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Soccer Rules Governing Play For Municipal Sports for 11v11 and 7v7

(Revised 7/30/19)

The current F.I.F.A. laws will govern play in the Municipal Sports Soccer Program with the following exceptions:
New rules in **Bold: VIIci, VIIciii, Xbi, VIIfii, VIIgii**

I. LEAGUE PHILOSOPHY

The primary purpose of this adult soccer league is to offer each participant the opportunity to pursue the physical and emotional benefits of soccer. The emphasis is not on winning at any cost or overly aggressive play. We promote good sportsmanship, proper conduct on and off the field, and full compliance with the rules and policies of the L.A. City Municipal Sports Section.

II. CODE OF CONDUCT

The Code of Conduct applies to all players, coaches and managers. Penalties can be applied to an individual and/or an entire team. Team managers are responsible for the actions of their team and players, on and off the field.
No Participant shall:

a. Physically attack any player, official or spectator.
b. Lay hand(s) upon, push, shove, strike or threaten to strike an official. Legal action will be sought against any individual who physically attacks a game official.
c. Use unnecessarily rough tactics in the play of the game against an opposing player.
d. Throw equipment or any other forceful action as a result of an official's decision.
e. Verbally abuse any official or refuse to abide by an official's decision for any real or imaginary wrong decision.
f. Publicly discuss any play or decision of an official in a derogatory manner (NO trash talk).
g. Discuss an official's decision in any manner with any official (except Manager).
h. Smoke, drink alcohol or use drugs while at the facility or appear at the facility in an intoxicated condition.
i. Dress, un-dress, urinate in public or spit at/on any player, official or spectator. Failure to comply will result in the player being suspended for the remainder of the season.

The Municipal Sports Soccer League does not tolerate any acts of physical and malicious aggression. Any player involved in a fight will automatically be suspended from the league, the game shall end in forfeiture, and the team will be placed on probation. This applies to ALL persons involved (both instigators and those that retaliate).

III. ELIGIBILITY

It is the responsibility of each Team Manager to know who is not eligible on his/her team.

a. Participants must be 18 years of age or older at the time of player registration. In the 30+ League, participants must be 30 years of age or older at the time of player registration. In the 40+ League, participants must be 40 years of age or older at the time of player registration.
b. All players must register at the Cal South Website (Calsouth.com). Players will not be eligible to play unless they are registered with Cal South. Instructions on how to register can be found on the Municipal Sports website (laparks.org/sports/soccer).
c. Players may participate on multiple teams providing that the teams they play for do not play on the same day.
d. Only players listed on the Game Score Card with an approved photo may participate in the game.
e. Suspended players are ineligible. A suspended player's fine must be paid for the player to be eligible again. A list of suspended players will be posted on the Municipal Sports website.
f. Player suspensions may carry into the next season, so check with the Municipal Sports for eligibility.
g. Managers and/or coaches that are not playing but would like to stay on the team sideline must carry a valid Cal South ID card. These cards must be given to officials during check in. These ID cards can be ordered from Cal South.

h. Players are ineligible if they receive money, goods or services in exchange for playing. (The Municipal Sports Soccer Program is a recreation program.)

If an ineligible player participates in a game, he/she will be immediately expelled from the league and all the games in which he/she participated in will be forfeited.

IV. TEAM ROSTER

a. All managers will be responsible for maintaining their team's roster.
b. Rosters are limited to 22 players for 11v11 and limited to 14 players for 7v7.
c. Team Rosters are managed through Cal South. Managers can add players and print Game Score Cards on the Cal South Website (Calsouth.com). Players can be dropped by emailing Raul Aguayo (raguayo@calsouth.com) from Cal South and cc Municipal Sports (Soccer.MuniSports@lacity.org).
d. The manager must provide a Game Score Card to the official for each game. Only players listed on the Game Score Card with an approved photo may participate in the game. No Game Card, No game.
e. Once a player is removed (dropped) from a team, he/she cannot return to the same team roster in the current season.
f. Players must have played in at least 4 regular season games to be eligible for post-season play. If a team uses an ineligible player during the post-season, the team will forfeit the post-season game.
g. If your team needs more players, contact the Municipal Sports office to get the Free Agent List. The Free Agent List is a list of individuals who wish to play soccer but are not associated with a team.
h. The last day to add players (before 7th game) will be noted on the schedule.
i. Player(s) wishing to transfer from one team to another must be dropped by their original team first.
j. Any change of address for managers or players must be updated on your Cal South registration form.
k. Falsification of a soccer player, or misrepresentation, by a player(s) and/or manager shall result in forfeiture of all the games that the player(s) participated in. The team will be fined $50.00 for each infraction. Additionally, the team will forfeit any and all additional games until the fine is paid in full. The team will also lose priority for the next season.

