

City of Tempe Adult Soccer 11v11 will use US Soccer Federation Rules with the following modifications and reminders:

### Uniform Requirements

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- 1) Teams must wear coordinating jerseys/shirts (and numbers on the back). Goalkeeper is required to wear a color/pattern different than his/her team. City of Tempe staff will not tape/write numbers on shirts/jerseys. Reversible uniforms or a second set of uniforms in a different color are highly recommended.
- 2) All players are required to wear shin guards any time they are on the field. No exceptions.

### Game/League Format

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- 6:30pm and/or 8:15pm game times.
- Regular season is seven games followed by a single elimination tournament.
- Two 45 minute halves; 90 minute game times total.
  - Please have team captains or representative players from each team at midfield five (5) minutes before the scheduled game time to meet with an official. At your scheduled game time the refs will begin the game clock whether or not the teams are ready to start. If teams are not ready, the lost game time will come out of the second half of the match.
  - A 15-minute grace period will be allowed if a team is below seven (7) players. The 15 minutes will come out of the first half of the game time. If both teams have the required minimum number of players to start the match then the match should start, even if one of the teams is waiting for more players to arrive and get ready to play. At the 15-minute mark, both teams must be ready to play otherwise the match is declared forfeited.
- **Forfeits:** a forfeiting team must report a forfeit no later than 3:00pm on the day of the game. The forfeit should be communicated via phone AND e-mail to ensure we have been properly notified.
  - **E-mail the forfeit to [adultsports@tempe.gov](mailto:adultsports@tempe.gov) AND...**
  - **Call in the forfeit to 480.350.5238 and leave a voicemail if no one answers.**
  - This process will ensure that someone in Adult Sports should have access to the communication.
  - If a team forfeits three times, the team may be dropped from the league. Two forfeits and the team may not be invited back the following season.

### Roster Format/Ratios

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- An eligible player constitutes a uniformed player who is on the team's roster with all of the proper equipment being worn (i.e. shin guards, uniform, cleats).
- Any player not on a team's roster is not eligible to play. Add/Drop forms are available from the Site Supervisor on site on the field as well as via communication with the Adult Sports Office.
  - Rosters:
    - **Initial rosters must be turned in prior to the first game of the season. Any team who has not submitted a roster will be required to do so on site. Any lost game time will come out of the 2nd half of the match. If the delay is longer than 15 minutes, the team who has not turned in the roster will forfeit the game.**

- Add/Drop forms must be turned in to the site supervisor within the first half of a game. Players who arrive after the 1<sup>st</sup> half who are not on the roster cannot be added until the next scheduled game.
- You can only play on two (2) teams per season. A team can only have three (3) players on their roster that play on other teams and they must be identified on the roster or Roster Add/Drop form.
- Rosters may be updated through your team’s last date of regular season play. After that date roster changes are no longer accepted.
- All teams will be required to participate in a roster check during tournament play. Players will be required to show a picture ID that matches the name on the roster. If they cannot provide identification or if they are not on the roster they will not be eligible to play. Please have all players arrive at least 15 minutes before game time to be properly checked in. Once ID has been checked, the player will receive a wristband.
- The team on the field will consist of a maximum of 11 players, including the goalkeeper. Teams must have a minimum of **seven (7)** players present on the field for a team to play. **Must have three (3) women to start a game.**
- The following represents the accepted gender ratios for co-rec soccer. These combinations do not include the goalkeeper, who may be either gender.

On Field (minus keeper)	Men	Women
10 players	5	5
10 players	4	6
9 players	4	5
9 players	5	4
8 players	4	4
8 players	3	5
8 players	5	3
7 players	4	3
7 players	3	4
6 players	3	3

### Rules and Player/Team Conduct

- 1) **Alcohol/Drugs:** The possession and/or consumption of alcoholic beverages or drugs is prohibited during a City of Tempe Adult Sports-run activity or league. This applies to individuals actively participating or observing in a spectator capacity. The physical areas include the playing fields, dugouts and common areas within the facility, such as the concourse, spectator viewing areas and walkways.
  - a. Players or teams found to be in violation will be ejected from play and will be required to dispose of the alcohol/drugs immediately. If the team is ejected or the number of players ejected results in the team not having the required minimum number of players to play the team will forfeit any remaining games for that date of play. Spectators will be issued a warning and must dispose of the alcohol/drugs.
  - b. City of Tempe Adult Sports reserves the right to contact security/police, if needed, as well as assess additional suspensions, forfeitures or removal from the league after further review.

