



## Adult Coed and Men's Soccer Rules Spring 2017

FRRPD Soccer is structured to follow the USSF Soccer Rules with modifications made to suit constraints of the program. Schedules can be found at [www.teamsideline.com/frpd](http://www.teamsideline.com/frpd).

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### **Insurance**

Persons or players participating in the activities sponsored by FRRPD are not covered in any way for personal liability or property damage. This means that persons competing in this program do so at their own risk. FRRPD does not carry medical insurance for injuries incurred by participants of athletic events.

### **Behavior and Sportsmanship Guidelines**

It is every player's responsibility to know the rules and abide by them. It is also every player's responsibility to respect and cooperate with the officials and facility attendant. It is the responsibility of the team manager to insure proper behavior on the part of his/her team's fans. All infractions will be governed by the Players Code of Conduct.

### **Player Code of Conduct**

The objective of FRRPD Sports Leagues is to provide the opportunity for participants to benefit from a quality leisure time activity which encourages fitness, healthy competition, fun and fellowship in the form of organized sports. Friendly competition and good spirited rivalry are expected. However, Officials and Facility Attendants are FRRPD employees and will not tolerate verbal or physical abuse or threats from or amongst players, coaches or spectators. Inappropriate conduct can result in penalties ranging from game ejection to lifetime suspension. The Official or Facility Attendant may forfeit games if either team's participants or supporters act in such a way as to interfere with proper conduct of the game.

**Conversations with officials will be kept to a minimum.** Team managers, and only team managers, may address the officials. Managers may only address matters of rule interpretation or essential game information and must do so in a courteous manner during a timeout, at halftime, or before or after the game, not during the game.

### **Blood Rule**

A player with a bloody injury or blood on his/her uniform must leave the game. The player may not return to the game until the wound is no longer bleeding, the wound is covered or the uniform is changed.

### **No Drugs/Alcohol/Tobacco**

No glass bottles allowed, due to them being a safety hazard. No smoking, chewing or drinking on or near the fields.

### **Forfeit**

Once the schedule is out it is considered final. If a team cannot make a game, it will be considered a forfeit and we will not reschedule the game. If a team knows that they cannot make the game in advance, we ask that they call the Recreation Coordinator at the FRRPD office on or before game



day by 2pm. If a team does not have the required number of players ready to play by 10 minutes after the scheduled time the game will be considered a forfeit. Game time is Forfeit Time. Fewer than 7 players (for Coed) and fewer than 7 players (for Men's) will constitute a forfeit.

### **Protests**

All judgment calls will stand. Only rule interpretation calls may be protested. When a matter of protest arises during the game, the manager of the protesting team must immediately after the end of the game, notify the Referee and opposing team that the game is being protested. The protest must be noted in the official score card. This must be followed up by submitting a written report of the protest by 5:00pm the following business day, to the Recreation Supervisor at the FRRPD office. **Protests of illegal players** must be made prior to the start of the game and the team manager must notify Referee. If it is determined by the Referee that illegal players played in the game, it will be called a **forfeit**. The game can continue as long as the illegal player has not played in the game.

### **Rosters & League Fees**

All teams must have a minimum of 7 players on their roster when submitted. A complete roster is due on or before game time of your first game. Please make sure all players sign and fill out the appropriate information (including name, email address & phone number). Teams may also submit a roster to the FRRPD office before your first game.

### **Game Rules:**

A game ball will be provided by FRRPD.

1. Ball size 5

### **Staff**

Each game will have one referee & one facility attendant that will be keeping score and managing the clock. In the event that no official is available the game(s) will be rescheduled.

### **Team and Player Eligibility**

Only players who have signed the roster and/or the player addition form are eligible to play. Once we have reached the half-way point in the season new players cannot be added. Players must be 18 years of age or 15 years of age with parent permission. Players may only be on one roster. A roster check will be performed by the Referee before each game.

### **Uniforms**

1. Teams must have matching uniform tops with numbers required on the back of the uniforms.
2. If two teams have the same color uniform top, the home team will wear the colored uniform and the visiting team will make the adjustment.
3. Goalkeepers must wear colors that distinguish them from other players.

### **Number of Players**

1. Mens: Maximum number of players on the field for each team at any one time is: 7 including the goalkeeper.



2. Coed: The number of men in the game shall not be more than 4. The number of women in the game shall not be less than 3. If there are 4 men on the field one must be the goalie. The minimum number of players is 5 to start the game, no more than 3 men ( one of which will be the goalie ) and 2 women.

### **Playoffs**

All rostered players must play a **minimum of 1/3 of the scheduled league games** (in an eight game season players must play in at least 3 games) in order to be eligible to participate in playoffs.

### **Game Time**

A game consists of two 25 minute halves running clock. The clock will be stopped during an official's request or for an injured player. There will be a half-time break of five minutes.

**Games will be played according to FIFA Laws with the following modifications.**

### **Restart of play**

1. **All free kicks are indirect**, except for penalty kicks and corner kicks.
2. All drop-kicks, throws by the goalie, and goal kicks by the goalie or any other player taken from the goal area must either touch another player or the ground before crossing midfield. A goalkeeper can trap the ball and kick it over the halfway line if he/she never possesses the ball with his/her hands. If, after possessing the ball with his/her hands, a goalkeeper chooses to drop the ball within the goal area and dribbles out of the box, it is then considered a live ball and the goalie can play the ball wherever he/she chooses, including beyond the halfway line.

### **Substitution**

There shall be no limitations on the number of substitutions. Substitutions may take place during active play or any stoppage. The substitute must get the Referees attention before entering the field. Players enter and exit the field at the halfway line. Players entering the field may not participate in play until the player they are replacing has completely left the field.