V. EQUIPMENT

a. For each game, both teams must furnish a ball approved by the assigned officials. Team will forfeit the game if they fail to provide an approved soccer ball. The ball shall be spherical, with the outer covering being leather or other material approved by F.I.F.A.
b. Metal cleats will not be allowed in any of the Municipal Sports Soccer Leagues.
c. The size of the field for 7v7 is 90 meters by 50 meters with 6 foot by 18 foot soccer goals being used.

VI. UNIFORMS

a. All players must be in complete matching color uniform (jersey, shorts and socks). Jerseys must have an 8 inch number on the back.
b. Teams must carry back-up jerseys which are a different color than the primary jersey. Back-up jerseys can be similar colored t-shirts or pinnies but must have 8 inch number on the back or the number must clearly be seen through the pinnies.
c. Taped, written or duplicate numbers are NOT allowed on the team jerseys. Penalty: player is ineligible.
d. If a player plays with an ineligible uniform, the team will forfeit the game.
e. Home Team wears the jersey color listed on the game schedules. Failure to do so will result in a forfeit.
f. If both teams have the same color uniforms, the visiting team shall wear their back-up jerseys. Also Pinnies / Vest are allowed. They all must be of the same color.
g. The goal-keeper's shirt color must be different from the referees' and both teams' shirt colors.
h. Jewelry is not allowed to be worn during Municipal Soccer League games.
i. Tape or any material applied or worn externally must match the color of the uniform where it is applied or covers.

VII. REFEREES

a. Three (3) officials will be assigned to each 11 v 11 game.
b. One (1) official will be assigned to each 7 v 7 game.
c. Officials' fees must be paid before the start of the game, in cash, and are as follows:
   i. The officials' fee for 11v11 is **$80.00 per game, per team.**
   ii. If only one (1) official works the 11v11 game, the official fee shall be $50.00 per team.
   iii. The official fee for 7v7 is **$30.00 per game, per team.**

VIII. GAME

a. Prior to start of the game, the manager will provide a Game Score Card to the official. Then, all players will sign the Game Score Card at the center of the field in the presence of the officials.
b. Upon request, players must also provide an additional photo ID (valid Driver's License, State ID Card, Military ID, Municipality ID, Foreign Country ID, or Passport).
c. Home team determines which sideline to occupy. Home team is denoted on the League schedule.
d. Team Managers are encouraged to confirm the official starting time of each half with the game's Head Official. NOTE: Occasionally, there may be a circumstance (injury, lights, weather, etc.) where game time will be required to be shortened. Officials shall inform both teams if such a case exists.
e. Managers can only go 10 yards in either direction from the center line.
f. For the 11v11 divisions:
    i. There will be 2 – 45 minute halves, with a 10 minute half-time.
    ii. There will be a **10 minute Grace Period** for teams to field 7 players to start the game or they must forfeit. If the referee notices that a team has 7 players dressed, **the grace period will not be in affect**. The team that forfeits is responsible for both teams' officials' fees (**total of $160.00**). Both teams must still submit a game card to the official.
    iii. The team's extra players, manager(s), coach(s) and spectators must be on the opposite side of the field from their opponents.
    iv. Slide tackling is allowed.
g. For the 7v7 divisions:
    i. There will be 2 – 25 minute halves, with a 5 minute half-time.
    ii. There will be no Grace Period for teams to field 5 players to start the game or they must forfeit, except for the 7:00pm game which there will be a 10-minute Grace Period**.** NOTE: The team that forfeits is responsible for both teams' officials' fees (**total of $60.00**). Both teams are still required to submit a game card to the official.
    iii. At Griffith Park Soccer Field: Field #1, both team's players, managers and coaches must be on the field's north side by the tennis courts, with one team on each side of the center line. Field #2, both teams' players, managers and coaches must be on the field's south side next to the full size goal, with one team on each side of the center line. Player's substitution will be running substitutions. No one is permitted directly behind the goals that are being used for the game. All spectators must be outside the chain link fence that surrounds the soccer field or on the bleachers.
    iv. All fouls and misconduct will be penalized with an INDIRECT FREE KICK. Teams have 5 seconds to put the ball into play. This does not apply to penalty kicks.
    v. Any player can throw or kick the ball pass the half way line at any time without restrictions.
    vi. The minimum distance on the wall for any free kick is 7 yards.
    vii. The spot for all penalty kicks will be 7 yards from the goal line. Kicker is allowed one step.
    viii. There will be no offside.
    ix. Slide tackling in <u>not</u> allowed
h. Substitutions
    i. Each substitute must report to the nearest linesman in order to enter the game.
    ii. No substitute player shall enter the field of play until the player he/she is replacing has left, and only after having received a signal from the referee;
    iii. The substitute shall enter the field during a stoppage in the game, at the half-way line;
    iv. Each team may substitute a maximum of 3 players at any one time;
    v. Substitute(s) can re-enter the game after they have been removed from the game (open substitution).
    vi. The number of player substitutions is unlimited during a game.
i. If a regular season game ends in a tie, it shall remain a tie.
j. If a play-off game ends in a tie, penalty kicks are used to determine the winner.
k. When the game is stopped due to an unforeseen circumstances (such as the lights going off), it will be considered an official game if it occurs after the completion of the first half.
l. The referee can terminate a game due to the actions of a player(s), manager, and/or team spectators. In the event that such a case exists, the team at fault will be issued a forfeit for that game regardless of the score at the time of the incident. At the conclusion of the investigation, the team may be put on probation and/or fined.

