



## Adult Soccer Rules & Regulations

(Please bring identification to all games incase of roster discrepancies)

**New:** A coin toss will be used at the start of each game to decide which team gets to pick the side of the field to start playing on. FYI: We can't use Home or Away as an option because the scheduling software I use is not the best at distributing equal Home and Away games.

**Slide tackling:** Due to injuries, Slide tackling is not allowed.

This soccer slide is not allowed in the EGR Adult Soccer League and will result in a Yellow Card.

Non EGR Rule: For a legal slide tackle, your foot must hit the ball before it hits the player.



1. Slide tackle (Yes) Yellow Card issued: If a slide tackle is performed next to an opponent.

-Official decides if it's a Direct or Indirect penalty kick.

-Under official's discretion the Yellow carded player will sit out for a total of 2 to 5 mins.

(This is for safety to calm down emotions).

2. Slide Tackle (NO) Yellow Card: If a slide tackle is performed and not by an opponent.

**This action occurs when a player does a defensive slide inside the penalty box to stop a goal.**

-No yellow card is issued, and player does not sit out.

-Inside the penalty box a Direct Kick will be issued.

**Slide tackling:** Direct kick issued when inside the penalty area.

**Slide tackling:** Indirect free kick issued when outside the penalty area.

Goalkeepers can dive; however, if a goalkeeper's feet make contact with the player on offense, then the slide will be treated as if the goalie was a field player and will result in an automatic yellow card.

**Goalie:** If the goalie comes out of the penalty area/18-yard box the goalkeeper has the same restrictions as a field player.

**Goalie:** The back-pass rule prohibits goalkeepers from handling the ball after it has been deliberately kicked to them by a team-mate, or after receiving it directly from a throw-in taken by a team-mate. Back-passes with parts of the body other than the foot, such the chest or headers, are allowed.

**Goalie: No Handling: The penalty area, also known as the 18-yard box,**  
As soon as a goalie leaves the goal box, the FIFA Laws of the Game treat him as any other outfield player. According to Law 12, outside their own penalty area, the goalkeeper has the same restrictions on handling the ball as any other player. Therefore, they may not catch the ball or handle it in any way while outside the box. If the goalie does handle the ball, they will have committed a foul, and the opposition will receive a free kick. If the goalie deliberately handles the ball outside the area and, in doing so, prevents an obvious goal scoring opportunity, the referee has little option but to show him a red card and send him off the field.

**Game Play Substitutions:** Substitutions may be made with referee's approval only.

The substitute must wait along the sideline at midfield until he/she is beckoned onto the field by an official. – Substitutions: Not on the fly like indoor soccer). No substitutions on direct or indirect kicks.

**Substitution requests may be given at these times:**

1. Before a goal kick
2. Before a throw-in for your team or on the opponent's throw-in if the opponent is substituting.
3. After a goal
4. At halftime
5. After an injury (one for one)
6. After a yellow card has been issued (one for one)
7. Corner kick (your own corner kick)

### **Game Play Substitutions (Goalie)**

The goalkeeper may change places with a player on the field whenever the clock is stopped, or a legal substitution takes place. Any time the goalkeeper is changed, the official MUST BE NOTIFIED. If the official is not notified, the handling of the ball in the box by the "new" keeper is punishable by a penalty kick.

**Own goal:** occurs when player causes the ball to go into his or her own team's [goal](#), resulting in a goal being scored for the opposition. The fact that the defending player touches the ball last does not automatically mean that the goal is recorded as an own goal. Only if the ball would not have gone in the net but for the defending player would an own goal be credited. Thus, a shot which is already "on target" would not be an own goal even if deflected by the defender. Then the attacker is awarded the goal, even if the shot would have otherwise been easily saved by the [goalkeeper](#). An own goal cannot be scored directly (i.e. without any other player touching the ball) from an attacking throw-in or a defending free kick (a [corner kick](#) will be awarded to the attacking team if so should happen), and under certain other circumstances, for example, directly from a [corner kick](#). The defending player who scored the own goal is personally "credited" with the goal as part of the statistical abstract of the game.

