

SOCCER RULES AND REGULATIONS

The official rules governing play in the 11 on 11 Soccer Leagues shall be those of FIFA except as amended in this publication.

Manager responsibilities

Sports office will provide season schedule to the team manger, it is the team manager's responsibility to contact their players with game times.

If there is an additional co-manager their name must be added to the team roster. You must also state whether they are a **playing/manager** or a **sideline manager**. Sideline managers will not count as a player against your roster, therefore they cannot participate on the field of play but can participate from the sideline *for example requesting substitutions etc.* Player/Managers will count as players against your rosters and will be allowed to participate on the field of play. **Sports Office will not conduct league business with anyone claiming to be a coach/manager who is not on the roster.**

It is the manager's responsibility to maintain control of their teams at all times while at the Glendale Sports Complex. Teams and team members are required to adhere to all Glendale Municipal Soccer Rules, anyone or any team violating any of these rules whether before, during or after the game are subject to disciplinary action which will be determined by the Soccer League Supervisor.

A. TEAMS AND PLAYERS

1. Players are required to provide a valid picture identification (driver's license, any state identification or any current identification with players name, picture and expiration date). I.D. cards will be photocopied for identification purposes. These photocopies must be submitted by specified date before the first game with team roster. Any player who has not submitted his/her identification will not be allowed to enter the field of play. All teams are limited to 22 players. Players must be 18 years of age or over and not in high school. All team rosters with picture I.D. are due at the assigned dates given.
2. Players currently enrolled in educational institutions and participating on their representative school teams will not be permitted to play in this league.
3. No players may play on a team unless their name has been properly listed on that team's roster and they have filled out a release of liability waiver form. A player found to be playing or attempting to play under an assumed name will be banned for the season and the game in which they participated, or attempted to participate, will be declared a forfeit.
4. Individuals may play on only one 11 on 11 team in the Glendale league. Managers should check with their players to make sure they are not playing on any other team in the same league.
5. Both teams benches must be situated on opposite sides of the field to avoid trash talking and other team misconduct.

B. UNIFORMS/EQUIPMENT & SAFETY MEASURES

All team members must wear a jersey with a number different from the rest of their teammates. The team

goalie is not required to have a numbered jersey, but must have a different color uniform from his teammates, opponents and referees. Teammates should also wear the same color shorts and socks to more easily distinguished from the opposing team. If a player does not have a number on their jersey, they are subject to being barred from play until they get a numbered jersey (Tape or marker on the jersey is not acceptable, only screened or sewn on will be allowed).

If both teams show up at game time with same colored jersey, it is the visiting teams responsibility to change jerseys or provide pennies for their team. Please provide an armband for the designated player who will act as the captain on the field.

The home team is responsible for providing an appropriate soccer ball; however, the referee will make the final decision on what is the most acceptable ball.

1. The following appropriate equipment is required of all players: jersey, shorts, stockings, shin-guards and footwear.
2. A player will not wear anything that is dangerous to another player (i.e. earrings, chain, metal studs/cleats, wedding bands, etc.) may not be worn on the field. Metal braces will not be allowed, other types of braces will be allowed as long as they are covered by neoprene.
3. If a player is bleeding or has an open wound, he/she shall not be allowed to play in the game until appropriate treatment is rendered. Substitutions will be allowed in this case.

C. ROSTER CHANGES

1. All rosters and additions are subject to the approval of the Sports Department, with the intention of maintaining an even competitive status in all leagues. **There is a seven-day processing period for all roster additions. This means new players must have their pictures and ID card information complete and turned in seven days prior to that player being allowed to play.**
2. **The roster add deadline will be at your 5th regular season game and before the start of your sixth regular season game, Players added at the fifth regular season game will be allowed to play at the sixth regular season game and beyond.** Changes may be made to your roster by submitting the roster change form (included in your packet) and signed release of liability form to the Sports Department. . After the 2nd half of the regular season, additions may be allowed if the case is a “hardship”. Hardships will be determined by the sports office on a case by case basis. Players have to play a minimum of two games to be eligible to play in the playoffs. Player deletions may be made at any time by written notification to the Sports Office on a roster change form.
3. If a player wishes to transfer from one Glendale team to another, the player must secure written release from the manager of their original team. If for any reason the manager refuses to sign a release the player may contact the Sports Office. Space is provided for this release on the bottom of the roster change form.

