

CITY of YORBA LINDA PARKS & RECREATION

ADULT SOCCER RULES & REGULATIONS

UPDATED 9.16.19

RULE 1. PLAYER CONDUCT

ADULT SPORTS CODE OF CONDUCT

The **Code of Conduct** applies to all players, coaches, spectators and team managers. The **Code of Conduct** applies to players as individuals or as a team; penalties can be assessed to an individual or to an entire team. The **Code of Conduct** becomes effective as soon as the participants arrive at the facility of play and remains in effect until the participants leave the facility of play. The facility of play is inclusive of the parking lot. City staff members and referees are here to assist you, please treat them with respect at all times. The city reserves the right to suspend any player or spectator that violates the Code of Conduct.

TEAM MANAGER RESPONSIBILITY

Team managers will be held responsible for the conduct of their team's players and spectators. If and when individuals become agitated or upset with activities taking place on the field, team managers will be responsible for keeping the peace and calming those individuals down. Team managers that do not fulfill this role may be suspended and/or permanently removed from City of Yorba Linda Adult Sports Leagues. Only team managers are allowed to address the referees and discuss a game situation or called foul.

PARTICIPANT BEHAVIOR

1. No participant shall attempt to strike/punch, threaten to strike/punch, strike/punch, push, shove, intentionally trip, or be verbally abusive towards another player, coach, official, city staff member or spectator.
2. No participant shall endanger or attempt to endanger the safety of any player, coach, official, city staff member or spectator.
3. Use of profanity before, during, or after adult sports activities while at the facility will not be tolerated.
4. The use of alcohol, tobacco or illegal substances will not be tolerated on the field or on the facility of play. Any player violating this rule during the game will be permanently expelled.

EJECTIONS

1. Any player, coach or spectator that is ejected from a game must leave the facility within five minutes. If the ejected player does not leave the facility within five minutes, their team will forfeit the game.
2. All ejected players will be tentatively suspended for their next scheduled game.
3. Some ejections may result in a longer suspension, or could result in being permanently expelled from City of Yorba Linda Adult Sports Leagues. This will be based on the individual's history of behavior and severity of their infraction.
4. Players may not be present at the facility while serving a suspension.

RULE 2. BLOOD RULE

1. A player, coach, or official who is bleeding, or who has an open wound, or had blood on his/her body or clothing shall be prohibited from participating in the game until appropriate treatment has been administered and the bleeding is controlled and the wound is covered.

If first aid is required for a player, the player must be immediately removed from the game, or a team can use a timeout to address the situation.

RULE 3. FIELD OF PLAY, EQUIPMENT, AND UNIFORMS

1. **FIELD:** The field is 220' x 130'. The goals are 4'6" x 9'
1. **EQUIPMENT:** Molded cleats, turf shoes, or tennis shoes are recommended. Metal cleats are prohibited. ***Shin guards must be worn by all players.*** The league will provide one (1) size 5 game ball.
2. All teams must have the same color uniform with permanent number on the back. If 2 teams have the same color uniforms the away team is responsible for bringing alternate color uniforms(pinnies).

UNIFORM PENALTY

Beginning week 4 of each season, the following penalties will be implemented each game for teams with excessive players with no jersey number:

- Teams will be allowed up to 3 players with no visible jersey number.
 - 4 players with no jersey number will result in a 1 goal penalty for the offending team.
 - 5 players with no jersey number with result in a 2 goal penalty for the offending team.
 - The amount of goals penalized will increase with the number of players in violation.
 - No penalties occur if players (4th, 5th, etc.) with no jersey number decide not to play.
 - No penalties occur if both teams show up with full uniforms, but same color jerseys.
3. The City will provide official referees. Teams will each pay \$15 to the referee prior to the start of the game. ***During CHAMPIONSHIPS/playoffs***, two referees will be provided and each team will pay ONE referee \$30.

RULE 4. RULES OF PLAY

Unless stated differently in the City League Rules, FIFA soccer rules will govern league play.

1. **PLAYERS:** The game is played with 2 teams of seven (7) players on each team. The minimum number of players need to start or finish a game is four (4).
2. **SCORING:** Goals will be counted by one (1).
 - a. Goal kicks will be taken from any part of the end line.
 - b. Corner kicks must be taken from inside the corner arc at the nearest corner flag post.
 - c. The ball can be kicked in any direction during kick off, but must be touched by one other player before a potential score (Indirect kickoff).
 - d. A direct kick after a foul may result in a player scoring a goal.
 - e. **There will be no offside rule.**

1. **FOULS: No slide-tackling is permitted.** Sliding in the vicinity of players may be deemed a dangerous act and assessed as a foul. All fouls and handballs will be awarded a direct free kick at the spot of the foul. Defenders must retain a distance of **5 yards** on all free kicks.
***For fouls at the goal arch, the offensive team may ask for the ball to be placed 5 yards back away from the goal arch.**
2. **YELLOW CARDS:** Any player receiving a yellow card must sit out 3 minutes. Teams may sub in for this player. After 2 yellow cards for nonviolent fouls, the player is removed from the game, but teams may still sub in for this player.
If an individual receives **FOUR (4) yellow cards** for violent fouls in one season, they will be expelled for the remainder of that season, and could be permanently expelled from City of Yorba Linda Adult Sports Leagues.
3. **RED CARDS:** Players receiving a direct/straight red card will be ejected from the game and must leave the field, facility and parking lot within 5 minutes or the game will result in a forfeit for their team. The team will **NOT** be allowed to substitute for direct red cards.
If an individual receives two (2) red cards in one season, they will be expelled for the remainder of that season, and could be permanently expelled from City of Yorba Linda Adult Sports Leagues.
4. **HANDBALL:** A player will be penalized for deliberately affecting course of kicked balls with their hands/arms. **PENALTY:** Yellow card and free kick at spot of foul. **If a player intentionally uses hands/arms to disallow an obvious goal, player will be assessed a red card and a penalty kick will be awarded. Team with red carded player will play a man down for remainder of half/game (discretion of official based on significance/severity of penalty.)**

