

**Big Sun Adult Co-Ed League  
Rules of Competition Fall 2009**

1. Adult-Coed:

- a. All players must be 19 years of age or older as of August 31, 2009.
- b. Any player falsifying documents to alter age, name, sex etc... will be suspended from the league without refund. Suspension length will depend on offense.
- c. Any team caught playing with an illegal player will forfeit all games that player was on their roster.
- d. 5 female players and 6 male players on the field per team. The maximum allowable players on the field shall be reduced by the number of red cards issued to players.

For example: if a team is playing with 6 men on the field, and one is shown a red card and sent off, that team shall play with 5 men on the field. Women can not replace men who have been sent off due to red card, teams play down.

For example: if a team is playing with 5 women on the field, and one is shown a red card and sent off, that team shall play with 4 women on the field. A man can not replace women who have been sent off due to red card, teams play down

- e. No more than 6 males allowed on the field per team.
- f. No maximum on the number of women on the field.
- g. 7 players needed (1 must be female) per team to start the match.
- h. Each team must be prepared to commence match play upon the scheduled time for the match. If a team has 7 players (1 must be female) then game must start. If only 6 players then wait no more than 10 minutes for the 7<sup>th</sup> player. If he/she has not arrived then the game is forfeited with a score of 1-0.

2. **NO SLIDING!** Any sliding not against an opponent will result in a **YELLOW CARD**, any slide tackles will result in a **RED CARD**. Exception the Goalkeeper will be held to the usual and customary rules and regulations of his/her position so long as he/she is inside the goal box.

3. **NO BICYCLE OR SCISSOR KICKS.** Bicycle or scissor kicks that don't involve contact with another player will result in a yellow card and any bicycle or scissor kick that results in injury or contact to another player of either team will result in a red card.

4. Game Duration: (2) 40 Minute Halves; in the case the Referee determines weather conditions unplayable or field conditions after one half has been completed the game is final. If the half has not been completed the entire game will need to be rescheduled.

5. Substitutions: Unlimited number of substitutions. Subs can be made at:

- a. Throw in (by possessing team only)
- b. Goal Kick (either team)
- c. After a goal is scored (either team)
- d. Injury-both teams can sub 1 for 1
- e. At the referee's discretion, following a yellow card

6. Fouls and Misconduct:

- a. As defined by the Laws of the Game with regards to fouls and misconduct a yellow card is a caution and a red card is a send off offense.
- b. A player that receives a second caution (yellow card) in a game is a send-off offense (red card) (2 yellows = 1 red). This send off offense (red card) will be governed as outlined in Rule 6 which includes a \$25.00 fine. Since 2 cautions in a game results in a send off (2 yellows = 1 red) in a game, this will be counted as a send off offense (red card) and not part of the accumulation of yellow cards in 6f.

c. Ejections in a game by a send-off offense (red card) (2 yellows = 1 red) will automatically bring a minimum of one game suspension. Send-off offenses (red card) will be punished according to the current USSF guidelines. The Disciplinary committee will review the referee report to make a final decision and the President will contact the team captain with the decision prior to the next game. The Disciplinary Committee decision is final, not subject to appeal and not an open court. It is the sole responsibility of the team Captain to inform the player(s) of the Disciplinary Committee decisions.

d. Players caught playing under suspension will face an additional 4 weeks suspension and that team's game(s) will be forfeited.

e. Players ejected by send-off offense, must leave the complex immediately. Failure to leave the complex could result in additional game suspension.

f. Accumulation of caution offenses (yellow cards) in a season will result in one game suspension (3 yellow cards = 1 game suspension). Suspension is to be served as defined in 6l.

g. Each send-off offense (red card) results in a \$25.00 fine in addition to game suspension(s). Fine must be paid before player pass will be released. Send-off offenses (red card) fines are to be paid to the registrar only and **prior** to check-in time as to not delay the start of the match. It is the player's responsibility to resolve fines.

h. Referee abuse whether verbal or physical WILL NOT be tolerated.

i. Fighting will be grounds for immediate expulsion from the league

j. Players that accumulate red/yellow cards will be reviewed for removal from the league.

k. Using offensive, or insulting or abusive language and/or gestures WILL NOT be tolerated and is a red card offense.

l. Game suspension(s) must be served in uniform and player must check-in with the referee at team check-in and remain for the entire game for the suspension to count. Game suspension(s) and fines will carry over from season to season until paid and served.

m. All conduct by persons at the Big Sun Soccer fields is reviewable and subject to discipline, including fines, by the Adult League Board. Any persons not presently legally playing on the field who charges the field in protest of a call, to engage in fighting or for any other reason without referee permission are subject to discipline by the Adult League Board, including but not limited to suspension or revocation of player passes. Current and future player are subject to having their player passes revoked or suspended for conduct at the fields including before, during and after the matches, as well as practices, at the Big Sun Soccer fields.

