



Adult Soccer 11v11 & 9v9 Rules

All games are governed by FIFA Laws of the Game with the following modifications for the South Suburban outdoor leagues. League administrators and staff reserve the right to interpret rules and make decisions on matters not covered herein. By participating, all players and spectators agree to abide by the South Suburban Parks & Recreation District Code of Conduct and are responsible for their actions.

1. TEAM FEES

- a. Team must have \$250 of their registration fees paid prior to the first week of the season. The remaining balance is **due in full before the THIRD week of the season**. Any unpaid team will be given a forfeit for the season and removed from the schedule until such time that they can pay for their team.

2. ROSTERS & ELIGIBILITY

- a. Minimum roster size:
 - i. Outdoor (David Lorenz Park): 11 players
 - ii. Sports Dome: 9 players
- b. If a team does not provide the proper roster information **by the second week of the season**, they will be fined \$20 and/or made to forfeit until it is provided
 - i. Proper roster information includes: first and last name as listed on identification as well as email address for each player.
 - ii. Players must be at least 18 years old.
 - iii. 16 and 17 are permitted with written parent/guardian consent and present at **ALL TIMES/GAMES**
- c. Players may play for only **ONE TEAM PER LEAGUE PER NIGHT**. Players may play in separate leagues that occur on the same night. (Ex. Player Z may play in both the "A" and "B" league on Thursday nights.)
 - i. Borrowed Players are **only allowed** if the opposing Team Manager approves
- d. Injured players may be replaced with approval of league administrators.
- e. Roster additions can be made until the end of the season. **No roster additions for the playoffs.**
- f. Team managers are responsible for:
 - i. Having their team present and ready to play at their scheduled time.
 - ii. Informing all players of by-laws and promoting good sportsmanship among team members.
- g. Staff will conduct random roster checks throughout the season. Any player on the field that has not completed the online waiver will not be allowed to play that night.

- h. The use of an ineligible player will result in the forfeit of that game in which that player participated in.

3. FORFEIT POLICY

- a. After a team acquires two (2) forfeits during a single season, they will not be eligible for the playoffs but will also acquire fines for improper commitment
- b. Any forfeit issued will be automatically scored 3-0 in favor of the opposing team
- c. If a forfeit is to be made, the team manager must notify the Soccer Coordinator via email by 4pm that day

4. TIMING & SCORING

- a. Game time is forfeit time.
 - o The team that is prepared at the scheduled gametime will decide if they want to either :
 - i. Win off a forfeit due to other team not being prepared on time
 - ii. Start the clock at game time and every 2 minutes the other team will be awarded a goal, until the other team is prepared to play. That way the teams can still play during their scheduled time and not impede on upcoming games
- b. Arrive 10 minutes early for check-in.
- c. Overtime:
 - i. No overtime will be played during regular season games.
 - ii. Playoff games that are tied at the end of regulation will proceed to a five (5) penalty kick tie- breaker.
 - iii. If teams are still tied after five (5) penalty kicks, teams will then proceed to take one penalty kick each until one team has gained an advantage.
 - iv. Those players (including goalie) on the field at the end of regulation must shoot before any "bench" players may shoot.
 - v. Players have 5 seconds to shoot the PK. If a player takes longer than 5 seconds, they will be awarded a miss.
 - vi. Everyone on the team must shoot before rotating through the roster again, if needed.
 - vii. Any player on the field at the end of regulation may play goalie.
 - viii. Any stoppage of clock will be at the discretion of the referee and/or Sports Dome staff for unusual situations. (i.e. serious injuries)

5. THE GAME

- a. Outdoor 11v11: Two 30-minute halves, 2-minute halftime
- b. Sports Dome:
 - i. Coed: Two 22-minute halves, 1-minute halftime
 - ii. Men's: Two 20-minute halves, 1-minute halftime
- c. Coed rules:
 - i. Outdoor Coed 11v11:
 - 1. Minimum 4 female players required.
 - 2. If opposing team manager approves; team can play with 3 females and 6 male players. While the other team will play full strength with 4 females and 7 male players

3. ***Cannot play with fewer than 3 females.***
 4. Minimum to start the game is 9 players
- ii. Indoor Coed 9v9:
 1. Minimum 3 female players required
 2. Minimum to start game is 7 players
 - a. If opposing team manager approves; team can play with 2 females and 5 male players. While the other team will play full strength with 3 females and 6 male players
 - d. Substitutions:
 - i. On the fly, within 8 yards of midfield.
 - ii. An incoming player may not touch the ball until the outgoing player exits.
 - iii. Violation = indirect free kick.
 - iv. Substitutions are also permitted during kickoff after a goal.
 - e. Benches are for players and captains only (same side as scorekeeper table). Spectators must remain on the opposite side.

6. FOULS & MISCONDUCT

*A player that accumulates more than 5 yellow cards will be suspended from the league(s) they participate in.

*A Player that accumulates more than 2 red cards will be suspended from the league as well as fined \$25 for unsportsmanlike behavior.