RULE 5. THE ARCH & PENALTY KICKS

1. **GOAL ARCH: (12' radius)** Field players may act as goalies; however, hands are not allowed and players may not touch (feet, hands or other body part) once the ball has crossed the goal arch. If a defensive player violates this rule, they'll be assessed a yellow card at minimum and the offensive team will be awarded a penalty shot. If an offensive player violates this rule, the goal is disallowed, and the defense will be awarded a goal kick.
2. There will be **NO** goal arch penalties in such cases: A player, offensive or defensive, is inside the goal arch, but does not affect the play. **THESE PLAYS AT DISCRETION OF OFFICIAL ...**
Ex: (Some, not all examples/Discretion of official)
 - a. Player passes through circle when no shot has occurred yet.
 - b. Player intentionally forced into circle and does not make contact with ball.
 - c. Team scores goal while player who did not affect play, was inside circle. (Offensive team takes goal over penalty kick)

PENALTY KICKS will only be awarded for goal arch AND extreme handball violations. Penalty shots will be taken from the mid field mark. The ball must be positioned on a portion of the marked penalty spot. The kick is considered a dead ball with only 2 results.

- (1) If the penalty kick crosses the goal line entirely, a goal will be awarded.
 - (2) In all other circumstances, a goal kick will be awarded to the defending team.
- All players on both teams, excluding the kicker, must stand at least 10 yards behind the spot of the ball during the kick. The kicker must be clearly identified, and referee must signal the kicker before the try.

RULE 6. LEAGUE FORMAT, STANDINGS & TIEBREAKERS

LEAGUE FORMAT

1. League format varies season to season based on the number of teams, levels of competition and time frame seasons are limited to. Season schedules will include additional league details.
2. Teams will play their divisional opponents at least once and are guaranteed a 10-game season (regular and potentially playoffs).

STANDINGS & TIEBREAKERS

1. Standings/records will be kept through all league play to determine potential playoff seeding for each season.
2. Tiebreakers are determined by head to head matchups and if needed, point differential in these games. See season schedules for further tiebreakers if needed. EX: Points allowed per game.

RULE 7. GAME TIME

1. **TIME:** Game time will consist of two (2) **twenty-six-minute (26) halves**. Kick off and side will be determined by season schedule. Higher seed for playoffs has option.
2. **HALFTIME:** Halftime is three (3) minutes long.
3. **MATCH OVERTIME:** A tied score at the end of regulation time remains a tied score. There will be no match overtime for regular season games.
In **playoff games** there will be a five-minute (5) sudden death overtime followed by penalty shots. For penalty shots, 5 players will be selected by each team to take a penalty shot from the penalty spot (midfield). The higher seeded team will choose to kick first or second. Shots will be alternated by teams. If at the conclusion of the penalty shots the game is still tied, the same five players (same order) will enter a sudden death kick off until a winner is decided. A player cannot take two shots in the same round.
4. **EXTRA TIME:** In extreme cases, (ex: player injuries) the official may add extra time to compensate for any unintentional delays.

RULE 8. FORFEITS

1. A team not having four (4) eligible players on the field FIVE/5 minutes past the scheduled game time / designated by the ref/league director (whichever is later) will forfeit the game.
2. The minimum number of players need to start or finish a game is four (4). If, because of the removal of a player or players from the game by the referee or for any cause, there are less than four (4) players on either team, the game shall be forfeited in favor of the team with at least four (4) players remaining.
3. Any team that forfeits a game must pay the referee fees for both teams (\$30) prior to your next schedule game.
Forfeit fees may be waived for the 3rd game (9:00pm) in a 3-game set **IF**:
Proper notice is received, such as notifying city staff with a phone call 5 hours prior to game time;
City staff is also able to notify opposing team, officials, and staff.
4. A team may be removed from the league, without refund, for excessive forfeits. Excessive forfeits are considered 2 or more.

RULE 9. TEAM ROSTERS, PLAYER ELIGIBILITY & IDENTIFICATION

TEAM ROSTER

1. Each team must submit a team roster prior to the first league games of the season. Rosters must include player's full names, address, city, zip code, phone number and signature.
2. Each team shall be allowed a maximum of twenty (20) players on its team roster. Players must be at least eighteen (18) years of age.

ELIGIBILITY

1. Players must appear in **3 games to be playoff eligible in a 9 or 10 game season.**
2. No additions are allowed after the EIGHTH game of league play in a 10 game season OR the SEVENTH league game in a 9 game season.
3. A player may only compete on one team. Players can however participate in more than one division.

IDENTIFICATION

1. All players must have a proper form of identification (driver's license, passport, etc.) at EACH game and should be prepared to show their proof of identification immediately if necessary.
2. Each team has the option to request an identification check against **one** player on the opposing team per game. This identification check may take place at any time during the course of the game.
3. If a manager feels an identification check is necessary, he must tell the referee and site supervisor which player he would like to check to see if that player is on the roster.
NOTE: Only the player in question and his manager are allowed to approach the referee.
4. If a team requests an identification check, that player must show a proper form of identification to the scorekeeper and match his/her name to a name on the team roster.
5. Decisions regarding player eligibility and other protests will be made by the Recreation Coordinator, NOT the referee or site supervisor. All decisions are final.