

Adult Soccer League Rules

MISSION STATEMENT:

Merced Youth Soccer Association (MYSA) Adult League exists to promote and encourage soccer amongst adults to compete in a friendly, positive, safe and family environment.

VISION:

MYSA will strive in our Adult League to:

- Develop and foster interest in soccer in the greater Merced area.
- Encourage a spirit of teamwork, fair play and sportsmanship.
- Provide coherent competition amongst area players and soccer teams.
- Support MYSA's youth soccer programs via volunteering and monetary donations of all monies earned.

MODIFICATIONS TO LAWS OF THE GAME:

*The most current Laws of the Game apply to this Adult Soccer league as stated by The International Football Association Board (IFAB) on **THEIFAB.COM**,, except for the modifications listed below:*

- Additional Co-Ed Modifications Listed in Red

Law 01

The Field of Play:

Games will be played on a standard USSF u12 field; however, Local conditions may mandate use of non-standard or sub-optimal fields.

Law 03

The Players:

A match will consist of a maximum of eight (8) players; one must be the goalkeeper. The match will not start or continue if either team has fewer than 5 players.

- Maximum five (5) male/female players

- Minimum one (1) male/female player.

Rosters may consist of an infinite number of players, but must have no fewer than ten (10) players per team.

Unlimited Substitution are allowed on any game stoppage.

Law 05

The Referee:

Two Referees will be used for all league competition matches

Other Match Officials (i.e. Assistant Referees) may be used in semi-finals and/or finals.

Law 07

The Duration of the Match:

Competition matches will consist of two (2) twenty-five (25) minute halves. Due to the tight scheduling of matches; referees are instructed to start the first half exactly at game time, and start the second half exactly five (5) minutes after the end of the first half. Stoppage time will only be added to the end of a half for extenuating circumstances.

Law 10

Determining the Outcome of the Match:

Semi-final matches must go directly to Kicks from the Penalty Mark after a drawn match. Final matches will proceed with two (2) five (5) minute periods of extra time before going to Kicks from the Penalty Mark after a drawn match.

- Female players scoring into the opponents goal will count as two (2) points, and own goals will only count as one (1) point to the opposing team. (Note: Deflections are not considered own goals)*

Law 12

Fouls and Misconduct:

Sliding will be punished by an Indirect free kick to the opposing team. (Note: The referee may still award a direct free kick for tackling if contact is made with an opponent while sliding, to include penalty kicks.) If a player standing in his/her own penalty area, kicks/throws the ball into their attacking half without making contact with the ground or another player, the referee will award an indirect free kick to the opposing team. The team will choose to restart from either the center mark on the halfway line, or the mark closest to where the ball crossed the center line.

- Male players may not challenge/obstruct/shadow female players in possession of the ball outside of either of both penalty areas. At least a ten yard gap will be given at all times.*

FEES:

Fees shall be 65.00 per player and can be paid in increments of 25-20-20. After week four, any new player is to pay \$40.00 upon signing up, be it on the fifth game or on the last game of the season. Depending on number of teams that sign up, teams will get six to eight games.

A team shall have at least ten players paid as of week five. If ten players are not paid fully as of week five, then on week six the difference shall be paid before any wristbands are distributed to any player on that team.

ROSTER:

The league will keep an active roster on the fields. All players are required to fill out an Adult Player Registration Form once, and show a valid government issued i.d. as proof of age to the league before every game. Unregistered players on a team playing will be the cause of a forfeit to the team in question and result in a \$50.00 donation to Merced Youth Soccer Association.

CROSSOVERS:

Players are not allowed to play on two teams in the same division. Players are allowed to play in different divisions during the same season as long as they fulfill the age requirements and complete payments for each League. Example: Can play in Mens Division 8v8 and in Co-Ed Division 8v8, but not on two teams in Mens 8v8 or in two teams in Co-Ed 8v8.

YELLOW & RED CARDS:

A red card issued is expected to carry at least an automatic minimum one (1) game suspension. A suspended player may not be reinstated prior to the incident being reviewed by the league's disciplinary review committee (Penalties, Appeals, and Discipline P.A.D)— P.A.D. will confer on any and all red cards on Wednesday nights. Committee decisions are final. A \$25.00 donation to Merced Youth Soccer Association will be levied for all red card violations and transaction must be completed before the player may play again. Red Card suspension received in any division is also carried over to any other division the player may be concurrently rostered in.

Two red cards in one season may result in an automatic lifetime disqualifier from playing in Merced Youth Soccer Adult Leagues.

At the moment a red card is issued, the number of players must remain for the totality of the game. Example: There are seven players in the game and one gets a red card, that team will continue to have a maximum of six players for the rest of the game. Regardless if more players show up after the red card is issued.

Yellow Cards: Players who receive a yellow card must be immediately substituted. They may be substituted back in after a reasonable cooling-off period and at the referees' discretion.

SEASONS:

Adult Leagues will run as many seasons as possible per year with playoff and finals at the end of each season.