## 7. Bench Area / Team Sidelines

### **Sidelines and Bench Areas are for ROSTERED PLAYERS ONLY**

Spectators/non-rostered players must be on the opposite side of the field. No exceptions.

**It is the team's responsibility to enforce this.**

If the referees or adult league board members have to address this, game will be suspended until the correction is made. **There will be no time added to the match for this.** If after 5 minutes from the time the referee or adult league board member tells the Captain the spectators have not moved, the team will forfeit the game 3-0. If any spectator is consistently delaying the game by refusing to move, that spectator will be trespassed from Big Sun Soccer Complex.

**Players must be on the bench unless they are at midfield awaiting substitution.**

8. Teams are responsible for cleaning up their bench area at the end of each match. Failure to do so may result in a team fine

## 9. Roster Changes

a. Teams are capped at 20 players. No team may exceed this at anytime or may accumulate more than 20 players over the course of the season.

b. Team rosters consist of up to 9 women and 11 men. Rosters are required to have 7 women but can have up to 9 women but no more than 11 men.

c. There are no transfers from team to team. Any request for transfer can be appealed to the Adult Board for vote.

- d. Each team is able to have up to (5) male players under the age of 27 on their roster. Age is determined by age as of August 31 for Fall season and March 1 for the Spring Season.
- e. If a player resigns from the league during the season, after confirmation from the Registrar, that player is replaced by wait list, if there is one, and then by new registrations.
- f. Any changes to the roster must be done by Thursday of that game week. Players will not be added on game day.
- g. Male players can only be added/replaced up to 60% of the way through the season. If there are 10 regularly scheduled matches then by game 6. If there are 8 or 9 regularly scheduled matches then by game 5. No male players will be added after this and are still subject to the Roster Changes rules above.

#### 10. Pre-game Check-In Procedures

- a. Player passes are given to the referees in alphabetical order. Players must have identification with them if their identity is called into question.
- b. 15 minutes before scheduled match time each team needs to line up together for check in. Referees will then do their team equipment/credentials check and a brief pre-game with the players.
- c. Team listed as "HOME" must provide 2 balls for the game.

11. Shin guards are required to be worn by every player for all games and practices held at all Big Sun Fields. Players are subject to a 3 strike rule with regards to shin guard use. Upon the 3<sup>rd</sup> notification to the team captain that a player isn't wearing shin guards, that player will be suspended one game.

12. **ALL JEWELRY must be removed before playing. NO EXCEPTIONS.** Taping over earrings is **NOT AN OPTION**. The only exception to this is wedding bands as long as the referee deems them to be not dangerous to the player or others.

13. The league will not prohibit the use of knee braces by players provided that the brace is adequately covered and padded in the judgment of the referees, so as to eliminate the possibility of its causing injury to the other players on the field of play.

14. Uniforms- teams are required to wear matching uniforms. Jersey and sock colors have to match (ie- green jerseys & green socks). All players on each team (except goalies) are also required to wear the same color shorts. Jersey numbers need to be permanently affixed to jersey (tape is not acceptable). If a goalie comes onto the field as a player, he/she is required to wear a matching uniform as defined above. Goalies must wear jerseys that are not a similar color of the opposing team. Players not in compliance of the above dress code with **NOT** be allowed to play.

15. If at the end of the season teams have the same # of points (3 for win, 0 for loss, 1 for tie), then standings will be determined by goal differential and if still tied then by head-to-head scores. There will be a maximum of four goals differential points awarded per game regardless of the actual differential. Winning a game by more than seven goals will result in a team receiving (2) two points for the instead of (3) three.

16. If a player's check is returned by their bank, that player's player pass will be revoked until such time as the check and resulting banks fees are paid in cash by the player to the registrar.

17. If a team is going to willfully forfeit a game before game night, the USSF assignor, Kim Reynolds, must be notified by email [kahs67@aol.com](mailto:kahs67@aol.com) and phone message (352) 812-7849 by 5 pm on Wednesday before the game. If a team willfully forfeits without notification, that team will be fined \$100.00 (referee fees for that's night game) and not be allowed to play again until such fine is paid.

18. Captains meetings: Periodically throughout the season, there are Captains meetings. Each team must send their Captain or another representative from their roster to these meetings. Captains are responsible for making sure their players know and understand the Rules of Competition.

19. Rules of Competition may be amended, repealed, or added to, or new Rules may be adopted, by resolution of the Adult Board at any General membership meeting. All changes must pass with the simple majority of the affirmative vote with a quorum present. The changes of the Rules and Regulations will be effective as determined by the Adult Board. Rules must change to reflect changes made by FIFA, USSF, and FSSA.