IX. STANDINGS and TIE BREAKER

a. The following point system shall be utilized for standings:

Win: 3 points Tie: 1 point
Loss: 0 points Forfeit: -1 point

b. Breaking ties in the standings shall be done in the following manner:
   i. First: goals for minus goals against differential.
   ii. Second: head to head competition.
   iii. Third: goals for minus goals against differential in head to head competition.
   iv. Fourth: coin toss.

X. PROTESTS AND APPEALS

a. Rule Protests:
   i. May be filed providing that your complaint is not based on a judgment call and the Head Official is notified of your protest immediately after the issue being protested surfaces. At the conclusion of the game, the manager will need to sign the score sheet stating the protest to be filed.
   ii. An explanation for your protest must be submitted to Municipal Sports within 2 business days of the incident.
   iii. Once submitted, the Municipal Sports staff shall review the protest and rule accordingly.
b. Red Card Appeals
   i. If a player wishes to appeal a Red Card, the manager or coach must **email Osvaldo at CAFLA (Landeros772@yahoo.com)** and cc Municipal Sports within 2 business days of the incident.
   ii. Once submitted, CAFLA shall review the appeal and rule accordingly.
c. Suspension Appeals
   i. If a player wishes to appeal a suspension, the manager or coach must email Municipal Sports.
   ii. Once submitted, Municipal Sports shall review the appeal and rule accordingly.

XI. OTHER INFORMATION

a. If your team is unable to make a game, it will count as a forfeit. Email Municipal Sports at least 5 business days (Monday through Friday) in advance to avoid forfeit fees being charged.
b. Once the game schedules have been distributed, there will be no changes unless there are field issues (eg. heavy rain, field closure, etc.).
c. If a team forfeits twice in the same season, they will not be eligible to register for the following season, along with losing priority status upon their return to the league.
d. Red Card fines are to be paid to the Municipal Sports by check, money order or credit card before the next eligible game. Credit card payments can be made over the phone. Keep your receipt to show proof of your payment.
e. Payments are accepted Monday through Friday only from 8:00 a.m. until 4:00 p.m.
f. When a team has money drawn from their forfeit bond, for whatever reason, and the balance amount left in the bond is below the minimum allowed, the team must replenish the amount that was taken from their bond before their next game. Teams failing to replenish their bond will forfeit all games until the bond is replenished. If the team does not replenish the bond to the required amount within 2 scheduled games, the team will be dropped from the league and will lose the remainder of their team bond. The games that were already scheduled will be listed as forfeits and points will be given to the opponents.
g. In the event that a team drops out of the league, League Administration shall make a determination as to how to proceed with the remainder of the season (i.e. replace the team, have their games forfeited, etc.).
h. Teams who are required to attend the Manager's Meeting and fail to attend or fail to stay for the entire meeting may be dropped from the League. The team's registration fee will be refunded minus a $25.00 administration fee.
i. The Municipal Sports Soccer Program reserves the right to exclude teams from participating in the soccer program if such teams are not in good standing, either within the Municipal Sports Soccer Program or in other independent soccer programs.
j. Failure to comply with any regulation(s) may result in a variety of consequences, including but not limited to, forfeiture of game(s), loss of Team Bond, suspension from game(s), and legal action.
k. If inclement weather threatens play, first check your e-mail for game status. If you have not received an e-mail regarding game status, please call the Municipal Sports recorded message at (818) 246-4088. Please do not call any other Municipal Sports telephone numbers as they will not have the recorded information.
l. If a player suffers an injury during the game, he/she must notify the referee so it can be included in the game report. Cal-South must be made aware of the injury as soon as possible by the injured player even if no medical attention is needed at that time.
m. This is not an all-inclusive set of rules. League Administration reserves the right to amend the rules as needed, for the overall benefit of the league.