



City of San Clemente

Beaches, Parks, and Recreation Department

Adult Coed 7v7 Soccer Rules and Regulations

LEAGUE INFORMATION:

1. The league does not guarantee classification or game times. All games will be governed by current SCMAF and FIFA Rules, the Referees discretion and the following modifications.

TEAM ELIGIBILITY:

1. All teams must file an official team roster with the San Clemente Recreation Division prior to the deadline date set for each season.
2. Teams must register with an official sports roster and post the entry fee as required. Fees are payable to the City of San Clemente by check, cash, money order or VISA/MC.

PLAYER ELIGIBILITY:

1. All players must be 18 years of age.
2. A person may play on only one team in the San Clemente League.
3. Players must be listed and have signed the original team roster indicating release of liability.
4. Players play at their own risk.

ROSTERS:

1. Team rosters must carry a minimum of 8 players and a maximum of 16 players.
2. Teams may add players up until the 7th league game. There will be no changes submitted to a team roster (additions/drops) after the deadline. Roster changes after the 7th week will be accepted only for seriously injured players.
3. Roster can be faxed to 949-361-8280 or hand delivered to staff on site.
4. The line-up card must include only eligible players with both first and last names along with each player's number.

ILLEGAL PLAYERS:

1. Any team that willfully falsifies a player's name, or has a player participating under an assumed name, loses that game and the Manager or person responsible will be automatically suspended.
2. Any player who is not signed in on the current roster.
3. The San Clemente Recreation Division reserves the right to request identification of any player. If questioned by a scorekeeper or other league official, the player in question must provide positive ID or he/she will be prohibited from playing until able to do so.

GAMES:

1. All games will be played at Jim Johnson Memorial Park #1
2. League games are scheduled on Sunday's between 8:00 a.m. and 2:00 p.m.



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FORFEITS:

Any team that forfeits two games will be dropped from the league at the discretion of the league coordinator. In addition, that team will not be eligible for playoffs. Game time is forfeit time. **There is no grace period!**

GAME FORFEITS:

1. A team is unable to field at least (5) rostered players at any time during the game.
2. A team is found to have used an illegal or non-rostered player.
3. In the opinion of the referee/park staff, a manager does not have complete control of his/her team.
4. A team continues to delay the game.
5. A team or spectator continues to harass the referee and/or players or if the referee feels the situation is such that physical harm may come to himself/herself, other players, or spectators.
6. Any player is consuming any alcoholic during the game; this includes on or off the field, or in the bleachers.

LEAGUE FORMAT:

1. Teams will be scheduled a total of ten games. The team with the most points (3-0-1 point system) will be declared champion or the city will implement a playoff format. Ties will be broken using the following system:
 - a. Head to head record among tied teams
 - b. Fewest goals allowed
 - c. Goal differential in games among tied teams
 - d. Goal differential in all games
 - e. Teams who forfeit will be placed lower in any tie situation

THE REFEREE:

1. Enforce the "Laws of the Game" and all league rules
2. One man systems will be used. On some cases, at the discretion of the referee assignor or league administrator a two man system may be used.
3. The authority of the referee starts when he enters the field of play.
4. The referee shall adjust the length of the match to ensure the next match starts as scheduled.
5. All decisions of the Referee shall be final so far as the result of the game is concerned
6. The referee shall submit the game record and results to the league director at the end of the game, including all pertinent information, such as goals, misconduct, injuries, etc.)

PRE-GAME RESPONSIBILITIES:

1. Teams are encouraged to arrive at least 10-15 minutes prior to their games scheduled start time.
2. Games start with a coin toss (conducted by the referee). Winner of coin toss gets choice of kick off or direction to attack.
3. Captains must check make sure their team is checked in with the referee prior to



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starting the game.

EQUIPMENT:

1. Jerseys must closely match in color.
2. Teams must have a light and dark colored jersey option.
3. Players must remove watches, rings, chains, and all other jewelry that may cause injury.
4. Game balls will be provided by the City. Teams must bring their own equipment to warm up with. If they so choose, captains can agree to use their own balls during the captain's pre-game meeting.
5. Shoes must be worn. Boots, and/or sandals are strictly prohibited. Furthermore, pants (blue jeans) that restrict the natural movement of the body are prohibited. No clothing with pockets allowed.
6. Metal cleats are strictly prohibited.
7. All players must wear shin guards.

