

Outdoor Adult Soccer Rules and Regulations

SoccerPlex 2012

The SoccerPlex Rules for Outdoor Adult Soccer Leagues are governed by FIFA Laws modified for outdoor play and the following rules. Where FIFA Laws conflict with the following rules, these rules shall supersede the FIFA Laws.

I. PRIOR TO THE GAME

- 1) **ROSTERS:** A new roster is required each session for all adult leagues. A roster must be turned in before the season starts or the team will not be permitted to play.
 - Maximum of 16 players permitted on the roster.
 - No individual will be allowed to participate in any league games or other activities unless a release form has been properly completed and the individual has been properly registered.
 - Rosters are frozen at kickoff of a team's 3rd match. No exceptions. Any team using a player not on the roster will, at a minimum, forfeit the games the player participated in.
 - Protests of illegal players should be made prior to the game.
 - Home Team: The team listed 1st on the schedule

- 2) **COACHES:** In addition to the players a maximum of 1 additional adult (coach or otherwise) is permitted on player's bench.
 - No coaching is permitted from opposite touchline.

- 3) **EQUIPMENT:**
 - a. BALL: Size 5 regulation soccer ball. Must be provided by Home Team for each game.
 - b. CLEATS: Metal studs are prohibited; use may result in disciplinary action. Molded cleats, turf shoes, and flats (including black-soled) are acceptable footwear.
 - c. SHIN GUARDS: Players may not participate without shin guards.
 - d. JERSEYS:
 - **Each player must have a number displayed on his/her jersey; the same number must be denoted on the roster.**
 - Each team is required to have 2 numbered jerseys: a dark color and a light color. In the event that both teams have similar color jerseys, the home team shall change to its alternate color.
 - All field players shall wear jerseys of a single uniform color.
 - e. **JEWELRY**: Except wedding rings, **no jewelry (necklaces, piercings, earrings, bracelets, soft wristbands, etc.) is permitted to be worn on the field.** Disciplinary action shall be taken against offenders.

- 4) **NUMBER OF PLAYERS REQUIRED ON FIELD:**
- a. Men's Open, Men's 30+
 - o Maximum: 6 players + 1 goalkeeper
 - o Minimum: 5 players must begin, continue, and conclude a match
 - b. Men's 40+, Women's 30+:
 - o Maximum: 7 players + 1 goalkeeper
 - o Minimum: 6 players must begin, continue, and conclude a match
 - c. Coed Open:
 - o Maximum: 6 players + 1 goalkeeper
 - o Minimum: 5 players must begin, continue, and conclude a match
 - o Minimum of 2 males/females (excluding goalkeeper) on the field at all times. A team may begin, continue, and conclude a match with 1 male or female but team must play with 5 players + 1 goalkeeper.
 - d. All Leagues: The official will start the game clock as scheduled, but provide teams with fewer than the minimum number of players a **five (5) minute grace period** to produce the minimum required. (The clock runs during the grace period and time is not added to the end of the game.) If a team does not have the minimum number of players required after the grace period a forfeit shall be awarded to the opposing team, with the resulting score registered as a 3-0 result.
- 5) **DURATION OF PLAY:** There are two 25-minute halves with a 2-minute halftime.
- a. Running clock shall start at the scheduled kick-off time, unless a 5-minute grace period has been awarded pursuant to Rule I.4(d).
 - b. No stoppage/additional time will be added.
- 6) **TERMINATED GAMES:** If the official must terminate a game due to weather or other necessary circumstance the following rules shall apply:
- a. If the game is terminated after the first half has been completed, the game will be considered a complete game and the score at the time the game is terminated will stand.
 - b. If the game is terminated before the first half has been completed, the game will be rescheduled by Maryland SoccerPlex staff at a later date and the score will revert to 0-0.
- 7) **FORFEITED GAMES:** Forfeited games will be recorded as 3-0 scores and 3 points in the standings for the non-forfeiting team. A team that does not show up to a game or does not have the minimum number of players after the 5 minute grace period forfeits the game. **In addition, any team walking off the field before the end of either half to protest a referee's decision or Maryland Soccerplex policies, will forfeit their game, lose 3 points in the standings, and may be banned from the league.**

II. DURING THE GAME

- 1) **KICKOFF:** The ball may be played in any direction on the first touch. A goal can be scored on the first touch.