D. THE GAME & BASIC RULES

1. **ADDITIONAL FEES:**
Each team must pay the referee \$65.00 **in cash** per game **before** the start of the game. Please have exact change. The referees are not required to carry change.
2. Managers must turn in completed line-up card available before each game from the Soccer League

Supervisor. Referees will go over ground rules or policies before each game. Any person who represents the team will be considered the manager/captain for that particular game. **Teams will provide an armband for their team captain.** Referees will only converse with the manager/captain.

3. At pre-game meeting both teams must be dressed and lined up at center field with proper identification cards from the Glendale Municipal Soccer League. These identification cards will be turned into the referee. Manager/Captain of the team must have a completed line-up/scorecard ready to be turned into the Soccer League Supervisor. This must be completed before the start of the game. If team(s) are not ready with any of the above mentioned items, **game time will not be delayed. Therefore, delayed time will reduce the minutes played in the half. This will make the game time shorter!! Any player arriving after game time has started must check in with Soccer League Supervisor before entering the game.**

4. Tournament Format and Playoffs will be determined by the number of teams in any given season.

5. Playoff Eligibility: Players must play in at least two regular season games, not including the practice game, to be eligible to play in the single elimination tournament. Sports staff will be checking the game sign in sheets to verify eligibility for each team that qualifies for the playoffs. Managers are responsible for turning in their game sign in sheet with all players signatures to the head ref.

6. Teams

A team may play with up to eleven (11) players (1 of them being a goalkeeper) and a minimum of seven (7) players (again, 1 of them being a goalkeeper).

7. GAME TIMES

GAME TIME IS START TIME, NO EXCEPTIONS.

Games will consist of two 40 minute halves, running clock. The referee's watch is the official clock. The clock will only stop for a major injury. Tie games end in a tie. During playoff games in the event of a tie game, a 5 round penalty shootouts will determine the winner. If a game is still tied after 5th round, sudden death shootouts will commence.

7. Substitution is permitted at the discretion of the referee any time play is stopped (i.e. injury, ball out of bounds, etc.). There is no limit to the number of players that can be substituted at a given time. Players must report to the nearest linesman in order to enter. Players must enter and exit the playing area from center field. Any player may change places with the goal-keeper, provided the referee is notified of the change and the change is at a dead ball time.

8. Yellow Cards

Players given a yellow card will be suspended from that game in which the infraction was committed for five minutes with no substitute allowed, therefore, that team plays short-handed. The penalty minutes carry over into the second half or overtime (playoffs). If a player receives a second yellow card during the rest of the game, they will be suspended for the remainder of that game without a substitute allowed for the remainder of the game and said player will be suspended for at least one additional game. If a player receives two yellow cards during 2 different games the player will be suspended for at least the following game. If player receives an additional yellow card after the second yellow card within the same tournament the player will receive a minimum 1 game suspension thereafter.

9. Red Cards

Players or coaches receiving a red card will be suspended for the remainder of the game without a

replacement player will also be suspended for at least one more game. Player can be replaced for future suspended game(s) **PLAYER MUST LEAVE THE PLAYING FIELD IMMEDIATELY**. If the player does not leave, their team is subject to forfeiture of that game. The manager must report the name of the offending player to the referee or risk manager suspension and/or game forfeiture. The team will then play short-handed for the remainder of the game. Two red cards, or its equivalency of 4 yellow cards in a season will result in further disciplinary action, possibly suspension of the rest of the season. Identification cards will be confiscated from ejected players and returned to the player when the suspension is lifted.

Players and coaches are also subject to receiving a red card before and after the game, for any violations committed by them.