SPECIAL 7V7 RULES:

1. Seven players per side. Teams need a minimum of five to start and to continue play. To start a game, the following are acceptable ratios of male to female and female to male: 4 to 3, 4 to 2, 3 to 3 and 2 to 3.
2. A game consists of **two 25 minute running halves** with a 5 minute halftime.
3. There are no time outs.
4. Regular season games can end in a tie. Playoffs will follow the tie-breaker format listed out below.
5. No offside rules will be used.
6. Kickoffs may go in any direction.
7. All subs **MUST** enter at halfway line where teams are sitting (between placed cones)
 - a. Player coming on **MAY NOT** participate in play whether that be on defense or offense, particularly if it enables their team to gain an advantage.

TIE-BREAKER FORMAT: PLAYOFFS ONLY.

1. Playoff ties are followed by ten minutes of overtime, not sudden death, a round of five PKs, and then sudden death kicks (minimum of 5 different shooters) if necessary.
2. In Coed PKs, at least 2 of the 5 shooters must be women.

SPECIAL SOCCER FIELD DIMENSIONS:

80 yds. x 40 yds.

GOALIE SPECIFIC RULES:

1. Goalies are given protection because they are most likely to get injured. Even if a goalie has just one hand on the ball, no one may interfere with him/her.
2. If a player continues to go for a ball in the goalie's possession it will be called a direct free kick.
3. Goalies may touch the ball with their hands only inside the goal box. Outside this area it's a handball resulting in a direct free kick.



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4. A goalie has six seconds to put the ball back into play after they have taken into possession.
5. Back passes – if a ball is kicked (not headed) back to the goalie, the keeper cannot touch the ball with their hands. If they do, it results in an indirect free kick from the spot the goalie touched the ball.

OUT OF BOUNDS:

1. To be out of bounds the ball must completely cross the plane of the sideline, regardless of where players who touch the ball are located.
2. For out of bounds along sidelines teams are awarded throw-ins (both feet on ground outside line, both hands behind head, no spin on ball).
3. On end-lines the offensive team is awarded a corner kick (direct) and the defensive team a goal kick (from within goal box, must leave penalty area).
4. To be a goal the ball must completely cross the plane of the end-line within the goal-posts.

HANDLING & PROTECTIVE REACTIONS:

1. Only *intentional* handling of the ball, which results from a deliberate extension of the arm (shoulder joint to finger tip) in an attempt to play the ball will be called direct kicks.
2. Players may protect vital body parts from the ball with their hands as long as such movements are reactive in nature and close to the body.

INDIRECT FREE KICKS:

1. An indirect kick is awarded for goalie steps, charging the goalie, obstruction, high kicks, and playing the ball while on the ground.
2. The defense must stand ten yards away from the spot of the kick. The official will enforce this distance upon the request of the kicking team.
3. The ball must be touched twice before it can count as a goal. The first touch must cause the ball to roll one complete revolution.
4. All free kicks (indirect, direct, penalty, goal, corner, etc.) may be taken by any team member--the offended player need not take the shot.

DIRECT FREE KICKS:

1. A direct free kick is awarded for kicking, tripping, jumping at/on, charging at, striking, holding, pushing, or doing anything else malicious to an opponent. Handballs: (ball touching an extended arm from the shoulder downward) is also direct.
2. The defense must stand 5 yards away for the spot of the kick. The official will enforce this distance upon the request of the kicking team.
3. Direct kicks can score without touching another player first.
4. Direct kick infractions committed inside the penalty area result in penalty kicks.



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PENALTY KICKS:

1. The ball is placed at the 12 yard spot and all players except the goalie and the kicker must clear the penalty area until the ball is kicked.
2. The goalie must stand still with both feet on the goal line until the ball is kicked. The kicker must wait for the official's whistle indicating that the goalie is set.
3. Kicks that ricochet back into the field of play are live balls, except during tie-breaker format.

SLIDE TACKLING:

1. **NO SLIDE TACKLING**
2. Slide Tackles will result in a yellow or red card at the referee's discretion.

YELLOW CARDS (Caution or Warning Preceding Ejection):

1. Automatically given for single acts of violent play, especially if it might lead to retaliation or escalation of violent play.
2. Yellow cards can be given for a single flagrant rule violation (i.e. flagrant handball)
3. They can also be given for excessive taunting, vulgar language or bating of an opponent.
4. Repeated failure to comply with an official's instructions will most certainly draw a yellow card.
5. **Any player, who receives a yellow card, must be out for 3 minutes, a substitute may come on.**

RED CARDS (Ejection w/o Replacement):

1. Two yellow card offenses automatically result in a red card ejection.
2. A player can be given a red card immediately for fighting, excessive violence, or abusive language towards an opponent or official.
3. A red card is automatically given to a non-goalie who blocks a shot on goal with his/her hand(s).
4. A player or substitute, who receives a red card, must leave the field and facility within 3 minutes. If the player has not left, the team captain will receive a red card as well. All ejected players must exit the premises before the game can resume or it will result in a forfeit.
5. A player that receives two yellow cards or a red card will automatically be suspended for the next league game. Further duration of suspension as a result of a red card will be determined by Recreational Coordinator via referee report.