- 2) **SUBSTITUTIONS:** Unlimited "on the fly" substitutions. Must occur at halfway line and must not interfere with play. An indirect free kick shall be awarded for an improper substitution. Repeated improper substitutions may result in a yellow card.
- 3) **OFFSIDE:** There is no offside.
- 4) **SLIDE TACKLING: Slide tackling an opponent is *not permitted* under any circumstance.** (See rule 6f for goalkeepers.)The minimum penalty will be a direct free kick awarded to the opposing team. Additional disciplinary action (including but not limited to red card and game suspension) may result for intentional, repeated, or violent slide tackling.
- 5) **RESTART RULES**
 - a. **"The 6 Second Rule":** A restart must occur within 6 seconds of placing the ball for a free kick, corner kick, or goal kick. Failure to do so will result in an indirect free kick for the opposing team at the spot, or if the spot is inside the penalty area, immediately outside the penalty area.
 - b. **"The 5 Yard Rule":** Opposing players must give five yards on all direct kicks, indirect kicks, and corner kicks. Failure to do so may result in a re-kick.
- 6) **SPECIFIC RULES FOR GOALKEEPERS:**
 - a. Punts and drop kicks are not permitted. The ball must be distributed by a throw, normal place kick, or kick from a dribble.
 - b. Goalkeepers must release the ball within 6 seconds after gaining possession and returning to their feet.
 - c. Goalkeeper may NOT handle the ball if intentionally passed to him by his own teammate.
 - d. Failure to abide by Rule II.6 (a), (b), or (c) will result in an indirect free kick immediately outside the penalty area.
 - e. Goalkeepers may use unlimited steps to bring the ball to the boundary of the penalty area.
 - f. Goalkeepers are permitted to slide tackle opponents within their penalty area.
- 7) **INJURIES:** Any player who is bleeding must leave the field of play. Time will not be stopped for injuries.
- 8) **BALL OUT OF PLAY:** If the whole ball has wholly crossed the goal line or touchline whether on the ground or in the air, the restart is a goal kick, corner kick or throw-in.
- 9) **PENALTY KICKS:** The kicker is not limited to a one step approach.

III. POINT SYSTEM and PLAYOFFS

- 1) **POINT SYSTEM:** 3 points for a win, 1 point for a tie, 0 points for a loss. (There is no overtime in any Maryland SoccerPlex adult soccer games. Games tied at the end of regulations are ties.)

- 2) **PLAYOFFS:** Only the top 4 teams with the most points at the end of the season will advance to the championship rounds. All other teams in the division will play consolation games to finish out the season.

- 3) **TIEBREAKERS:** Ties for Playoffs position and for Playoffs participation will be broken utilizing the criteria set forth below.
 - a. Head-to-head result;
 - b. Least amount of goals against in the season;
 - c. Most amount of goals scored in the season;
 - d. Lowest number of forfeits;
 - e. If still tied, then penalty kicks result (3 kickers per team, then sudden death) unless both team representatives agree to a coin-flip to be conducted by Maryland SoccerPlex staff.

- 4) **NO TIES:** Playoff games must result in a winner. In the event of a tie at the end of regular time in the playoffs, there is no overtime. Teams go directly to penalty kicks. 3 kickers for each team. If still tied after 3 kickers, sudden death penalty kicks.

IV. MISCONDUCT RULES

- 1) **SPORTSMANSHIP:** Individuals are expected to play under control and within the rules of the game, and to the best of their ability will avoid causing injury to themselves and other persons using the facility.

- 2) **CARDS:** All cards given by referees are final and are not subject to protest.
 - a. Yellow Card: A Yellow Card will result in the player returning to the bench for 2 minutes with a replacement.
 - b. Red Card: A Red Card will result in the ejection of the player for the duration of the match without a replacement. Additionally:
 - The player receiving the Red Card must leave the playing area and go to the parking lot, accompanied by a team representative when possible.
 - Failure to leave the playing area and go to the parking lot may result in the forfeit of the match for the player's team, suspension of the coach or team representative, or other disciplinary action.
 - Further disciplinary action shall be taken against all players receiving a red card pursuant to the Rules below.
 - c. Coaches: Coaches can be issued both Yellow and Red Cards and are subject to the same rules as players.
 - In the event of a coach receiving a Yellow Card, the team will play a man down for 2 minutes.
 - In the event of a coach receiving a Red Card, the team will play a man down for the remainder of the match.
 - d. Goalkeepers: Goalkeepers must serve their own penalties if issued a Yellow Card or a Red Card.