**Uniforms** Each team is responsible for supplying each team member with an individually numbered uniformed shirt/jersey. The Parks and Recreation Department will supply game pennies if two teams have the same colored t-shirt/jersey. (Numbers must be on the back of all shirts.)

**\*SHIN GUARDS MUST BE WORN FOR THE SAFETY OF THE PLAYER**

## **LEAGUE FORMAT: (Please bring identification to all games)**

1. All players must be 18 years of age or older or 30+ to participate in the adult soccer leagues.
2. No Player or Substitute can play on two teams that play on the same league night. Players violating this rule will be ejected for the remainder of the season. A team playing with an ineligible player will forfeit the game in which the ineligible player participated.
  - Coaches must address the official and scorekeeper of illegal player and continue game.
  - Coaches must call the Recreation Supervisor Shannyn Fasbender the following day to claim your dispute.
3. 8-game schedule ( Game Play 2- 40 minute halves with a 5 minute halftime break)
4. Each league will have min. of 4 teams and a max. determined by the recreation supervisor.
5. Teams are allowed a maximum of 20 players on their 'core' roster at one time (14-16 suggested).
6. This is an 11-player league. Teams cannot start or finish a game with less than 7 players.
7. Coed minimum ratios: no more than 7 of one gender may be on the field at one time.
8. League schedules and standings will be e-mailed to team managers.

## **Women Players:**

The City of East Grand Rapids recommends that pregnant players do not play in a game for their own safety. If the player does wish to play, she must submit written permission from her physician. This permission slip must be updated once a month by her physician and filed with the EGR Parks & Recreation Department. Pregnant women **cannot** play goalkeeper.

## **Short on players:**

If a team does not have enough players or they're short of girl's teams will have the option to play. The team with the player infraction will be issued a forfeit and the official will record it in the score book for the other team to be issued a win for standings.

## **Rostered and Sub players**

1. Teams can roster unlimited 'substitutes' throughout the season.
2. No Substitute or rostered player can play on two teams that play on the same night in the same division.  
Example: Once you play in the Monday Skilled league you are linked to that team and cannot sub for another team that plays in the Monday skilled league.

## **EQUIPMENT**

1. The East Grand Rapids Parks & Recreation Department will supply the game ball for each scheduled game. All leagues will play with a size 5 ball.
2. Shin guards are mandatory for all adult leagues. Hard plastic shin guards must be covered with a sock.
3. All jewelry must be removed or, if removal is not possible, taped.
4. Each team is responsible for supplying each team member with an individually numbered uniformed t-shirt/jersey. The Parks and Recreation Department will supply game pennies if two teams have the same colored t-shirt/jersey. **(Numbers must be on the back of all shirts.)**
5. No metal spikes or screw in cleats will be allowed. Only molded soccer boots or tennis shoes will be allowed.
6. Goalkeepers must wear a color that is separate from players and referees.

## Teams dropping out of the league

Teams dropping out after schedules have been posted will not be refunded any part of their team entry fee.

If a team drops from the league after one or more games, all games on the schedule, including those already played and won, shall be forfeited. (No refunds)