- 2) City of Tempe Site Supervisors and Officials work to maintain a safe playing environment for players and teams. Please be aware that calls and decisions are made with this in mind.
- 3) Profanity and unsporting behavior will not be tolerated.
  - a. A player that uses foul and/or abusive language can be issued a straight red card for this behavior. This includes racially and sexually insensitive/derogative comments. This also includes threatening participants/spectators/officials.
  - b. **Yellow Card with a Blue Card:** At the discretion of the referee, a player may receive a **yellow card** with a **blue card** which will result in the player leaving the field of play for a five (5) minute cooling off period. The offending team may bring on a substitute for this player so the team does not have to play a player down. A yellow card with a blue card counts against your yellow card total for the match.
- 4) **Yellow Cards:** when a yellow card is given for offenses other than foul language that player may stay in the game. **SEE “Seven (7) Cautionable Offenses” below.**
- 5) **Red Cards:** teams are relegated to play a player down when a red card is given which will impact team ratios. The teams must play one player-sex down for whichever player-sex received the red card. **SEE “Seven (7) Sending-Off Offenses” below.**
- 6) **Red Card Ejections:** any red card/ejected player is automatically suspended for the team’s next game (longer suspension is at the discretion of the Adult Sports Recreation Coordinator.)
  - a. However, Red Card Ejections for **physical violent conduct** are automatically suspended a **minimum 3** games. The Adult Sports Recreation Coordinator may uphold an indefinite suspension as they see fit. **SEE “Seven (7) Sending-off Offenses” below for additional information regarding violent conduct).**
  - b. Player(s) who receive red card/ejection must immediately leave the facility.
  - c. Each Red Card scenario will be reviewed by the Adult Sports Recreation Coordinator and the team manager will be informed of the suspension decision
  - d. Suspended player(s) cannot be on site for the duration of their suspension.
  - e. Team(s) with a suspended player will have a forced roster check for the duration of the suspension to ensure the suspended player is not on the field.
  - f. Police can/will be called to escort ejected/suspended player(s) if they do not leave the premises in a timely manner.
  - g. Extension of misconduct by the team or suspended player upon their return will result in expulsion from the league.
  - h. The site supervisor may also eject a player/spectator if they observe or experience misconduct. This will count as a Red Card and the Adult Sports Recreation Coordinator will administer an appropriate suspension
- 7) **Rules and Conduct:** team managers are responsible for the conduct of his/her players and fans, as well as ensuring players are familiar with league rules and procedures.
- 8) Slide tackling is not allowed. If, in the opinion of the referee, a slide tackle has occurred, then an indirect free kick shall be awarded to the opposing team. A penalty kick will be awarded if the slide tackle is made into a player that is in the act of kicking/shooting on goal while in the penalty area.
- 9) Slides will be allowed within reason (i.e. to save a ball from exiting the touchline). A slide is allowed if there is no opponent in the immediate area and there is no potential for contact with another player. If the referee determines an opponent (or teammate) was in danger of contact from the slide, it can be considered a slide tackle and the slide tackle rule will be enforced.