TEAM DIVISION PLACEMENT:

In the given case that there are 2 divisions in the same age group, the Champion and Finalist of the lower division will be moved up to the upper division and the two teams that end in last place of the upper division will be moved down to the lower division. Adult Leagues reserves the right to change, alter or combine divisions at any time for scheduling or competitive purposes.

LEAGUES:

Adult Leagues intends to offer the following leagues: 8v8 for men and/or women and/or coed, 11v11 Co-Ed, 11v11 Men's and/or Women's Open, and 35+ Men's. Other leagues may be established upon verified interest and field availability.

SCHEDULE CHANGES:

Once a season schedule is published, no changes will be made unless an unexpected logistical problem arises, or Acts of God. If this is the case, all managers will be notified of the change(s). Weather and field availability permitting, all teams will play their full season of games, plus playoffs.

START TIMES, MAKEUP GAMES AND CANCELLATIONS:

If a team do not have the minimum number of players ready after 10 minutes of the scheduled match time, the score is an automatic 1-0 score for the team that is on the field. The team on the field will get a 3-0 win at the 15 minute mark if the other team does not field a team with the minimum number of players.

A match is considered official once the 1st half has been completed. If play must be halted after the start of play, but before the half is complete, the scheduler will make every attempt to reschedule the shortened game. However, if field, weather or other situations preclude timely rescheduling, the game may not be replayed. If this occurs, the score standing will be used as the final score of the game.

FORFEIT:

Will result in a \$50 donation to Merced Youth Soccer Association, and loss of 1 point in the league standings. Failure to have a minimum amount of players show-up will result in a forfeit for that team. The team that wins by default will get the win and the points, with a 3-0 score. If the forfeit was deliberate to affect the score/outcome of standings, the PAD will deal with the situation for a common sense decision.

PLAYER CONDUCT:

Players are responsible for fair, sportsmanlike and polite behavior at all times. No fighting will be tolerated. Foul, vile or vulgar language will not be used on the field either toward other players, referees, or in general. Referees are instructed to card offenders. Any fight will result in an immediate Red Card, suspension, fine, and loss of team point(s) to whoever throws the first punch. All other individuals who get involved in a mass confrontation will be also suspended and/or penalized and fined. Games will be terminated if any non-team members enter the field at any time, with the team the non-team member(s) is/are part of losing the game. Referee abuse will not be tolerated. Assault includes the following acts committed upon a referee: hitting, kicking, punching, choking, spitting at, or on, grabbing, stepping on, or running into a referee; the act of kicking or throwing any object at a referee, damaging the referee's uniform or personal property. Referee abuse is also defined as a verbal attack or physical approach that implies or threatens physical harm to a referee or the referee's property or equipment. Verbal threats are remarks that carry the implied or direct threat of physical harm. Threats such as: "I'll get you after the game" or "You won't get out of here in one piece" shall be deemed referee abuse. Commission of any of the preceding acts will carry a 6 month to lifetime banning determined by the Adult Leagues committee—all committee decisions are final.

REFEREES:

All decisions made by the referees assigned to matches are final. No appeals will be accepted pertaining to decisions by the referee. No one shall enter the field of play without the referee's express permission except during substitutions.

REFUNDS:

There shall be no refunds once paid. The exception to refunds shall be if a league does not start and dissolves.

CHECK-IN PROCEDURE:

All players are to check in 30 minutes before their game and provide picture government ID before every game. Adult Leagues will verify every player before every game and provide colored bracelet to every player. Teams will have different colored bracelet. Players cannot play without having on assigned colored bracelet.

UNDERAGE PLAYERS:

In 35+: players must turn 35 anytime during the current calendar year. All other divisions:

1. Teams are permitted a maximum of two underage male players on their roster, but the players must:
 - a. Be 17 at the time of play.
 - b. Have parent sign waiver on the registration form in the presence of a league representative.
2. Coed teams are permitted a maximum of five underage female players on their roster, but the players must meet the standards above 1 a. & b.

UNIFORMS:

All teams are required to wear matching and numbered uniforms in order to play. Shorts and socks do not necessarily need to be of the same brand name or style but have to be of the same color (or very similar). Clashing colors will not be allowed, such as wearing green instead of red, or orange instead of royal blue. Matching and numbered pinnies are acceptable. A referee shall disallow a player from the field of play until the player is wearing team matching colors. If player refuses to change then that player shall not be allowed to play.

SCORING/ POINT CALCULATIONS:

Games played will be awarded points based on the following system:

- Win - 3 points for winning team
- Tie- 1 point for both teams
- Loss- 0 points to the losing team

SEASON POINT TIE-BREAKERS:

In case of point ties at the end of the season, the tie will be broken in this order:

1. Goal Differential
2. Head to Head winner
3. Most Goals For
4. Least Goals Against
5. Least amount of red-cards received during the season
6. Coin toss

If there is any disagreement with regards to the above rules, it will be the Adult Leagues representatives that shall have the final word and responsibility to interpret such rules to the parties affected. **The decision is final.**