## CONDUCT OF PLAYERS AND MANAGERS (Please bring identification to all games)

1. **Protests concerning player eligibility:** The player in question must show the scorekeeper/official their driver's license or other valid picture ID. Failure to do so will result in the player not being allowed to continue to play. Upon investigation if the team is found to be using an illegal player, they will forfeit the game and the illegal player will be ejected from the league.
2. Players and managers may be suspended or put on probation and games may be forfeited if conduct is considered detrimental to the welfare of players, referees and/or spectators.
3. Managers are responsible for any misconduct among their players and spectators.
4. Examples of undesirable conduct are: Profane language, verbally abusing referees, fights, smoking on school or city property, continual disagreement with referees, use of alcoholic beverages and drunkenness.
5. Any person affiliated with a team who uses physical violence in demonstrating with another player, referee or spectator will automatically be suspended from all East Grand Rapids Recreation Department sports for one year or longer.
6. Ejections: A player, manager or coach who is ejected from a game must leave the park immediately or their team will forfeit the game in progress. Players who are ejected from a game will be suspended indefinitely from all league play, including games with another EGR team, play-offs and tournaments until the ejection procedure is followed.
7. A player ejected for any reason will have to pay an ejection fee of **\$15** before they will be allowed to play again on any team in EGR. The ejection fee must be paid at the EGR Parks & Recreation Department by 5:00 pm to be eligible to play that day. Fees will not be accepted at the game.
8. **Fighting:** The East Grand Rapids Parks and Recreation Department will not tolerate fighting in the Adult Soccer League. Individuals involved in a fight will be immediately ejected from the game. Additionally, games called because of a fight will be considered a forfeit (a loss) for both teams.
9. The EGR Parks & Recreation Department has the right not to allow a team or player to participate in the EGR Adult Soccer Leagues if that team/player has been expelled or suspended from any league in the greater Grand Rapids area.
10. **NO ALCOHOLIC BEVERAGES** of any kind or **SMOKING** will be allowed on any school or city property. If caught smoking/drinking or in possession of alcohol on the stated property you will be ejected.

## **Yellow Cards**

Yellow cards are considered cautionary and will not be carried over from game to game. All yellow cards given will be kept on record at the East Grand Rapids Parks and Recreation Department. If a pattern is associated with an individual, that individual will be warned that one more yellow card will result in a one (1) game suspension.

## **Red Cards: Updated rule information**

Red cards are considered an immediate suspension from the remainder of the current game and the next scheduled game. Red carded individuals are not required to leave the premises; however, if an individual continues improper behavior on the sidelines after receiving a red card, the player will be ejected from the premises. Failure to leave premise when requested may cause team to forfeit. If a player receives a red card they get sent off and will be banned from the next match. **The team must play with ten players.** They can substitute, but they have to stay at ten men. If 2 players get red cards, the team has to play with 9 players. If 3 players get red cards, the team has to play with 8 players. If 4 players get red cards, the team has to play with 7. If a goalkeeper gets sent off, another player can go in goal as goalkeeper, or they can substitute a goalkeeper off the bench, but another player still has to go off to satisfy the rules I just mentioned and play down players. The match ban can hurt the team if it is a key player. The team can draw a different player from the squad to field 11 men in the next game.

## **REFEREES AND SCOREKEEPERS**

1. EGR Parks and Recreation Department will supply at least one and preferably two referees for each game.
2. The game referees are the representatives of the EGR Parks & Recreation Department and are officially in charge of the field and game.
3. Game referees are empowered to eject players, coaches, or managers from the game for violation of the referee rules and regulations.
4. EGR Parks and Recreation Department will supply one person to operate the clock and keep score for all games.

## **EJECTION PROCEDURE**

1. The Parks & Recreation Department will discuss the incident with those involved and the Department or an appeal board will decide when or if the player can be reinstated for league play.
2. A decision will not be rendered until the proper steps are followed. Therefore, it benefits the player to submit their written statement to the Parks and Recreation Department as soon as possible since he/she will not be eligible for league play until a decision is made.
3. If the player objects to the Parks and Recreation Department ruling, the ejected player can request an appeal board to hear his/her case.
4. Rulings on ejections that occur on the last game of the season will carry over to the next season.

