

**CITY OF IRVINE
COMMUNITY SERVICES - ATHLETICS
Winter 2014 ADULT SOCCER LEAGUE BYLAWS**

The City of Irvine will not assume responsibility for injury: **EVERYONE PARTICIPATES AT THEIR OWN RISK.** (Team medical benefit packages are available on a seasonal basis. Contact chuson@cityofirvine.org for more info). League play will be governed by FIFA rules except where City of Irvine rules modify or supersede those rules, as outlined in this document.

I. LEAGUE INFORMATION

1. Teams will be scheduled a total of ten games, earning 3 points for each win, 1 point for each tie and 0 points for a loss. League champions will be determined by the most total points after ten games or by a playoff.

Ties will be broken using the following system*:

- A. Head to head record among tied teams ;
- B. Goal differential in games among tied teams;
- C. Goal differential in all games; and
- D. Fewest goals allowed.

* Any forfeited games will disqualify that team who forfeited from being awarded the higher place in any tie scenario.

2. Games will be played at

- Harvard Park
14701 Harvard Ave
Irvine, CA 92606
- Heritage Park (HPAF)
14301 Yale Ave
Irvine, CA 92604
(located at the corner of Walnut and Yale);
- Hicks Canyon Park
3864 View Park Ave
Irvine, CA 92602;
- Las Lomas Park
10 Federation Way
Irvine, CA 92603;
- Oak Creek Park
15616 Valley Oak
Irvine, CA 92618;
- Quail Hill Park
35 Shady Canyon Ave
Irvine, CA 92603
(just south of the 405 freeway);
- Plaza Park (corner of Warner and Paseo Westpark)
640 Paseo Westpark
Irvine, CA 92606

Game times will be 6:45pm, 7:40pm, 7:45pm, 8:45pm, 8:50pm for the 7v7 leagues (depends on the night/division) and 7:15pm, 8:00pm, and 9:00pm for the 11v11 men's leagues. 11v11 coed game times are 9:30am, 11:45am, 1pm and 2:45pm. Teams need to arrive at their field 10 minutes before game time for check in.

3. Schedules are played as published whenever possible; however, there are occasional changes, due to weather, scheduling conflicts, or other unforeseen circumstances, at the time the schedule is created. **Whenever a change is necessary, we will notify the manager, usually with an email and/or phone call. Team managers will be notified when changes are made to the schedule on the website. We make every attempt to provide teams with at least one week's notice of any change. If there are any questions about the schedule, call the League Office at (949)724-6825.** Whenever a game cannot be completed

after it has already started, the league office will determine how to deal with the situation as fairly as possible.

4. WHENEVER IN DOUBT ABOUT FIELD CONDITIONS OR RAIN OUTS, THE MANAGER OR ANY TEAM MEMBER SHOULD CALL THE SPECIAL COMMUNITY SERVICES “**MUDD LINE**” **AFTER 3 p.m. AT (949) 724-MUDD (6833)**. You can also visit the Mudd Line Twitter page at: http://twitter.com/Irvine_MUDDLine and the City of Irvine Mudd Line page at: http://www.cityofirvine.org/cityhall/cs/athletics/mudd_line.asp Listen to the ENTIRE message. Calling before 3 p.m. may result in erroneous information because decisions on field conditions for the evening will not be made until 3 p.m. If a decision to close the fields is announced on the MUDD LINE, please be sure the date announced during the message is the correct date. Once the fields have been closed for the evening, they will not be reopened. Often, we announce that the fields are open, but will later need to close them due to a change in field conditions. The league office will usually notify team managers of any schedule change due to weather.
5. Standings will be posted on the website at www.teamsideline.com/irvineathletics
6. The City of Irvine will not assume responsibility for injury. Everyone who plays in the league **participates at their own risk**. Team medical benefit packages are available on a seasonal basis. Contact chuson@cityofirvine.org for more information.

II. **AWARDS**

Each league champion will receive an award for each player who has signed the team roster, up to a maximum of 18 for 11v11 leagues and 12 for 7v7 leagues.

III. **ROSTERS**

1. Roster additions (deletions are not allowed) may be made up until your 7th league game, provided there is space left on your roster. After the seventh league game, roster changes will be accepted only for seriously injured players or some other extreme circumstance when satisfactory proof is presented to the league coordinator. Added players must sign the team roster and obtain a player ID card before legally playing in a game.
2. All players **MUST** have their soccer ID Card present at their game to play. **No card means No play. Driver’s licenses are not acceptable.**
3. Roster additions will be accepted by emailing roster additions to league coordinator at chuson@cityofirvine.org ID Cards can be obtained at Harvard Park.

IV. **ELIGIBILITY**

1. Players must be at least 18 years old before playing.
2. All players must have their ID cards at all games.
3. Players may not play on more than one team in the same night.

V. **PLAYER ELIGIBILITY PROTESTS**

1. Teams will be allowed one eligibility protest per game. If a manager believes a player is illegal, he/she may request that the referee checks the player’s ID card. If the referee determines that the player in question is not the same person on the ID card, they will eject the player from the

game. If the player is not on the roster, but has an ID card the referee will write the player's name on the scorecard and the game will continue. The league office will determine if the player in question is illegal. If the player is illegal, the game will be ruled a forfeit.

