advance to the next phase of competition, and will be considered for further disciplinary action. Any multi-game suspension will equal three (3) cautions in calculating team discipline points.

1504 - Non-monetary Fine Schedule:

- a. A team that fails to send a representative to attend a properly called, mandatory meeting will be penalized one-point in the team standings regular season or season-end tournament standings.
- b. A team that fails to pay the entire portion of their team fees by the given date set by the GRSL Executive Board will be penalized one-point in the team standings each week that games are played until the fee is paid off.
- c. A Team that receives two red cards at a game event for any reason will be penalized one-point in the team standings in the computed regular season or season-end tournament standings.
- d. The first offense for a team that leaves trash (plastic bottles, plastic cups, tape, etc.) on the sideline will be a verbal warning. The second offense for a team that leaves trash on the sideline will be penalized one-point in the team standings. Captains need to alert a GRSL Executive Board Member of the problem so it is verified.

1505 - Monetary Fine Schedule:

- a. A team that receives more than three (3) yellow cards during a game is expected to pay the league \$10.00 for each card over three (3). A team that receives more than two (2) red cards during a game is expected to pay the league \$25.00 for each card over two (2). If a team fails to pay these fines prior to the next game, they will forfeit that game and any game following until the fine is paid.



- b. Each player is entitled to purchase cards received during play. Each player is limited to one (1) buyback per season. Cards may not be bought back during the game in which they were received.
- c. A card buy back does not relieve the player of Rule 1502 – if a player buys back a card, the card stays on record for the purpose of personal and team accrual, and will be highlighted in green.
- d. Payment is due the Wednesday before the next game. Failure to make payment to the league at this time, the card will remain as listed. The only exception as to when the payment is due is for games that had to be made up during the week.

Yellow card \$15.00 (co-ed), \$10.00 (6v6)

Red card \$30.00* (co-ed), \$15.00 (6v6)

*Red card fines that are NOT subject to buyback are as follows: Violent Conduct, Serious Foul Play, Spitting, and any altercation directed toward a referee that results in a warning or ejection.

- e. If a team fails to show up to its lining duties, they will be penalized one-point in the team standings for every time that particular team does not show up for its field-lining duties. The team will also forfeit their field lining fee, which will be given to the other team that was scheduled to line the field, assuming they showed for their lining duty. Assuming neither team shows for their lining duty, the lining fees from both teams will go to the league VP that was present to assist in the field lining.

1600 PLAY WITH UNAFFILIATED TEAMS

1601 - The GRSL will not, as a matter of policy, sponsor or schedule games with teams not affiliated with the FSSA or USSF.

1602 - GRSL teams that play unaffiliated teams will do so without the authorization of the GRSL, and will not be covered by the FSSA insurance policy.

1700 PROTEST AND APPEAL PROCEDURES AND LINE OF AUTHORITY

1701 - The respective conference Vice President, or the President in case of a conflict of interest, will review the situation of the appeal of a player's suspension by their team captain, and render a summary judgment on the validity of the appeal based on the Constitution, Bylaws and Rules and Regulations of the GRSL and the FIFA Laws Of The Game. Further appeal may be made to the Appeals and Discipline Committee, which will be constituted as provided in the Constitution and Bylaws of this League.



1702 - The appealing captain must cite supporting specific rules and regulations, and/or FIFA Laws of the Game in their written narrative of appeal.

1703 - The GRSL only has the power to act on the length of suspensions. The NCFSOA retains the power to vacate cautions (yellow cards) and sending-off (red cards). The length of minimum suspensions cannot be appealed.

1704 - Appeals Meeting Procedure:

- a. Members present: the convening Vice President and four (4) at-large members, said members coming from membership of the Board of Directors.
- b. Quorum: four members
- c. Once quorum has been established, the convening Vice President will bring the meeting to order with a very brief, impartial summary of the appeal.
- d. The plaintiff then has five minutes to present their side of the situation via an opening statement. No discussion will be allowed during this time. The opposing side then has five minutes to do the same, with the same limitations.
- e. The plaintiff then has three minutes for rebuttal, again with no debate allowed. The opposing side then has three minutes to do the same, with the same limitations.
- f. If anybody other than the plaintiff and opposition has relevant information to present (such as personal accounts, rule/bylaw review, witnesses, etc.) they will be brought forward after the uncontested rebuttals.
- g. There will then be 10 minutes of open discussion, moderated by the convening Vice President. This will be kept to a clean discussion. Shouting or other non-constructive behavior will be grounds for dismissal from the remainder of the proceedings.
- h. Both sides will then have one minute for final statements.
- i. The voting members of the committee will then decide, by secret ballot, whether to uphold or reject the appeal of the plaintiff. The decision of the committee is final and no further appeals to the GRSL may be made.
- j. These proceedings will be conducted according to Robert's Rules of Parliamentary Procedure as well as the presiding officer is able. Failure by the presiding officer to strictly follow procedures is not grounds for debate or challenge to the results of the committee.

1800 ACCOUNTABILITY AND SAFETY

1801 - All players, team organizers/officials and spectators are responsible for knowing and complying with the City of Gainesville and County of Alachua ordinances relating to conduct on public property.



1802 - All members of the Board of Directors of the GRSL are responsible for enforcing the rules and regulations of the corporation. Failure to do so may constitute grounds for removal from the Board of Directors.

1900 CUP AND TOURNAMENT PLAY

1901 - All teams participating in State Cup, National Cup, or Sanctioned USSF tournaments must submit their schedules for said competitions to the GRSL within 72 hours of receipt. This will enable the GRSL to make the necessary schedule changes to accommodate the participation of GRSL teams in these competitions.

1902 - Teams participating in these competitions will have their conflicting league matches rescheduled in accordance with FSSA guidelines.

2000 REFEREES

2001 - USSF certified referees, as stipulated by contract with the GRSL, will referee all GRSL sponsored soccer games.

2100 PRECEDENCE OF RULES

2101 - FSSA and USSF rules supersede GRSL rules in higher competition sponsored by said organizations.

2200 RULE CHANGES

- a. Subject to the limitations of the Constitution and the Bylaws, the Rules and Regulations of this corporation may be amended, repealed, or added to, or new Rules and Regulations may be adopted, by resolution of the Board of Directors at any General membership meeting. All changes must pass with a simple majority of the affirmative vote with a quorum present. The changes of the Rules and Regulations will be effective as determined by the Board of Directors. Rules must change to reflect changes made by FIFA, the USSF and the FSSA