## **PROTEST PROCEDURE**

1. No protests will be allowed on decisions made by referees when it is a judgment call. Only rule violations can be protested.
2. Notification to protest must be made by the team manager or head coach; he/she must register their intent to protest at the point of the violation of the rule, (before the next play) and notify the referee and scorekeeper that they will finish the game under protest. Upon notice, the scorekeeper or referee must make a note on the score sheet with the reason for the protest.
3. *The manager or head coach must file a written protest and present it to the Parks and Recreation Department no later than 5:00 pm on the next business day after the game. Failure to do so will void the protest.*
4. *Twenty-five (\$25) dollars must accompany the written protest at the time it is presented to the Parks and Recreation Dept. If the protest is allowed, the money will be returned. If the protest is not allowed, the money will not be returned.*

## **FORFEITS**

Any team having forfeited two games in the same season may be dropped from the East Grand Rapids Soccer League for the rest of that year. The duration of their schedule shall be counted as a win for their opponents. If a team is aware that they have to forfeit a game they should call the Parks & Recreation Department (949-1750) at least 24 hours before game time to notify us of the forfeit. This allows the Parks & Recreation Department time to notify the opponent and referees.

## **WEATHER CANCELATIONS**

1. In case of weather issues. Postings will be made on the [www.eastgrmi.gov](http://www.eastgrmi.gov) website. Located at the top of the page under the banner.
2. No games will be cancelled by the Parks & Recreation Department prior to 4:00 pm of game day.
3. Games will be played if we have a TORNADO WATCH or THUNDERSTORM WATCH.
4. Games will be cancelled if there is a TORNADO WARNING or THUNDERSTORM WARNING in Kent County. If an all-clear signal is given before 5:00 pm games will be played.
5. If a tornado or thunderstorm warning goes into effect after 6:00 pm the referee will stop the game immediately upon learning of the warning. Referees and scorers must leave the field.
6. After 6:00 pm the referees have the power to postpone or cancel games due to inclement weather.
7. If a soccer game is canceled due to weather after the first half has been completed, it is considered a finished game. The score at the time of the suspension is the final score. If the first half has not been completed, the game will either be rescheduled, or a game day refund will be used. Rescheduled games will start over at a 0-0 score. If unable to re-schedule the game teams will be issued a tie or the team that has scored 3 or more points in the first half will be issued the win for league standings.

## LEAGUE STANDING/PLAYOFF FORMULA

1. League standings will be determined by the following point assignments: 2 points for win; 1 point each for tie; 0 points for loss.
2. The following method will be used to determine first and second place in league play in the event of identical league score: the first consideration will be the result of head to head competition between teams. If one team has won both times the teams have met, then they will be declared the champions. If the two teams have each won one of the previous encounters, then a one-game play-off will be scheduled. This formula will be used in the case of first or second place ties only. If a tie occurs below second place in the standings, these standings will remain intact. If there is a 3-way tie for 1st or 2nd place the Recreation Dept. staff will determine which two teams will play first by using a blind draw. The winner of the first game will play the other team that did not play. The winner of that game will be crowned champion or runner-up depending on if they were tied for 1st or 2nd.
3. League Champions will receive T-Shirts.

## STARTING THE GAME WITH MINIMUM OF 7 PLAYERS

1. All games will have (2) 40-minute halves with a 5-minute halftime.
2. Games are to start on time at 6:15, 7:45 and 9:15. Teams must have at least 7 players, one of which is the goalkeeper, to begin or it is a forfeit. Coed teams must have a 5 to 2 ratio to start.
3. If a team begins with 7 players. An **injury occurs** the **team may continue with 6 players or choose to forfeit. (No penalty will be issued due to an injury)**
4. If a team begins with 7 players. A player needs to leave for a **non-injury** related issue the **team may continue with 6 players or choose to forfeit. (An automatic penalty and direct kick will be issued).**
5. If a team begins with 7 players. A **player is ejected** and puts the team at **6 players; this is now a forfeit. (An automatic penalty and direct kick will be issued).**

**This format will be used for the duration of the game if a team starts with 7 players.**

1. Late to the game players must check in with an official and enter following the substitution rules.
2. Late players will incur an automatic penalty and a direct kick will be awarded to the opposing team.
3. Second half- All players that played in the first half can start the second half of the game with no additional penalties. Teams do not need to start with 7 players.