Summer 2011 Co-ed Adult League Rules(as of 6/14/11)

Note: All rules subject to change:

Section 1: Overview

- 1 Each team will be assigned (1) manager & (1) alternate per team
- 2 All players must play at least 1-half game (25 mins)
- 3 55 min. games, 25 min halves-x2/with 5 min half time (no time stoppage)
- 4 Field Size=45y x 80y (U12)
- 5 Players must be 18 years of age at registration.

Section 2: Format

- 1 A full playing team is seven (7)=(1) keeper & (6) Field Players.
- 2 Each team must have at least one (1) female on the field at all times...
- 3 Exceptions=Each Team playing with zero (0) females will play down to six (6) total players.
- 4 It is permissible to start and finish a match with five (5) players to avoid Forfeit (no female req'd if playing w/ five)

Section 3: General Rules

- 1 FIFA RULES!!! Unless otherwise noted
- 2 No Offsides rule
- 3 Goal Kicks/Throws/Punts must touch another player or the ground on their half field before crossing the midline
- 4 Each team will be allowed (1) re-kick after a "fault kick"

(Fault Kick defined as a kick that passes over the center line with out being touched).

- 5 If the re-kick "faults"...the play will be whistled dead and possession will be turned over to the opposing team- where the ball landed.
- 6 Goal Kicks/throws/punts must come completely out of the Penalty Area before being touched by any player
- 7 (2) Center Referees per game-(When possible)
- 8 No Slide Tackling (first offense-yellow/second-red)-Red equals send off! At the descretion of the Referee.
- 9 For Fouls; Direct or Indirect, inside the penalty area ...the Kicks will be taken at the top of the box.
- 10 Mercy Rule = (7) seven goals ahead at any point during the game, Halftime will be called be the official.

 after the 5 minute halftime, if the lead becomes 10 goals thereafter, the game will be ended under the Mercy Rule

Section 4: Substition

- 1 Substitions are not "on the fly" and must be Authorized by the Official and take place at the "Midline"
- 2 Substition can be made in the following situations
 - a) Prior to a throw-in, in your favor
 - b) Prior to a goal kick, by either team
 - c) After a goal, by either team
 - d) After an injury, by either team, when the referee stops play
 - e) At half time

Section 5: Regular Season Standings & Tournament seeding

- 1 Regular Season Standings will be based on the following:
 - a) League record, three (3) points for a win, one (1) point for a tie, zero
 - b) (0) points for a loss, and negative one (-1) point for a forfeit.
 - c) Head to Head Competition
 - d) Goal Differential
 - e) Goals scored against for entire season
 - f) Goals scored for during the entire season
 - g) At the end of Season...a "Seeded" Tournament will take place based on
 - h) Regular season standings..ie.-1st place=#1 seed; 2nd place #2...etc.
- 2 End of Season Tournament seeding is "typically" based on Regular season standings

Section 6: Behaivor

1 Behavior Towards Officials:

Any player or manager or Spectator

who approaches a referee in a negative manner ...

shall be sent off during that match & shall be suspended the next match.

Referee decisions are FINAL, there will be no appeals.

2 Behavior Towards others:

Any player or manager or Spectator who fight, distrupt a game

will be asked to leave the premises, who they refuse, The authorities will be contacted

*Teams managers or their alternate, are responsible for his/her's team's behavior.

adhesion to the rules and will maintain the roster and insure proper Substition during games.

Section 6:Roster Control

- 1 Any team using an unauthorized player not officially on their roster or
- a player under the age limit shall automatically forfeit each game the player participates in.
- 2 A Printed Roster List will be given to the referees prior to each Match. (This will be the Managers responsibility)
- 3 The referees will check in each team prior using these Game Day rosters....
 - If a Player is not on said Roster, they will not be allowed to play.
- 4 Roster Max per team is (12) players per team...w/ a Minimum of (2) females on the roster per team.
- 5 NO Refunds-Sorry

- 6 \$35 Fee & Registration waiver form must be signed before any player may play >>>Also no exceptions Player adds:
- 7 A team may add to their roster cap of (12) players until that max is reached.
- 8 If a team already has the max, no adds will be allowed (see exceptions, below)
- 9 The added player will pay the full \$35 fee, regardless of how many games are left.
- 10 League Coordinator approval will be required on all adds.

Exceptions:

- 1 **Injury or circumstances out of one's control
- 2 If a player is injured and cannot continue the rest of the season.
- 3 if a player cannot continue due to personal reasons.....
- 4 For these reasons only I will allow (1) injury roster add per team to replace a player.
- 5 This will be a permanent move. The New player will play out the rest of the season in place of said player,
- 6 Using the injured players jersey if possible and pay \$15 (no matter how many games are left)
- 7 If a player cannot use this player's shirt...I will allow a t-shirt of the same color & an assigned # added at the new players/teams expense.
- 8 Injury definition=One that that would remove a player for the remainder of the season.
- 9 League Coordinator approval will be required on all adds.
- 10 If an "End of Season" tournament is played...(Depending on Funds)

The Rosters will be locked after the last game of the season.

NO EXCEPTIONS!

Section 7:Uniform & Equipment

- 1 Shirts will be provided to each player and will be different colors per team. They will be numbered on the back and must be worn during all matches (Unless permission is granted prior to the match by League Coordinator)
- 2 Black Shorts & Socks that cover the shin guards will be supplied by the individual.
- 3 Appropriate soccer shoes or sneakers must be worn. No metal spikes are allowed.
- 4 No jewelry, headbands, watches, or anything deemed dangerous by officials. Exception: Religious medallions or medical bracelets.
- 5 No toe cleat (baseball cleats) ... Shin guards are required.

Section 7:Rainouts

1 Rainouts may require Weekday or Saturday evening makeups.(TBD)