

**BAYAREA PREMIER
SOCCER LEAGUE
(BAPSL)**



BY-LAWS

Affiliates of



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1. Foundation

- 1.1 The Bay Area Premier Soccer League (BAPSL) is established to permit and encourage the enjoyment of competitive soccer for all persons. It is designed to bring different teams and players of different nations competing in the Bay Area.
- 1.2 This league will be administered and supervised by the Bay Area Ambassadors Fc (BAAFC), however the competing team will be designated certain administration responsibilities as deemed necessary. The games also serve as farm for the Ambassadors organization.
- 1.3 Each year the teams that participated in the BAPSL the previous season are invited to return to participate in the league for the new season. New teams wishing to enter the BAPSL shall request admission prior to the Kick-Off League Meeting. Admission shall be decided by a majority vote of the League Committee at the Kick-Off League Meeting. For exceptions to paragraph 1.3 see Section 15.
- 1.4 Each year the league will produce a League Information Pamphlet (LIP). This document will include the following:
- a. Current BAPSL By-Laws
 - b. Team Registration Form
 - c. Player Pass Application
 - d. New Player & Transfer Registration Dates
 - e. Phone No. For Game Results and Complaints
 - f. Field Maps
 - g. Fee Amounts and Payment Schedules
 - h. League Schedules
 - i. Insurance Information
 - j. Previous Season Final Standings
 - k. Previous Season Disciplinary Report
 - l. Any other information specific to that particular season which is not covered in the By-Laws.

2. Meetings

- 2.1 Two (2)-League Meetings shall be held during the year. One, before the opening of the season and one at the close of the season.
The Commissioner may call additional meetings as required.
- 2.2 One (1) representative from each team is required to attend the League Meetings. If this representative is not the team manager, the League Secretary, or his representative, shall be informed at the beginning of the meeting and prior to voting on any motions.
A \$50.00 fine will be assessed to the team if the team has no representative present at any meeting. The fine will be due at the following meeting.
- 2.3 **In order for the League** Committee to vote on any matters a quorum (two thirds of the team managers) must be present.
- 2.4 Teams not represented at the Kick-Off League Meeting will lose their opportunity to vote at that league meeting and may be dropped from league play that season. This decision can only be made by a majority vote of the League Committee

- 2.5 More than one team representative may attend, however only one (1) vote is allowed per team.
 - 2.5.1 All by-law changes require majority vote of quorum.
- 2.6 Each team shall satisfy the following league requirements at the Kick-Off League Meeting:
 - 2.6.1 Provide a team roster with a minimum of eleven (11) Players (See Section 5).
 - 2.6.2 Complete and submit the Team Registration Form found in the new season LIP. This form will address the following requirements:
 - a. Kick-off times
 - b. Away & Home Team colors (shirt, shorts)
 - 2.6.3 If the new season schedule is not available in the LIP at the Kick-Off League Meeting, it shall be sent to each team manager by the League Scheduler no later than ten days prior to the first game.

3. Fees

The following fees and their scheduled payment shall be as stated in the new seasons LIP. Teams not paying these fees, on time and in full, may be dropped from the league roster. The League Commissioner shall make this decision.

- 3.1 New teams shall pay a one-time initiation fee.
- 3.2 All teams shall pay an annual League fee.
- 3.3 The BAPSL is not insured to cover individual player injuries.

4. Laws of the game

- 4.1 All games played in the BAPSL are to be in accordance with the Federation Internationale De Football Association (FIFA) and the United States Soccer Federation (USSF) with exceptions noted in the BAPSL By-Laws.

5. Team rosters

- 5.1 Each team shall submit a player roster at the Kick-Off League Meeting.
- 5.2 The minimum number of players on this roster shall be Eleven (11).
- 5.4 The maximum number of players on a roster at any time shall be twenty-two (24).
- 5.5 The game day roster must list each player's name and players age, identification number and BAPSL player pass number.
- 5.6 Teams may continue to add new players to their roster within the dates specified in the LIP. (mid-season)
- 5.7 In the event that the dates specified in the LIP constitute a hardship to a team, the League Commissioner may make exceptions for additions to the roster.