- 3) **THE MARYLAND SOCCERPLEX HAS A "ZERO TOLERANCE" POLICY TOWARDS FIGHTING AND OTHER VIOLENT PHYSICAL CONDUCT INCLUDING, BUT NOT LIMITED TO, PUSHING, STRIKING, KICKING, AND WRESTLING ("VIOLENT PHYSICAL CONDUCT"). ANY PLAYER ENGAGED IN VIOLENT PHYSICAL CONDUCT (AND, IN CERTAIN CASES, PLAYER'S TEAM) WILL BE DISCIPLINED PURSUANT TO THE RULES BELOW AND MAY FACE CIVIL OR CRIMINAL CHARGES.**
- 4) **COACH/TEAM REPRESENTATIVE RESPONSIBILITY:** It is the responsibility of each player and the coach/team representative to control the conduct of the players on their team and be aware of the status of their players' infractions. Failure to comply may result in further disciplinary measures that may include suspension of the team or the coach/team representative, and forfeiture of games played in. (This includes use of illegal players - those not registered properly on the team roster or not current on facility membership dues.)
- 5) **DISCIPLINARY PROCEDURE:**
- a. The Maryland SoccerPlex will review incidents requiring possible disciplinary action within 4 business days of the incident and issue any of the following disciplinary measures in its sole and absolute discretion:
 - i. Player suspension for 1 or more games;
 - ii. Player suspension from other Maryland SoccerPlex activities;
 - iii. Player suspension for 1 or more years from Maryland SoccerPlex soccer activities and/ or other Maryland SoccerPlex activities;
 - iv. Player's team forfeit 1 or more games;
 - v. Player's team excluded from playoffs;
 - vi. Player's team suspended for remainder of season and excluded from additional seasons;
 - vii. Player or Player's team permanently excluded from Maryland SoccerPlex soccer activities and/ or other Maryland SoccerPlex activities
 - b. The Maryland SoccerPlex will review and consider in its sole and absolute discretion any written statement in the form of a letter or email from the manager, coach, or representative of the offending player's team if received within 24 hours of the incident giving rise to the possible disciplinary action and if accompanied with a \$50 nonrefundable check made out to Maryland Soccer Foundation. Only protests regarding violations of the laws of the game or these rules will be permitted.
 - c. All Maryland SoccerPlex disciplinary decisions are final.
- 6) **MINIMUM DISCIPLINARY ACTIONS:** The Maryland SoccerPlex has established minimum disciplinary actions related to the following offenses. Nothing shall prevent the Maryland SoccerPlex from increasing the minimum disciplinary actions in their sole and absolute discretion.
- a. RED CARD: Any player receiving a red card shall be suspended for a minimum of 1 game plus suspended from all other Maryland SoccerPlex activities (including games in other leagues) until that 1 game suspension has been served.

- b. 3 YELLOW CARDS: Any player receiving 3 yellow cards in different games of a session will be suspended for a minimum of (1) game. Once the suspension has been served, the Yellow Card count for that player resets to 0.
- c. TWO SUSPENSIONS: Any player that receives a second suspension in any session (i.e. 2 red cards, 1 red card + 3 yellow cards, etc.) may be suspended from all Maryland SoccerPlex activities for 1 year or more.
- d. VIOLENT PHYSICAL CONDUCT:
 - o Any player that engages in Violent Physical Conduct will be suspended at a minimum from all Maryland SoccerPlex adult soccer activities for 1 year from the date of incident.
 - o Any team that accrues a second incident of Violent Physical Conduct during a session will be suspended at a minimum from the current session without refund and may also face exclusion from future sessions.
- e. Any incident that involves Violent Physical Conduct from more than 1 player on a team, ie, a player leaving the bench area to join a fight on the field, will result in the team receiving a suspension from Maryland SoccerPlex adult soccer activities for a minimum of 1 year from the date of the incident.
- f. THREATENING OTHER PARTICIPANTS: Any player, manager, or coach who verbally threatens another player, coach, official, spectator, or Maryland SoccerPlex staff will be suspended from all Maryland SoccerPlex activities (including soccer) for a minimum of 1 year from the date of the incident.
- g. VERBAL ABUSE of OFFICIAL: Any player, manager, or coach who approaches an official or other Maryland SoccerPlex staff with abusive language, or a harsh or threatening tone before, during or after the conclusion of a league game, shall be suspended for a minimum of 1 game.
- h. IMPROPERLY ENTERING FIELD OF PLAY: If any player, coach, manager, or spectator enters the field of play during a game (except when substituting or when expressly permitted by official), the official may terminate the game and/or declare a forfeit against the offending team.