SUBSTITUTIONS:

A team may substitute at any time FROM THE HALFWAY LINE, as long as no advantage is made with the substitution. Players can leave anywhere off the field, but the substitute needs to enter from the halfway line. If the official feels that an advantage is made with a substitute, the official may blow the whistle and award the opposition with an indirect free kick.



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SUMMARY OF FOULS:

Direct kicks, or a penalty kick, should the offense occur in the penalty area, shall be awarded to the opposing team if a player:

- Kicks an opponent
- Trips an opponent
- Jumps into an opponent
- Charges
- Charges from behind
- Strikes, hits, elbows an opponent
- Holds or pushes
- Touches the ball with his/her hands

An indirect free kick shall be awarded when an opponent:

- Plays in a dangerous manner
- Charges fairly, but when the ball is not in playing distance
- Persistent infringing of the rules of the game
- Dissent by action or word
- Unsportsmanlike conduct
- Intentionally sliding into an opposing player
- Ejection (Red Card)
- Violent conduct
- Foul / Abusive language
- For obstruction
- Charges the goalkeeper
- A goalkeeper takes more than 4 steps
- Delays the game
- Caution (Yellow Card)
- Illegal substitution

PERSISTENT MISCONDUCT may result in suspension at the discretion of the league coordinator.

PROTESTS:

All protests must be done so in writing and submitted to the league coordinator before any action is taken. There is a \$25 fee for filing a protest to be paid to the Recreation Division



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Any player who physically abuses an official will be banned from further competition in any San Clemente Beaches, Parks, and Recreation Adult Sports Leagues, and be legally prosecuted. Team managers and/or coaches are responsible for informing all of their players of all rules and information regarding the league.

PLAYER CODE OF CONDUCT:

1. NO PLAYER SHALL: push, shove, strike, or threaten to strike a referee, player, or spectator (this includes fighting or any combative situation).

PENALTY: Indirect kick and referee is required to immediately suspend the player from further play and report such player to the Sports Office

2. NO PLAYER SHALL: Use extreme physical or rough tactics in the play of the game (this includes fighting or any other combative situation).

PENALTY: Indirect kick from spot of foul. The degree of infraction shall, in the referee's judgment, draw a minimum penalty of a warning or a maximum penalty of removal from the game. Referee is required to immediately suspend from further play any player who demonstrates unsportsmanlike behavior.

3. NO PLAYER SHALL: Verbally abuse any referee, player, or spectator.

PENALTY: Referee is required to immediately suspend the player from further play and report such player to the Sports Office. Such player shall remain suspended until his/her case has been considered by the Sports Office.

4. NO PLAYER SHALL: Slide tackle. A slide tackle foul will be called by the referee on any player sliding in the "vicinity" of another player.

PENALTY: The referee is required to immediately warn the player from further slide tackling. At the referee's discretion, the player may be removed from the game for unsportsmanlike behavior and report the removal of the player from the game to the Sports Office. The team that endured the slide tackle will be granted a penalty shot from midfield. If penalty shot is scored on penalty kick the possession of the ball goes to the opposing team at the midfield line. If penalty shot is missed possession of the ball goes to the team at the midfield line that endured the slide tackle.

5. NO PLAYER SHALL: (Except the manager or captain) discuss with the referee any contested rulings.

PENALTY: The degree of infraction shall, in the referee's judgment, draw a minimum penalty of warning and a maximum penalty of removal from the game.

6. NO PLAYER SHALL: Use profane, obscene, or vulgar language in any manner, or at any time upon the field of play.

PENALTY: The degree of infraction shall, in the referee's judgment, draw a minimum penalty of warning or a maximum penalty of removal from the game.

7. NO PLAYER SHALL: Consume tobacco products, alcohol or drugs on the field of play at any time; or play in an intoxicated condition.

PENALTY: Referee is required to immediately suspend player from play and report incident to the Sports Office for further consideration.

8. NO PLAYER SHALL: Refuse to abide by referee's decision.

PENALTY: Referee is required to immediately suspend the player from further play and report



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such player to the Sports Office. Such player shall remain suspended until the case has been considered by the Sports Office.