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- 5.8 Any team that has a mathematical chance of winning a League or Cup Championship may not take advantage of paragraph 5.7.

6. Game Card

- 6.1 One (1) Game Card shall be submitted to the referee, by each team prior to the start of the game. Each Game Card shall have the Line-up Card information on the front and the Score Card information on the back.
It is each manager's responsibility to have the most current roster at Game time. Altered or handwritten games cards will not be accepted. Any manager who alters a game card, shall be disciplined according to 13.4
- 6.2 After the game the referee should enter the results on the Game Card, along with any other pertinent information, and turn it immediately to the League offices (or the individual assigned this responsibility in the LIP) along with any ejected player passes. If the report is not received by the following Friday, regardless of whether the home team provided an envelope or not ½ of the referee fee is forfeited. If the report is not received after 10 days of the game, the entire referee fee will be forfeited.

7. Uniforms

- 7.1 Each team must provide home and away colors. Home colors are dark and away colors are light. Every player must be in a team uniform with an assigned number clearly showing on the jersey.
- 7.2 Teams that pass out jerseys prior to the start of the game must see that each player receives the jersey with his assigned Line-up Card number.
- 7.3 In the event of a color similarity between jerseys of opposing teams, the home team will make alternate uniform arrangements.
- 7.4 A solid color tee shirt, matching the team colors, shall be acceptable provided that the numbers can be seen clearly. If the numbers are temporary, contrasting adhesive tape shall be acceptable.
- 7.4.a If the referee determines that there is too much similarity between the jersey colors of the opposing teams, and the home team is unable to provide acceptable alternative jerseys, the home team will forfeit the match and will be responsible for the referee's fees.
- 7.5 All players must wear shin guards in order to participate in any BAPSL game. Material such as cardboard, newspaper, bits of clothing, etc., may not be used. The referee has the final say as to whether or not the shin guards are acceptable.

8. Absentees

- 8.1 If one team is absent after 15 minutes from the scheduled kick-off, the absent team forfeits the game with a recorded score of 3-0. A minimum of seven (7) players per team is required to start a game.
- 8.2 If neither team has the minimum required seven (7) players 15 minutes after the

scheduled starting time, the game shall be rescheduled. The home team is responsible for the referee's fee.

- 8.3 If a team starts with seven (7) players and drops below seven because of an injury, the game shall be terminated and the result shall be a forfeit by the team with less than seven players. The recorded score shall be 3-0.
- 8.4 If the referee is absent after 30 minutes from the scheduled kick off, the managers of both teams shall agree to one of the following courses of action:
- a. A "pick-up" referee is agreed upon and the game counts. The referee can be anyone agreed upon by both team managers. He shall be furnished the Game Card, all player passes and the self-addressed stamped envelope in which he is to mail the Game Card to the League Commissioner immediately following the game.
 - b. No game is played and the game is rescheduled.
 - c. If the team managers cannot agree to a specific course of action, paragraph 8.4 (a) shall prevail.

9. Substitutions

- 9.1 Substitutions may only be made at the following times:
- a. Prior to any kick-off.
 - b. Prior to any goal kick.
 - c. Prior to a corner kick (that team only).
 - d. Prior to a throw-in (that team only).
 - e. Following the cautioning of a player (cautioned player only).
 - f. Following an injury (injured player only).
- 9.2 Unlimited substitutions are allowed per game.
- 9.3 All reserves must be listed on the Line-up Card and their assigned jersey number must be as shown on this card.
- 9.4 Any player who is bleeding must be immediately removed from the game. When the bleeding has stopped and the wound has been covered, the player may re-enter the game per the substitution rules. Any blood stained clothing must be changed before re-entering the game. The referee has the final say as to whether or not the player may return to the game.