* EVERY PLAYER that receives a card must immediately come off the field and report to the site supervisor. That player must directly report to the site supervisor and give their information that is listed on the roster.*

- a. All fouls are considered judgment calls and will be determined at the sole discretion of the referee. Judgment calls made by the **official may not be challenged or protested.**
- b. Referees determine incidental contact, which may occur during normal play.
- c. The team manager or captain is the ONLY player allowed to approach the referee with questions or concerns. Team captains are responsible for the behavior of them self, their players and team spectators.
- d. If a player that is not the team manager approaches the officials or site supervisors will be issued an automatic yellow card
- e. **FREE KICKS:** Opponents must be at least 10-yards from the ball on all free kicks. Players standing in front of the ball and not making an attempt to move back may be given a yellow card for delay of restart at the discretion of the official. This also includes kicking the ball from the selected area.
- f. **NO SLIDING:** Sliding is NOT ALLOWED. Sliding is defined as intentionally leaving your feet and going to the playing surface at any time during play.
 - i. Players leaving their feet to slide and it is not deemed dangerous by the official:
 1. **1st Offense** - Verbal team warning
 2. **2nd Offense** - Yellow card
 3. **Penalty** - In-direct free kick

- ii. At the discrepancy of the official, any player leaving their feet may be given a yellow or red card without verbal warning if it is deemed a cautionable offense or dangerous play.
 - iii. Players leaving their feet to slide tackle another player will be given a **RED CARD** for dangerous play.
 - iv. **Exception** – Goalkeepers may slide within the penalty area. They may leave their feet in the act of sliding but must play with the ball. If the ball is not played, a foul will be awarded.
- g. **NO SPITTING:** Spitting on the turf is NOT ALLOWED. Players doing so may receive a yellow card and a \$20 fine.
- h. **FIGHTING:** Any form of fighting, including physical/verbal altercations, will result in a red card and immediate ejection from the facility.
 - i. Physical altercations with anybody are **NOT** tolerated and will result in an immediate suspension for the remainder of that season as a minimum.
 - ii. **Fighting is defined as:**
 - 1. Striking, punching or kicking an opponent with the fist, hands, arms, legs, feet or head.
 - iii. Attempting to strike, punch or kick an opponent regardless of whether contact is made.
- i. Instigating a fight by committing an unsportsmanlike act toward an opponent that causes the opponent to retaliate by fighting.
- j. **YELLOW/RED CARDS:**
 - i. Any player who receives two (2) yellow cards during a single game will then receive a red card and be ejected from the game in-progress and suspended for a minimum of one (1) additional game.
 - ii. Any player who receives a red card for violent conduct/serious foul play/foul or abusive language will be ejected from the game in-progress and suspended for a minimum of one
 - iii. (1) additional game for that specific team. Ejected players are also finished for the remainder of the day should the ejected played in questions be on multiple teams in separate leagues on the same night.
 - iv. Any player/coach/spectator that is ejected for any reason must leave the facility immediately and serve a minimum one (1) game suspension. The Team Manger and Player/Spectator will be contacted regarding the length of suspension.
 - v. Anyone who does not leave the facility after being ejected will be considered trespassing and the police may be called to remove them.
 - vi. Teams are not allowed to substitute for an ejected player. Teams must play one player down.
 - vii. Any cards accumulated during the regular season will be carried over to the playoffs.
 - viii. All cards/ejections/suspensions are subject to **additional sanctions at the discretions of League Administrations**. Sanctions may include multiple game suspensions, seasonal suspensions, lifetime bans, etc.
 - ix. Any player on suspension is **not allowed** in the facility during league play.

- x. There will be no tolerance for excessive use of profanity, derogatory or anything of that nature accepted towards official, South Suburban staff, opposing team and teammates. At the discrepancy of the officials, they will be immediately awarded a red card.

Roster checks will be mandatory in the following game that red cards were issued for compliance

7. EQUIPMENT

- a. Required Equipment:
 - i. Same SOLID colored jersey – numbers mandatory for outdoor leagues

NO SHARING OF JERSEYS/NUMBERS

 - ii. Pinnies won't be provided
 - iii. Shin guards – mandatory and fully covered by socks

Using cardboard or other items not recognized as shin guards will not be acceptable and will result in a **yellow card**

 - i. Shoes (molded cleats, turf or tennis shoes)
- b. If failure to have proper equipment, the player will be issued an immediate yellow card.
- c. Prohibited Equipment:
 - i. Jewelry, headgear/billed hats, any unyielding or dangerous equipment, and metal cleats

8. BLOOD POLICY

- a. Any participant who is bleeding, has an open wound, or has an excessive amount of blood on his/her uniform **must leave the game**. The participant **may not return** until the bleeding has stopped, the wound has been covered and bandaged, or the uniform has been changed.

9. SCHEDULES & STANDINGS

- a. Are posted online at www.southsuburbansports.com The last week(s) of each session will consist of a playoff schedule. Teams will be seeded according to win/loss record. The following criteria will be used for a tie in standings: 1) Winning percentage 2) Head-to-Head 3) Total goals differential
- b. Schedules are finalized a week prior to beginning of each season.
 - i. Only email if:
 - 1. You do not have enough players to play at gametime and need to forfeit.
 - ii. Rescheduled games can happen ONLY IF the opposing team is willing to accommodate and agree to new date/time.
- c. Average Sportsmanship Points (ASP): After each game The Official(s), Site Supervisors, and Team Managers will rate the opposing team on their sportsmanship on a scale of 0 to 5. With 5 being they had good sportsman like conduct and 0 being they were a multitude of sportsman-like conduct

- d. Any scheduling accommodation needs to be communicated to coordinator via email from team managers prior to schedule release. We will do our best to accommodate but there is no guarantees

10. ELASTIC POWER

- a. South Suburban staff reserve the right to:
 - i. Interpret all rules
 - ii. Remove or suspend players, coaches, or spectators for conduct violations
 - iii. Make final rulings on all game issues