

7.0 S.A.F.F.A. LOCAL RULES AND REGULATIONS

7.1 RULES

7.11 UNIFORM (Addendum to 2.2)

All players on the same team must wear the same color jerseys with same color numbers. A grace period may be allowed. No loose fitting pants or pants with pockets (front or side) will be allowed.

7.12 SIDELINES

Opposing teams must be on opposite sidelines during games. (Coin Toss if necessary.) Players must stay between 20yd line markers, or a Delay of Game may result.

7.13 SCORING (Addendum to 4.0)

If, in the judgement of officials, a flagrant attempt was made to prevent a score, the points will be awarded.

7.2 REGULATIONS

7.21 EJECTIONS

A player ejected from a game will receive either a 1-game ejection or a ballpark ejection. If the player receives a game ejection, the player will be allowed to remain on the sidelines; provided no further remarks are made toward officials.

If the player receives a ballpark ejection, the team Captain will be instructed by the officials to remove the player from the ballpark area (out of sight, out of sound). The player has 2 minutes to comply or the game may be forfeited.

7.22 SUSPENSION

A minimum of 1-game suspension or a \$15.00 fine will be assessed on all ejected players. Any player involved in a violent action against another player, including retaliation, before, during or after a game, is subject to a minimum 2-game suspension. However, acts of unsportsmanlike conduct will not be tolerated and may result in more severe action against the player(s) or team, including probation, season suspension, or permanent banishment. The Manager will be held responsible for conduct of the entire team.

7.23 FORFEITS

If, at anytime during the season, the officials are forced to stop a game due to actions of an individual, a game may be forfeited against one or both teams and the team(s) may be prohibited from further Association play.

Any team that forfeits 2 Association games during season shall automatically be dropped, and their entry fee will be forfeited to the Association.

Any team that forfeits a playoff game will be ineligible for playoff competition during their next season.

7.24 SCHEDULING

Games must be started at the official time as set forth on the official schedule. Teams will be allowed 5 minutes on first game of day or evening if team is not ready to play with at least six 6 players.

There will be no changes in the schedule unless circumstances in the opinion of the SAFFA Director or officer in charge, would warrant a change.

7.25 FINANCIAL RESPONSIBILITY

An automatic charge of \$25.00 will be added on all returned checks. Any team not complying by the next scheduled game will be automatically dropped, but still held liable for the entry fee plus the \$25.00 charge.

Any team dropped or withdrawing without making a second payment is liable for the entire balance.

Any team verbally committing, but not showing up to any SAFFA-supported tournament after brackets have been drawn up will be liable for half of the entry fee. The Manager or Coach will be held responsible for all fees. Failure to comply with any financial commitment may result in the players' or teams' expulsion from the Association.

7.26 PROTESTS

Any protests for misinterpretation or application of playing rules must be settled on the spot before the next play. The Manager or Coach must have a copy of the rules in order to validate his protest. Otherwise, "Delay of Game" will be called. Judgement calls are not protestable.

A protest on eligibility or transfer of a player and over a forfeited game will be allowed if the Manager immediately protests and files a written protest with the Director within 72 hours of the game in question. The protest must state the date, time, player in question, name of officials, specific nature of protest, and include a \$10.00 fee.

A Protest Committee shall be appointed by the Director and will consist of Managers not directly involved in the protesting game. A Committee decision will be considered final. The fee will be refunded if the protest is found to be valid.

The protest Committee may negate a protest if considered to be impractical or impossible to rule on.

7.27 ROSTERS (Addendum to 5.3)

All teams must submit rosters before their first game. No new player may be added or transferred after the fourth week of the regular season. The exact date will be stated.

SAFFA encourages participation, but individual players are limited to three teams. No team may have more than 2 players from a higher division class. No player may transfer to a higher division class team after the first game. A player may not play in the same class on a different team on the same day. Classification of players is decided on a seasonal basis. Players are limited to 1 team during playoffs or other post-season play. Any player found violating these guidelines is subject to a minimum six (6) months suspension.

At all times, the responsibility of the eligibility of players will rest with Managers or Coaches. Any violations concerning eligibility, rosters, or transfer of players, which are judged by the Director to be deliberate, may result in forfeiture of the game(s) in question by the offending team.

Temporary players may be added, providing the opposing Manager approves the individual and the total amount of players. However, no more than 8 players will be allowed (regular or temporary) to participate in any game.