10. Player Passes

- 10.1 It is necessary for each player to obtain a validated player pass before being allowed to play in any BAPSL League or Cup games.
- 10.2 The pass shall be processed, validated and issued by the BAPSL Registrar.
- 10.3 All player passes must show the following:
- a. The player's name.
 - b. A photocopy drivers license.
 - c. A clear 1 1/2" x 1 1/2" photo of the player.
 - d. BAPSL player pass ID number

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- 10.4 Teams using players without proper, valid or current passes will forfeit each game in which that player plays.
- 10.5 Any person or team using falsified information to procure a Player Pass is liable for disciplinary action by the league (See Section 13).
- 10.6 All players must sign an insurance waiver, with the league, before they are eligible to play in any BAPSL game.
- 10.7 Any manager who plays a player who does not have a valid BAPSL player pass is liable for disciplinary action by the league (See Section 13).
- 10.8 If a player pass is lost a duplicate must be issued. The player may only play with the permission of the Registrar/Commissioner, however new player pass must be obtained within ten (10) days of the loss, or transfer.

11. Transfers

- 11.1 The League Registrar needs to be made aware of all player transfers. New Player Passes will not be generated. Only the official team roster will be changed. The team manager is responsible to obtain new Game Cards each time a new player is registered.
- 11.2 During the season, a player may transfer to a different team as long as this transfer satisfies the league requirements defined in the LIP. Deadline for all transfers mid-season.
- 11.3 A player cannot be registered on more than one (1) team, nor play for on more than one (1) team in any weekend.
- 11.3.a Any player violating the above 11.3 shall be suspended according to rule 13.4.1
- 11.4 No player can be added or transferred after the mid-season.

12. Disciplinary

- 12.1 Disciplinary committee
 - 12.1.1 A Disciplinary Committee shall be formed, as required, by the BAPSL Commissioner. The committee shall consist of the Commissioner and, a minimum of two (2), maximum of five (5) persons. The committee shall preside with not less than three (3) voting committee members. The Commissioner shall select the committee members from persons that have participated in the BAPSL in some capacity. Different persons may be selected for each disciplinary action meeting. Active BAPSL referees may not participate on the committee as voting members.
 - 12.1.2 The Committee shall include, if possible, the recently retired Ex-Commissioner to provide continuity of information.
 - 12.1.3 Committee members participating on a case shall be totally impartial to the player(s) in question. No committee member shall be a player or manager within the division of the teams involved.

- 12.1.4 The Commissioner shall only vote on proceedings in the event of a tie by other members.
- 12.1.5 the penalties outlined herein are to be considered as guidelines for a first offense. The degree of penalty may be increased or decreased.
- 12.1.6 the committee shall preside only on severe cases (See Section 12), or whenever the Commissioner deems it necessary.

12.3. Cautions (yellow card)

- 12.3.1 Cautions will be recorded against all players and team personnel for a period of one season.
- 12.3.2 Any player receiving five (5) yellow cards during the current season shall be suspended for one (1) game, and shall be suspended for one (1) game for each additional three (3) yellow cards thereafter.
 - 12.3.2.a Any player that has a combination of ten (10) yellow cards in the current season shall be suspended for one (1) game.
 - 12.3.2.b The penalty for an ejection due to a player receiving two yellow cards will be one game.
- 12.3.3 Cautionable offenses
 - a. Dangerous play, ungentlemanly conduct and/or unsportsmanlike conduct.
 - b. Persistent infringement of the laws of the game.
 - c. Unsportsmanlike gestures to the referee, linesmen, spectators, coaches or players.
 - d. Incidental foul and abusive language.
 - e. Entering or leaving the field without the referees permission.
 - f. Dissent of the referee's decisions.
 - g. Excessive celebration of goal by delay of game restart or removal of jersey

12.4 Ejections (Red Card)

- 12.4.1 Ejections will be recorded against all players and team personnel for a period of 1 seasons and shall be given for the following reasons:
 - a. Violent conduct or contact.
 - b. Serious foul play.
 - c. Persistent foul and abusive language or gestures.

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- d. Persistent misconduct after cautioning.
- e. Spitting at an individual.
- f. Denying goal scoring opportunity by deliberate handball.
- g. Denying goal by deliberate handball.