- 10) Goalie: when the goalie receives the ball, he/she may run with the ball (does not have to bounce) and has six (6) seconds to release it. If he/she exceeds the six (6) seconds the official will blow the whistle and it will result in an indirect free kick.
- 11) Tie games: during the regular season games ending in a tie will not be played out. See tournament-specific rules.
  - a. Tournament tie-breaking procedure: if the game is tied after regulation, a shootout will immediately begin with a female, male, female, male, female rotation. If a tie remains, there will be a sudden death shootout until the tie is broken. Only players on the field at the end of the game will be allowed in the shootout.
- 12) Penalty kicks: all penalty kicks can be taken by any player on the field during league and tournament games. For shootouts, penalty kicks will begin the rotation with females first.
- 13) Substitution: either team may substitute at any dead ball stoppage with approval from referee. This would include after any goal is scored, goal kick, corner kick or throw in. An injured player may be substituted for; when the injured player has been substituted the opponents may substitute one player. No player may enter or leave the field without the referee's permission.
- 14) Sportsmanship points: each team will start each season with 35 sportsmanship points. Any team which receives two yellow cards in one game will automatically lose one sportsmanship point. Each additional yellow card will result in the loss of one sportsmanship point. Any team that receives a red card will automatically lose two sportsmanship points. If at any point in the match a team has lost three sportsmanship points the field supervisor will determine if the match is to continue.
  - a. For a team to win the regular season championship and be eligible for the post season tournament it must finish with 25 sportsmanship points. If at any time during the season it becomes mathematically impossible for a team to achieve 25 points then that team will be dropped from further play. Teams will be rated on sportsmanship by the officials and field supervisor. The lowest ranking which the official will be allowed to issue will be a three. After that the field supervisor will determine the final ranking.  
NOTE: The field supervisor has been instructed to stop the match any time they see fit and take points from a team. The field supervisor may take more than one point at a time away from a team.
- 15) Protests: only protests regarding ineligible player(s) or rule interpretations will be accepted and considered valid. Protests involving the judgement of an official will not be given consideration. The team manager or assistant manager is the only participant allowed to file a protest. The manager must call time and inform the referee of the intent to protest. The field supervisor and official will confer, if necessary. ALL DECISIONS BY THE FIELD SUPERVISOR OR OFFICIAL ARE FINAL. The manager then has the option of filing a formal protest by 5:00pm the next business day with the Adult Sports Recreation Coordinator.

## Seven (7) Cautionable Offenses

**A player is cautioned and shown the yellow card for committing any of the following seven offenses:**

1. Guilty of unsporting behavior.
2. Shows dissent by word or action.
3. Persistently infringes the Laws of the Game.
4. Delays the restart of play.
5. Fails to respect the required distance when play is restarted with a corner kick, free kick or throw-in.
6. Enters or re-enters the field of play without the referee's permission.
7. Deliberately leaves the field of play without the referee's permission.

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## Seven (7) Sending-Off Offenses

A player, substitute or substituted player is sent off and shown the red card for committing any of the following seven offenses:

1. Guilty of serious foul play.
2. Guilty of violent conduct (including intent).
  - a. Violent conduct may include, but not limited to- pushing, shoving, hitting, slapping, punching, hair pulling, etc. Throwing a punch with no contact (intent) is also considered violent conduct.
3. Spits at an opponent or any other person.
4. Denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to the goalkeeper within his or her own penalty area).
5. Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick.
6. Uses offensive, insulting or abusive language and/or gestures. This includes threatening players or officials
7. Receives a second caution in the same match.

## Changes to Laws of the Game

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Effective the Fall 2019 season, the following changes have been made to the Laws of the Game by IFAB:

### Law 8

- The team that wins the toss may choose to take the kick-off.
- Dropped ball—ball dropped for goalkeeper (if play stoppd in penalty area) or for one player of team that last touched the ball at the location of the last touch; all other players (of both teams) must be at least 4m (4.5 yards) away.

### Law 9

- Dropped ball if the ball touches the referee (or ther match official) and goes into the goal, possession changes or an attacking move starts.

### Law 13

- Once an IDFK has been taken, the referee can stop showing the IDFK signal if it is clear that goal cannot be score directly (e.g. from most offside IDFKs).
- For defending team free kicks in their penalty area, the ball is in play once it is kicked and clearly moves; it does not have to leave the penalty area.
- When there is a defensive “wall” of at least three (3) players, all attacking team players must be at least 1m from the “wall”; IDFK if they encroach.

### Law 16

- At goal kicks, the ball is in play once it is kicked and clearly moves; it does not have to leave the penalty area.

If you have any questions, concerns or feedback please contact City of Tempe Adult Sports by phone at 480.350.5249 or 480.350.5238 or by e-mail at [adultsports@tempe.gov](mailto:adultsports@tempe.gov).