VI. FORFEITS

Games shall be forfeited if:

1. For the 7v7 leagues, a team is unable to field at least five (5) (no more than 4 of one gender and 2 of the other gender for coed leagues. 3 of one gender and 2 of the other is the minimum) rostered players at any time during the game. In the 11v11 leagues, a team is unable to field at least seven (7) players.
2. A team is not ready to play within ten (10) minutes after the scheduled start time. The referee shall start his/her timer no later than five (5) minutes after the scheduled start time. Once a forfeit has been called, it is irreversible unless such a ruling is inappropriate. Referees are instructed to play all games if at all possible. All games shall be stopped at least five (5) minutes before the next game on that field.
3. A team is found to have used an illegal or non-rostered player. This is a league office decision.
4. In the opinion of the referee/park staff, a manager does not have complete control of his/her team.
5. A team continues to delay the game.
6. 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.
7. Any player is consuming any alcoholic spirits during the game; this includes on or off the field, or in the bleachers.

If a team knows that they will forfeit a game, the team manager is required to notify the league office. Failure to do this or more than one forfeit will result in a \$30 forfeit fee per game for 7v7 leagues and \$50 fee for 11v11 leagues added on to the next season's league fees.

VII. RULES

1. 11v11 leagues will play 40-minute halves with a 10-minute halftime. Teams will exchange sides for the second half. Team kicking off the 1st half will be the designated away team. The home team will kick off in the 2nd half.
2. Each team must set up on the opposite side of the field and substitutes must stay on the chosen side of the field. The home team chooses which side prior to the start of the match.
3. The referee will keep official time and score.
4. For the 11v11 and 7v7 men's soccer division there may be up to 2 female players on the team.
5. Substitutions for 11v11: To replace a player by a substitute, the following conditions must be observed:
 - A. The referee is informed before any proposed substitution is made
 - B. A substitute only enters the field of play after the player being replaced has left and after receiving a signal from the referee.
 - C. A substitute only enters the field of play at the halfway line and during a stoppage in the match.

- D. A substitution is completed when a substitute enters the field of play.
- E. Substitutions are allowed on any stoppage. A referee shall not allow a substitution by the defense if it would stop an attacking team which wants to play quickly.
- 6. Each team must furnish one size 5 game ball.
- 7. Gear: Shin guards are required. Cleats are not required, but highly recommended. They must be non-metallic cleats. It is the discretion of the referee if a player not wearing cleats will be allowed to play. Teams must have the same color jerseys and/or shirts with a permanent number on the back. **Tape is not allowed.**
 - A. If there is a conflict of jersey colors, it is the responsibility of the designated home team to have an alternate color ready. Failure to switch or making the away team switch may count as an automatic loss.

VIII. PLAYER CONDUCT FOR ALL DIVISIONS AND SKILL LEVELS

Any player receiving two yellow cards or one red card will be ejected from that game. Any player who is ejected may face additional suspensions after evaluation by the league office. Any player receiving two red cards during the season will be suspended for the remainder of the season. The league office may suspend any player receiving four yellow cards during the season for multiple games pending review. Any player receiving a red card will serve a 7-day suspension from all City of Irvine games including games on the same day, on other days, and in other leagues or divisions unless told otherwise by the league office. A red carded player will have to sit one game per league, if for some reason, both leagues aren't in the same 7 day period. If you receive a 2 game suspension, it can be seen as a 2 week suspension, 3 games is 3 weeks and etc. The league can upgrade/downgrade cards and suspensions if necessary. League office can administer red cards.

- 1. Only the team manager may communicate grievances.
- 2. Any dangerous play, excessive profanity, or derogatory remarks by a player or manager shall result in the player(s) being shown a red card and being ejected from the game. **Any player receiving a red card (administrative or not) must leave the field of play and may also leave the park where the match is taking place. That is at the discretion of the referee and/or park staff.** The red carded player cannot be substituted and the team will play one person short for the remainder of the game.
- 3. Players may be ejected at any time: before, during, or after a game.
- 4. Only the team manager may appeal suspensions. Appeal must be written and received by the league office within two working days of the infraction. A decision on the appeal will be made within 72 hours after it has been received. If a suspended player plays in a game, the team will be charged with a forfeit loss and the player will be suspended for at least another game.
- 5. Any player who is ejected twice in one season may be suspended for the remainder of the season and possibly more.
- 6. Any player guilty of offensive, insulting, or abusive language toward any referee or park staff for any reason will be suspended immediately from playing for a length of time determined by the league disciplinary committee.