10. Three (3) points will be given for a win, one (1) point for a tie and zero (0) points for a loss.

11. Rough Play

Rough play will not be tolerated. Slide tackling is not allowed. Exception: the goal-keeper will be allowed to slide to intercept a ball with his/her hands. An indirect free kick will awarded. The referee has the option to incur further disciplinary action as needed.. Depending on the severity of the infraction a warning, yellow card or red card can be issued. **Fighting is an automatic red card with further disciplinary action to follow.**

12. **Conduct toward officials or staff:** If a player or coach attacks, threatens, berates, touches in any way or uses other forms of verbal or physical abuse, they will be banned from all municipal play for at least one year (if not for life). **Civil or criminal action may follow.**

E. FORFEITS

1. A team is subject to forfeit if they do not have at least 7 eligible players present at assigned game time. **THERE IS NO GRACE PERIOD.** If the referees are ready to play at game time, then that will be the start time. If both teams agree to wait for players, the start time will not change. Result - wait time reduces playing time. If a team does not have enough eligible players at game time, they may use players from another team to make a team no more than 7 players. The added players must be on the other team's roster and can only be from a team in the same division or lower. As soon as original players show up, the added players must be removed and replaced by the original players. These games will be official. **Spectators are ineligible, and cannot be used.** If the team that has enough players doesn't want to wait and there are no eligible players available, they would win by forfeit.

2. Forfeit Fees

Any team that forfeits will owe \$90 IN CASH DUE THREE DAYS AFTER THEIR FORFEITED GAME. Teams who call in forfeits to the Sports Office still owe \$90. **NO EXCEPTIONS!** A team may not play their next scheduled game if a forfeit fee has not been paid. Any team that does not fulfill this obligation will be dropped from the program and their players made ineligible. This includes practice games, if any.

3. **A player found:**

- a. **to be playing or attempting to play under an assumed name, or**
- b. **not to meet league requirements, or**
- c. **not to be properly listed on the team roster will be barred for the season and the game(s) in which he played will be declared a forfeit.**

F. AWARDS

The grand champion will receive individual championship custom shirts.

G. PROTESTS

Teams wishing to protest a game must notify the referee **immediately** after the incident. It is too late to protest after the game has been completed. The protest must then be submitted in writing to the City of Glendale by the end of the next business day. A \$10 fee must accompany the protest. If the protest is upheld, the game will either be replayed from the point of the protest (if that can be determined) or replayed altogether, if the game has a bearing on the final standings. The \$10 will also be refunded. If the protest is not upheld, the game will stand and the \$10 will be deposited into the City of Glendale.

H. INCLEMENT WEATHER

If the weather is questionable, and you have not heard from the Sports Department by 3:30 p.m. on weekdays, you may call **(818) 548-6420**. However, **DO NOT CALL BEFORE 3:30 p.m.** because it may still be too early to tell. There will be a message as to current field conditions. If there is no update, go to your field and the referees will determine if games can be played safely. On the weekends call the sports office to find reports on the field conditions recording.

I. SPECTATORS

Every team and team manager is responsible for the conduct of their spectators. **NO ALCOHOLIC BEVERAGES** are allowed in any City facility (City Ordinance #4321). Any persons (spectator or player) not complying with this ordinance may cause forfeiture of game in session and all remaining games with no refund. Unsportsmanlike conduct by players or spectators will not be tolerated. Also see "Sportsmanship Conduct" below.

K. CANCELLATION FEES

If a team drops out of the league before or during league play, a cancellation fee will be assessed or may not receive any refund back..

***** WARNING *****

To reiterate, city ordinance #4321 prohibits drinking any alcoholic beverage in any City facility. Any person or persons not complying with the above ordinance may cause forfeiture of the game in session and all remaining games with no refund.

Also, there is absolutely no smoking allowed at the Sports Complex.

Sportsmanship Conduct

The Sports Department insists upon good sportsmanlike conduct among all our participants by

implementing the following:

If a team player, coach or manager has been ejected from a game for any reason, or before or after a game has been completed, that person will not be eligible to play or participate in any way for the game immediately following the game in which the incident occurred. The referee or field supervisor has the right to have an “ejected” player removed from park property if he/she continues to be a problem. If the player does not comply, their team may be forfeited and said player be subject to arrest. The Sports Department has the right to suspend a participant for an appropriate length of time beyond the one game automatic suspension, depending upon the severity of the incident.

**ALL THE PRECEDING RULES ARE SUBJECT TO CHANGE
AND INTERPRETATION BY THE SPORTS OFFICE.**