12.4.2 If applicable the following additional penalties shall be applied to a player's suspension:

- a. One (1) additional game if the suspended player has accrued five (5) or more yellow cards during the current season.
- b. One (1) additional game if the suspended player has accrued eight (8) or more yellow cards in this season and the preceding season.

12.4.3 **Ejection Offenses (Class 1)**

- a. Dangerous play.
- b. Dissent of referee's decisions.
- c. Ungentlemanly conduct.
- d. Use of foul language or gestures directed towards another individual.

Penalty:

- a. Two (2) game suspension.+ Additional penalties per paragraph 12.4.2.

12.4.4 **Ejection Offenses (Class 2)**

- a. Deliberate and violent conduct.
- b. Serious foul play.
- c. Insulting a referee or other league official.
- d. Attempting to fight or strike another person.

Penalty:

- a. Three (3) game suspension + Three (3) game probation + additional penalties per paragraph 12.4.2.

12.4.5 **Ejection offenses (Class 3)**

- a. Fighting or striking another person.
- b. Threats to a referee of other league official.
- c. Pushing or striking any coach or team manager.

Penalty:

- a. Five (5) game suspension + Five (5) game probation + Additional penalties per paragraph 12.4.2.

12.4.6 **Ejection offenses (Class 4)**

- a. Pushing or striking a referee or linesman.
- b. Pushing or striking any league official acting in that capacity exclusively.
- c. Uncontrollable violence.

Penalty:

- a. Minimum action is suspension for one (1) calendar year and one (1) calendar year probation.
- b. Maximum action is banishment from the league for life.

12.4.7 The League Commissioner has the authority to administer all of the penalties addressed in these By-Laws as well as those specified by the Disciplinary Committee.

12.5 Actions Not Seen by the Referee

12.5.1 Spitting on or striking another player. If a player spits on or strikes another player behind the referee's back, the team manager has the right to file a grievance. This grievance must be submitted to the Commissioner in writing within 5 days of the incident. If there is sufficient evidence of the offense, in the opinion of the Commissioner or the Disciplinary Committee, the infraction shall be considered a Class 3 offense.

12.6 Probation

12.6.1 Individual probations shall continue into the new season(s) if necessary.

12.6.2 Probations begin when a player returns from his suspension.

12.6.3 If a player receives a yellow card during a probationary period he shall be suspended for one (1) game.

12.6.4 If a player receives a second yellow card during a probationary period he shall be suspended for three (3) games.

12.6.5 When a team receives five (5) red cards it will automatically be placed on probation for six (6) games or the remainder of the season which ever occurs first. When a team is placed on probation each player on that team is on probation (see Section 12.6).

12.7 A player must be on a team roster for games played to count towards their suspension or probation. If a player is not a member of any BAPSL team roster (e.g. is dropped), then games played will not count towards their suspension or probation.

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13 Team Responsibilities

- 13.1 The player and the team manager are responsible for the information submitted for the purpose of procuring a player pass.
- 13.2 If any team becomes suspicious of the eligibility of a player, the manager of that team may challenge and require proof of identity. That proof must be provided.
- 13.3 If the league becomes aware of a possible ineligible player, the Commissioner can request proof of identity.
- 13.3.a If a player plays in any game while suspended, the player and manager shall be subject to rule 13.4 1-2
- 13.4 When a player is found to be ineligible the action to be taken by the league is as follows:
 - 13.4.1 Contempt by a Player: The team forfeits all of the games in which the ineligible player has played and the team has won. The results of these games shall be 1:0. The results of all games that the team has lost shall remain as recorded. This includes league and cup games. The player shall also be suspended for the remainder of the current season, and shall be suspended for the entire following season; this shall include all league and cup games.
 - 13.4.2 Contempt by the Manager: The team forfeits all of the games in which the ineligible player has played and the team has won. The results of these games shall be 1:0. The results of all games that the team has lost shall remain as recorded. This includes league and cup games. In addition the manager shall be suspended from managing and playing for the balance of the current season as well as all league and cup games for the following season.
- 13.5 If a team manager wishes to file a protest or an appeal, he must do so in writing to the Commissioner within 5 days.