7. Disciplinary action may be taken by the referee or city staff toward any player using profane or abusive language before, during, or after the game.
8. Any player who physically abuses or threatens to push, shove or strike a referee or staff member shall be permanently banned from participation in adult sports with the City of Irvine and can be legally prosecuted for assault.
9. Any player guilty of fighting may be suspended up to 10 games. The instigator of a fight may be suspended up to one year. Punching, or attempting to punch participants, officials, spectators, or city staff will lead to a one year suspension; with the possibility of a lifetime ban.
10. Referees and City staff have the authority to prohibit any player from playing in a game if, in their judgment, said player appears intoxicated and is endangering the players. It is illegal to consume alcoholic beverages at any City of Irvine park.
11. Any manager or acting manager who refuses to assist the referee in identifying players will be suspended and the game will be forfeited.
12. Players who receive yellow card must be substituted out of the game for 5 minutes. The player may re-enter the game during a substitution at the appropriate time.
13. Any player receiving two yellow cards in one game will be suspended from that game. Any further suspension(s) will be determined by league office.
14. Problematic teams and players may lose the privilege to play in the City of Irvine Soccer League.
15. For managers: it is up to you to keep your team under control at all times. If the referee needs assistance with anything, assist them. Failure to keep your team under control can result in a forfeit for the team, and possibly a suspension for the team manager.

IX. FIELD POLICIES

Your team must adhere to City of Irvine field policies (field closures per the Muddline, City of Irvine staff instruction, etc) or you and your team may forfeit the privilege to play in future City of Irvine leagues. This applies to all days whether you have a game scheduled or not.

7 on 7 RULE MODIFICATIONS

1. There will be no offside rule.
2. 7v7 leagues will play 25-minute halves with a 5-minute halftime. Teams will exchange sides for the second half. The designated away team will kick off the 1st half. The home team will kick off the 2nd half. Kick-offs may be taken in any direction.
3. Goal kicks will be taken from any part of the goal line.
4. **No-Go Zone:** Players may not enter the no-go zone, including the imaginary plane extending above the zone. The no-go zone extends approximately 8 feet out from the goal mouth and is approximately 14 feet wide. This zone will be a clearly marked arc.
 - A. If defensive players violate this rule during active play when the ball is near the no-go zone or being shot on goal, the offensive team ball will be awarded a penalty kick, which will be taken from midfield with no defense. The kicker has to be anyone on the field of play when the foul is called (they cannot be substituted in for the penalty kick).
 - B. If a defensive player enters the no-go zone at other times that affect the play of the offense (for example, crossing through the zone to challenge an attacker

with the ball far from the zone), the attacking team will be awarded an indirect free kick 6 yards out from the front of the no-go zone.

C. If an offensive player violates this rule, the defense will be awarded a goal kick.

D. Incidental or minor encroachment of the no-go zone shall not be penalized if it does not directly affect the play of the ball or affect a goal scoring opportunity.

E. If the ball comes to a stop in the no-go zone, it will be a goal kick.

F. To be safe, do not enter the no-go zone!

5. Goal size is approximately 4 1/2 feet by 9 feet.
6. All fouls will result in an indirect free kick. Defenders must remain six (6) yards from the ball on all free kicks. If a free kick is awarded within six yards of the no-go zone, the ball will be moved out 6 yards from the no-go zone line.
7. No slide tackling against an opponent will be allowed. Slide tackling will result in an automatic yellow card. This rule applies to situations where a player alters his/her direction of play by another player sliding to prevent a ball from going out of bounds or a shot on goal. Sliding for the ball will be allowed where no opponents are within 3 yards. Playing the ball while sitting or lying on the ground will be allowed providing no opponents are within 3 yards. Referee discretion applies. **JUST AVOID SLIDING TO BE SAFE!!!**
8. For a 7 person coed team the following ratio of male to female and female to male ratios are acceptable: 4 to 3, 4 to 2, 3 to 3, and 2 to 3.
9. A goal may be scored on a kick-off, a corner kick and a goal kick. Defenders must remain six (6) yards from the ball on all these kicks.
10. There is no goalie position in 7v7 soccer
11. Penalty kicks will be taken from the center line; penalty kicks are a dead ball shot on goal. The opposing team will be awarded a goal kick if the penalty kick goes out of bounds or rebounds off the goal post.
12. Any player deliberately attempting to prevent a shot on goal using his hands on the ball (outside of the no-go zone) will receive a yellow card (subject to a 5 minute suspension) and the attacking team will be awarded a penalty kick.
13. Substitutions in 7 on 7 may be made at any stoppage of play without notification of the referee. However, the field player must leave the field before the substitute enters the field of play. Play will not be stopped by the referee for substitutions; substitutions are made by a team at its own risk should the opposing team have possession of the ball for the restart. Play stopped for injury and any resulting substitutions will be controlled by the referee.

11v11 COED RULE MODIFICATIONS.

1. No slide tackling against an opponent will be allowed. Slide tackling will result in an automatic yellow card. This rule applies to situations where a player alters his/her direction of play by another player sliding to prevent a ball from going out of bounds or a shot on goal. Sliding for the ball will be allowed where no opponents are within 3 yards. Playing the ball while sitting or lying on the ground will be allowed providing no opponents are within 3 yards. Referee discretion applies.
2. The maximum number of one gender on the field is 7. The minimum is 2. The minimum number of players to play the game is 7. The following ratios are accepted: 5:6, 5:5, 4:7, 3:7, 2:7, 4:6, 3:6, 2:6, 4:5, 3:5, 2:5, 4:4, 3:4.