



COED 11v11 ADULT SOCCER LEAGUE INFORMATION & RULES

I. Registration

- a. All registration is first come first serve with money required to guarantee a position in a league. \$300 team fee must be paid one week prior to the start of the season to reserve a spot in the league.
- b. 11 A-Side Coed player fee of \$35 must be paid to the RSP office by the second game of the season or the player will not be allowed to play.
- c. All players must be **18 years old** at the start of the season to be eligible to play.

II. Schedules / Rosters

- a. League roster must be submitted to the RSP office by the first game.
 1. Non roster fine - Any team caught with non-rostered player(s) will forfeit the game the non-rostered players played in.
 2. If a team is caught a second time, the game will be scored a forfeit and the Team Manager will be suspended for 1 game.
 3. If a team is short players, they may forfeit the game first, then borrower players to play in the forfeited game without penalty.
- b. League Schedules will be available on line at www.reddingsoccerpark.com. They will also be available at the RSP office, and/or be given to the team managers for distribution to players.

III. League Play

- a. Leagues will consist of a ten week season. The number of games will be determined by the number of teams entered.
- b. Standings will be kept with the winning team receiving Championship T-shirts.
 1. Games will be scored 3 points for a win and 1 point for a tie.
 2. Goal Differential will be kept to be used as a tie breaker if needed. A maximum of 4 goal differential will be counted for each game.
 3. Forfeits will be scored as a 3-0 win for the non-forfeiting team.
- c. In case of a tie in league points following the completion of season, the Championship Team or league standings will be determined based on the following criteria in the order specified:
 1. Head to Head competition- team that won the head to head competition between the teams that are tied will advance based on aggregate goals the game(s) played against each other. Should there be a tie in league points between three or more teams; the tie-breaking procedure begins with #2 below.
 2. When and if only two teams remain tied at any point while using this procedure, the order of tie breaking will recommence at #1 above.
 - a. Win/Loss record. Team with most wins is the Champion.



- b. Team with the highest goal differential advances-total goals scored less goals allowed (maximum differential of four per game) is the Champion.

IV. Rules for All Soccer Leagues

1. Player Eligibility

- a. Any player questioned by a Team Manager or Referee who is suspected of playing under false pretenses or rule violation, must prove his/her identity to the Official present before the end of the game or the game will be forfeited and the player and Team Manager will face suspension.

2. Players' Equipment

- a. A player shall not wear anything that is dangerous to another player. This will be determined by the Referee.
- b. All soccer cleats must meet FIFA standards.
- c. All players must wear shin guards. NO Exceptions

5. Game Play

- a. The team listed first is the Home Team and will kick off first.
- b. Slide tackling is not allowed: A Direct free kick will be awarded to the player being tackled. EXCEPTION - A goalie may dive to win the ball from an attacking player by leading with their hands or upper body. They are not allowed to slide tackle like a field player.
- c. Each team will be required to play a minimum of three (3) females on the field at any one time. If a team is short female players, they can play down a player or two depending on how many females they are missing. A team cannot field an all male team to play a regulation game; a team must have one woman on the field at any time, or the game will be declared a forfeit.
 - i. Once a game is declared a forfeit, the non-forfeiting team may decide on the number of male and female players the other team may use to start or continue the game.
- d. There will be a 10 minute grace period at the beginning of the game which will be deducted from the game time if not enough players are available to start. If teams do not have enough players after the grace period a forfeit will be declared.

6. Fouls and Misconduct:

All team managers are responsible for team players.

- a. Yellow Card (caution): Player must give name to referee. Player not giving name to official will receive a red card and penalty will fall to the Team Manager.
- b. Red Card (ejection): Player must give name to referee and is suspended from further play in that game and for at least the next game. Ejections may warrant more than a one game suspension. This will be determined by the PAD Committee.
- c. Foul and/or abusive language directed towards a player or official will result in a



definite caution or possible ejection from game depending on severity.

- d. A player who accumulates four (4) Yellow Cards during the season will not play in the following game. Four (4) Yellow Cards will have the same effect as a Red Card.
- e. Fighting - minimum one-year suspension from time of infraction.

7. Forfeits

- a. Any team forfeiting two games will be placed on probation for the remainder of the season. Once on probation for excessive forfeitures, a team that forfeits a third game may be subject to removal from the league and relinquishment of all fees.
- b. There will be no postponement of games unless approved by the General Manager. Playing in another league or tournament shall not be considered sufficient reason to reschedule a game or withhold a forfeit.

8. Participants

- a. Minimum number of players on roster - 11
- b. Maximum number of players on roster - 18
- c. All games must start with a minimum of seven (7) players at the scheduled starting time. Forfeited games will not be re-scheduled.
- d. Participants must be a minimum of eighteen (18) years of age, no exceptions.

9. Officials

- a. Games will be officiated by three referees.

10. Game Time

- a. Games will consist of two 45 minute halves with a 10 minute half time.
- b. No overtime periods will be held. Games will end in a tie.

11. Rules

- a. Current FIFA Rules will govern play with modifications as stated herein unless otherwise stated in the league rules.

12. Substitutions

- a. Players may sub on and off during any stoppage of play.

13. PAD Committee

- a. A Team Manager not involved in the game, A referee not involved in the game, the Referee Assigner, and the General Manager may form the PAD committee to review all red card infractions to determine if any additional suspension should be handed out. The decision of the PAD Committee will be final.