1. If more than the designated number of players are on the field at one time, play will be stopped, a player will be sent off the field and an indirect free kick will be awarded to the opposing team at the half way line.

### **Playing Field**

1. The playing field is 80 yards in length and 55 yards in width. Goals are 24'x8'

### **Equipment**

1. All players must wear shoes or Soccer cleats. Spikes or metal cleats are not allowed.
2. No jewelry will be allowed except for a medic alert bracelet.
3. All players must wear shin guards and socks covering the shin guards must be worn. No exceptions; players who do not have chin guards will not be allowed to play.
4. Teams must have all matching uniform tops.
5. As a safety precaution, we recommend protective mouth pieces.



6. No player will be allowed to wear any equipment which is considered dangerous by the Referee. Hard casts are not allowed. Braces must be covered by appropriate material.

### **Kick Off**

1. A kick-off is the way a soccer game is started or restarted:
  - a. At the start of a game
  - b. After a goal has been scored, the team scored upon kicks off.
  - c. At the start of the second half (when teams switch defending goals)
  - d. At the start of each period of extra time, if used.

Procedure: The ball is placed in the center of the field. All players must be in their own half of the field and the opponents of the team taking the kick-off must be not be in the center circle. Only players the kicking team can be in the center circle. The kicker has to kick the ball in any direction and cannot touch it again until the ball is played by another player. The referee will blow his/her whistle to indicate they are ready for the kickoff

### **Ball in, Ball Out of Play**

The ball is considered to be in play if it is on the touch or goal line. Ball must completely cross the touch or goal line to be considered “out of play”. The ball is considered out of play when the Referee blows the whistle to stop play.

### **Scoring**

1. A point is scored when whole ball crosses over the goal line between the goal post and the cross bar. (no goal is allowed if it results from an offence committed by the attacking team)

### **Tie Games/Overtime**

1. In the event of a tie, the game remains a tie no overtime period shall be played.
2. Unless in a tournament game. Where Captains will be summoned to the center of the field. First possession choice goes to the winner of regulation coin toss. 5 extra minutes are added for a team to score, first team to do so wins. If no team has scored in the given time a penalty shootout will determine the winner.

### **Dropped ball**

1. If play is stopped for an injury or by decision of the Referee for any reason not defined by the Laws, a dropped ball will be the restart of play.
2. Procedure
  - a. The Referee drops the ball at the position where it was when play was stopped.
  - b. The ball is in play when it touches the ground.
  - c. Any number of players or no players may contest the dropped ball.
  - d. The ball is dropped again if it touches a player before it touches the ground or leaves the field after it touches the ground without touching a player.

If the ball enters the goal without touching two players the restart will be a goal kick for the opponents or a corner kick if it enters the team’s goal

### **Restart from ball over the Touch Line**



1. When the ball has passed over the touch line, and the referee stops play, play shall be restarted with an indirect free kick from the place where the ball crossed the touch line by the opponent of the team who last touched the ball.

### Off-Side

1. Players shall not be judged offside. No player may be positioned near the goal in order to take unfair advantage of this rule. (No cherry picking).

### Slide Tackling/Charging

1. Slide tackling: **No slide tackling is permitted**, this will result in an indirect free kick. A goalkeeper can slide in his own goal box to gain control of the ball that is not controlled by its opposition (loose ball)
2. Charging: A player shall be penalized for charging an opponent in a **dangerous or reckless manner**, or using **excessive force**. An allowable fair challenge for the ball is where players make shoulder to shoulder contact: in an upright position and within playing distance of the ball., and have at least one foot on the ground and their arms close to their body. **All of the conditions** have to be present for it to be legal contact. Players can not charge the goalkeeper or gain control of the ball if the goalkeeper has one hand on the ball.

### Fouls and Misconduct

1. All calls are made on official's discretion.
2. **Yellow Card:** (Caution) Player must give name/number to referee. Player not giving name to official can result in forfeit for team and a loss will be given to the team.
3. **Red Card:** (Ejection) Player must give name to referee and is suspended from further play in game and for at least the next game. Some ejections will warrant more than a one game suspension. If a player is ejected for receiving a red card while on the field, the team must play down a player. If a player is ejected from the game while on the sidelines, the team may still play with a full complement.
4. It is the team's manager's responsibility to make sure player gives name/number to official.

### Misconduct

1. To be determined by the Referee.
2. Cautions, yellow cards will be shown by the Referee per the Laws.
  - a. Fouls considered reckless or other infractions of the Law.
  - b. Denying an obvious goal scoring opportunity other than fouls resulting in an ejection.
  - c. Taking off shirt.
3. Send Offs, red cards will be shown by the Referee per the Laws.
  - a. Serious fouls play and violent conduct.
  - b. Foul language.
  - c. Spitting.
  - d. Second Caution in the game.
  - e. Denying an obvious goal scoring opportunity, holding or pushing, no attempt to play the ball, or red card offense or deliberate hand ball.



### **Game Conduct**

1. All players and coaches are expected to shake hands with opposing teams at the end of every game.
2. Any misunderstanding or infraction of rules should be immediately reported to the Recreation Coordinator and/or Supervisor. This will allow for necessary league development.
3. Coaches and team members are to remain in the designated team bench area. If this area is not marked on the field the Referee will advise the coach what the limits are for the team area. Spectators for each team will sit on the same side of the field as their team and not be within ten feet of the bench area.

### **Play not allowed**

1. No deliberate handling of the ball with arms or hands.
2. No Slide Tackling.
3. No dangerous play such as a High Kick (for example high kicks near an opponent).
4. No charging of the goal keeper inside of the penalty area. This means no contact with the keeper. The keeper will be considered in possession of the ball if they have at least one finger on the ball therefore no kicking at the ball will be allowed.