

Redding Soccer Park

7v7 Adult Coed League Rules 2018

Updated January 2018

I. Registration

- A. All registration is first come first serve with registration fee required to guarantee a position in the league.
- B. All players must be **18 years of age or older** at the start of the season to be eligible to play.
- C. All refund requests must be submitted 5 business days prior to Game Week 1.

II. Schedule/Rosters

- A. Each team shall have a chosen 'Team Manager', who is responsible for team conduct, attendance & communication.
- B. Team rosters must be submitted to the RSP office 7 days prior to Game Week 1.
 - i. Any **team caught with non-rostered player(s)** will forfeit the game.
 - ii. If a team is **caught a second time**, the game will be scored a forfeit and the Team Manager will be suspended for 1 game.
 - iii. If a team cannot field the minimum legal amount of players, they must forfeit the game. They are then allowed to borrow players to play an unofficial game without penalty. No forfeited games will be rescheduled. – *see section VII*
 - iv. Players **MUST** check in with game official prior to kick off.
- C. League Schedules will be finalized by Game Week 3. Weekly game times will be emailed to the players and be available inside the RSP office. (*Some exceptions may apply*)
- D. Teams are allowed to have any number of guest players each week. Guest players must pay a \$13 single game fee and sign a waiver in the office upon arrival.
- E. In the event a player cannot continue to attend the season, a replacement player may take their registered slot for a \$10 fee.
Any further fund exchanges may be sorted out between players.

III. League Play

- A. The league will consist of a ten week season. The **number of games will be determined by the number of teams entered**. The team with the most points at the end of the season wins the league.
- B. In case of an **uneven amount of teams, byes will be selected by computer randomly**.
- C. Standings will be kept and be posted regularly.
 - i. Games will be scored 3 points for a win, 1 point for a tie, and 0 points a loss.
 - ii. Goal Differential will be kept to be used as a tie breaker if needed. A maximum of an 8 goal differential will be counted for each game.
 - iii. Forfeits will be scored as a 3-0 win for the non-forfeiting team.
 - iv. A team may have a maximum of +5 goal differential per game.
- D. In case of a tie in league points following the completion of season, league standings will be determined based on the following criteria in the order specified:
 - i. Overall record - The team with the most wins will win the league.
 - ii. Goal differential - The team with the greatest positive goal differential will win the league.
 - iii. Goals Against – The team with the least goals against will win the league.

- iv. Head to Head – The head to head match result will determine the winner of the league.

IV. Rules of Play

- A. Current FIFA Rules will govern play with modifications as stated herein unless otherwise stated in the league rules.
- B. Illegal throw-ins will get one (1) chance for a re-throw; if another illegal throw-in happens again after the (1) chance for a re-throw the ball is turned over to the other team for a throw-in at that location.
- C. All free kicks awarded are direct.
- D. There is no offside in 7v7.

V. Participant Requirements

A. Player Eligibility

- i. Any player questioned by a Team Manager or Referee who is suspected of playing under false pretenses or rule violation must prove his/her identity to the Official present with any form of ID before the end of the game or the game will be forfeited and the player and the Team Manager will face suspension.
- ii. Players are not allowed to play for a different team without approval from both team managers in a game.

B. Player's Equipment

- i. A player shall not wear anything that is dangerous to another player including jewelry. This will be determined by the Referee.
- ii. Player must wear color wristband, provided by Redding Soccer Park at check in.
- iii. All players must wear shin guards. NO EXCEPTIONS

VI. Game Play

- A. If there is a conflict in shirt color than the Home Team (listed first on the schedule and game card) will be responsible for changing to an alternate color or wearing pennies (provided from office).
- B. Slide tackling is not allowed: A Yellow Card (caution) will be issued for all slide tackles. If in the referee's opinion the slide tackle was performed with excessive force and/or endangered the safety of the opponent than a Red Card (ejection) should be issued.
 - i. A goalie may dive to win the ball from an attacking player by leading with their hands or upper body. They are not allowed to challenge the ball leading with their feet. Any player may slide to save a ball from going out of bounds when there is a safe distance, in the referee's opinion, between other players.
- C. There will be a **10 minute grace period** for teams without enough players but teams are able to start early if both teams agree to do so.
 - i. The lost time is retracted from the halftime.

VII. Fouls and Misconduct

All team managers are responsible for team players.

- A. Yellow Card (caution): **Player must give their name to the referee.**
 - i. If a player fails to give their name to official they will be issued a Red Card (ejection) and an additional penalty will fall to the Team Manager. *Note: the player receiving the Yellow Card (caution) does not need to leave the field.*
- B. Red Card (ejection): **Players must give their name to the referee and are suspended from further play in that game and a minimum of one additional game.**
 - i. Ejections may warrant more than a one game suspension. This will be determined by the PAD committee.
- C. Foul and/or abusive language and/or action(s) directed towards a player, spectator, or official will result in a Red Card (ejection) from the game; plus additional game(s) suspension depending on severity. *Note: Only the team manager may consult the referee over decisions and calls at the official's discretion.*
- D. A player who accumulates four (4) Yellow Cards (cautions) during the season will result in a one game suspension.
- E. Fighting – Minimum one-year suspension from the time of infraction.
- F. Dissent may result in a Red Card (ejection), determined by referee.
- G. If a player is found to have given a false name during check in at the park office, they will be removed from the game.

VIII. Forfeits

- A. Any team **forfeiting two games will be placed on probation** for the remainder of the season. Once on probation for excessive forfeitures, a team that forfeits a third game may be subject to removal from the league and relinquished of all fees.
- B. There will be no postponement of games unless approved by the RSP Program Director. *Playing in another league or tournament shall not be considered sufficient reason to reschedule a game or withhold a forfeit.*
- C. Team manager must provide **24 hours notice of forfeit.**

IX. Participants/Team Rosters

- A. Minimum number of player on roster – 10
- B. Maximum number of players -14
- C. All games must start with a minimum of five (5) players at the scheduled starting time.
 - i. A game may be played with 5 male players and 0 female players.
 - ii. Teams are not required to play down in the event that the opposition is playing down.

X. Officials

- A. Games will be officiated by one center referee. No assistant referees will be used.
- B. Officials must know and understand the rules RSP has put into place for their leagues.
- C. If no game is played officials must turn in a scorecard the day of the game indicating the teams that were supposed to play, what team(s) did not show, and the field location in order to receive payment.
- D. Officials will receive scorecards filled out with roster from the RSP Program's Director
- E. Officials must be dismissed before leaving facility within their game time, even if teams did not show up. This is to cover any case where an official did not show up to an assigned game at the same time.

XI. Game Time

- A. Games will consist of two 35 minute halves with a 10 minute half time.
- B. No overtime periods will be held. Games may end in a tie.

XII. Substitutions

- A. Players may only sub on and off during stoppage of play.
- B. If a team is caught playing with more than the legal number of players the game will be paused to correct the mistake and the team manager will be issued a Yellow Card (caution).

XIII. PAD Committee

- A. A Team Manager/Captain not involved in the game, a referee not involved in the game, the supervisor, and the RSP Program Director may form the PAD committee to review all Red Card infractions to determine if any additional suspensions should be handed out. The decision of the PAD committee will be **final**.