14. Home Team Responsibilities

- 14.1 To set up playing field with goals, nets, and field markings as necessary or as requested by the referee. This responsibility is designated to the first two playing teams of the day.
 - 14.1.1 Artificial turf fields shall be acceptable fields for BAPSL play.
 - 14.1.2 All new fields shall be inspected and approved by the BAPSL Commissioner or their designate prior to BAPSL use.

15. League Divisions and Division Cups

- 15.1 The BAPSL shall consist of one or more divisions in future.
- 15.2 Assignment to a particular division will be based on the team's results from the previous season.
- 15.3 If a team exhibited disciplinary problems in the previous season any league official may request an "approval for participation" vote at the Kick-Off League Meeting. Should the majority of team managers vote NO, the team in question shall be prevented from participating in the BAPSL that season.
- 15.4 New teams shall be assigned to the lowest division unless further determination of the new teams' skill level can be made. Even after a determination has been made that the skill level of the new team is sufficient to play in an upper division, new teams cannot displace existing ones without the agreement of all parties.
- 15.5 The top four teams in the A Division will play-off for the Ambassadors Cup. The top four teams in the B Division will play-off for the Commissioners Cup.
- 15.6 The winners of each division will receive a Division Championship Cup for their keeping for one season. These cups will remain as "Perpetual" league trophies.
- 15.6.a All trophies must be returned to the League by 12/31 of the same year. Failure to do so will result in the team paying for the cost of the replacement of the trophy. This fee will be due at the following meeting.
- 15.7 At the end of each season the first and second place teams of the lower division(s) will automatically move into the division(s) above. The last and second to last place teams will automatically move down to the division(s) below.
- 15.8 In the event of a tie in the final league standings the following tie breaker formula, in the order shown, shall be used to determine the winner:
- a. Head to head season results
 - b. Head to Head Goal differential
 - c. Goal differential for the entire season
 - d. total goals scored
 - e. total goals against
 - f. Playoff game
- 15.9 In the event that there is a tie in the play-off or Divisional Cup game, a single fifteen minute, sudden death, overtime period will be played to determine a winner. If a tie still exists after overtime, five (5) penalty shots are to be taken. If there is still no winner, a system of sudden death penalty shots will be utilized. Different players must be utilized in the penalty shots until such time as all of the players on the Game Card have attempted a penalty shot.
- a. In any divisional Cup game, there shall be no grace period granted to organize a team. The referee's clock shall start at the assigned starting time for the game.
- 15.10 League standings will be based on a scoring system as follows:
Three (3) points for a win, one (1) point for a tie and zero (0) points for a loss. Any team that forfeits a game under rule 14.7 (b) or (c) will be assessed a minus 1 (-1) point for that game.

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16. League Officials

- 16.1 Officials are to be nominated and elected by simple majority vote. Officials can also be removed from office by a simple majority vote.
- 16.2 Voting is to be carried out by the League Committee members and the team managers or their appointed team representatives. One (1) vote per team only.
- 16.3 There are no time limits on any office.
- 16.4 The League Committee consists of the following members:
- | | |
|----------------------------------|-----------------|
| Commissioner | Arif Khan |
| Technical Advisor | Tony Igwe |
| League Director | Musa Mojaddedi |
| Treasurer | tbd |
| Secretary | Felix Arredondo |
| Asst.Secretary | TBD |
| Referee Coordinator | Conrad Garcia |
| Registrar/Scheduler/Statistician | Oj Eribo |
| Field Coordinator | Ajit Rana |
| Website | Oj Eribo |

17. BAPSL History

2010 SUMMER SEASON

Commissioner's Awards

This award is given to an individual, or individuals, who have provided services to the league above and beyond the call of duty, that season, and/or in the past.

2010 SEASON

Tony Igwe - For his contribution and dedication to soccer internationally and locally.