

Adult Sports Soccer

Playing by the Rules

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Follow us on Twitter!
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League Standings and Player
information website:

www.rosevillesports.com

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General League Information

ELIGIBILITY & ROSTER REQUIREMENTS

- A. A player may only be signed on one roster and play on one team in the same league on the same night.
- B. Players must have a legal picture ID in their possession at each game. Roseville staff and officials reserve the right to conduct random ID checks.
- C. Rosters are “frozen” after the team’s first 4 games. Signatures can still be added until final game but must be done before the player participates in a game.
- D. Minimum age for participants is 18 years old.

PROTEST & ILLEGAL PLAYERS

- A. The manager or acting team captain is the only member of a team allowed to protest.
- B. To be accepted, the protest must be made immediately following the official’s or league’s interpretation of a rule followed up by the submission of the completed protest form and \$50 non-refundable protest fee.
- C. An illegal player may be challenged anytime during a game, before the conclusion, however, it is recommended the protest be made when the player is discovered participating in the game. All protests must be made with the official by a team manager.
- D. Protests must be made prior to the next pitch (Softball).

LEAGUE STANDINGS AND RAINOUT PROCEDURES

- A. Standings – League standings (wins/loses) will be posted every Wednesday morning by 12pm. Standings will be posted at URL - www.teamsideline.com/roseville . Standings will only be announced via this site.
- B. Rainouts – Rainouts will be announced via www.teamsideline.com/roseville and on our Twitter feed. We will make the rainout decision ASAP (after 3pm) when such an occurrence arises.
- C. Please do not call or e-mail League Director for rainout info. There are times when Director is not in the office and you may not get an immediate response.

LEAGUE REGISTRATION POLICY & PROCEDURES

- A. Full league fees are due at the time of registration.
- B. Discount opportunities:
 - a. Only one (1) first place championship coupon will be honored per league per season. First place coupons cannot be combined.
 - b. Teams winning two league championships in a row may be required to move up a division. Under the League Director’s discretion, a team may be required to move up after one complete season. Conversely, a team may be required to move down a level. We will only

move a team up or down, if need be, if there is a league to move up or down to on the same night of registered play.

REFUND POLICY

- A. A team withdrawing prior to schedules being published (Dates are listed on registration packets) on Team Sideline Website will receive a refund.
- B. Teams withdrawing after published schedules (Dates are listed on registration packets) will not receive any refund for league fees paid.
- C. No refunds will be granted for no-shows or team forfeits during the season.

MAKE UP GAMES

- A. Make up games will typically be re-scheduled at the end of the season before playoffs. Make up games could be played on different nights, times and/ or location due to scheduling conflicts.
- B. Games will be subject for make up in the case of lockouts, rainouts, blackouts, protests and other reasons under the discretion of the League Director. The City of Roseville reserves the right to not reschedule games or refund money.

CHAMPIONSHIP COUPON

- A. League Championship Coupons (LCC) will be awarded to the team(s) who wins their league. League Championship Coupons can only be used for following:
 - a. \$150.00 is awarded to league winners in Basketball, Football, Softball and Soccer.
 - b. \$75.00 is awarded league winners in Volleyball.
 - c. League coupon expires one year of issuance and has no cash value and cannot be combined with other coupons.

TEAM MANAGERS

Managers are responsible for their team.

- A. All managers are required to review league information including:
 - a. Manager Meeting
 - b. Code of Conduct
 - c. Soccer Rules
- B. Managers are required to sign and submit Manager Acknowledgement form before the first scheduled game.
- C. If a player is ejected from a game, the team manager will receive immediate ejection as well.
- D. Following ejection the League Director will then evaluate ejections and defer to the Code of Conduct rules for follow-up probations, suspensions, or permanent dismissal from Roseville Adult Sports Programs.

City of Roseville Adult Sports Rules

ROSTER

- A. Each roster must consist of 12-22 players
- B. A player must play on only one team in the same league on the same night.
- C. Players must be on the team roster and have a picture ID.
- D. Rosters are “frozen” after the team’s first 4 games of each season.
- E. Minimum age for participants is 18 years old.

GAME TIME

- A. A team must have seven (7) players to start the game. In Coed leagues, there must be at least an equal number of women to men on the field to start. If there is one more male than female, a male MUST be goalie.
- B. Games are 40 minute running halves, with a 5-minute intermission/halftime.
- C. In a regular season game, a tied game after regulation will stand as a tie, no overtime or penalty kicks.
- D. The staff and referee may stop or suspend a game due to player, team or spectator misconduct or field conditions. A game is considered official after 40-minutes of play. A game suspended under 40-minutes will be considered to be made up under the discretion of the League Director.
- E. The League Director has the discretion to determine a forfeit win/loss, a double forfeit, a game to be rescheduled or resume play at the point the game was suspended.

FORFEITS

- A. Game time is forfeit time. Exception: Only the first game of the day will be given a 10-minute grace period and the game clock will start at the scheduled game time. The minimum 7 players must be ready to play.
- B. A team will be assessed a \$10 forfeit fee for the first forfeit. \$20 for the second forfeit and subject to be suspended from further play. These fees will be placed on the account of the manager. Three forfeits and the team will be dropped from the league.
- C. Two forfeits will result in non-participation in the playoffs and suspension of priority registration for one season.

PLAYOFFS

- A. A team forfeiting two matches during the season will not be considered for the playoffs.
- B. Playoff format varies based on the number of teams in the league. A league consisting of five or fewer teams will only have the two teams with the best record/winning percentage play for a championship. All players must be on the team roster and have a picture ID present on playoff game day. No ID, not on the roster, no play.

- C. Playoff games will not end in a tie. The referee will toss a coin, called by the home team, to decide whether the team will kick first or second. Both teams will take five kicks. The kicks are taken alternately by the teams and must be kicked by different players. The team with the most goals will win.
 - a. If, after both teams have taken five kicks and both have scored the same number of goals, kicks continue until one team has scored a goal more than the other team.
- D. Playoff teams will be decided by the following in order:
 - a. Overall point record.
 - b. Head to head amongst tied teams. (unless tied teams didn't play equal number of games against each other)
 - c. Best goal differential against all tied teams (unless tied teams didn't play equal number of games against each other)
 - d. Least goals allowed overall.
 - e. Most goals scored overall
 - f. Coin Flip

PLAYING RULES

- A. F.I.F.A. rules and the "Code of Conduct" govern play, with exceptions listed.
- B. Only the team manager or captain is allowed to approach the officials.
- C. League standings will consist of a point system. (3 points) for a win, (1 point) for a tie and (0 points) for a loss. Forfeits will be worth (-1.5 points) for the team that forfeits. Ties will be considered ties.
- D. A goalie with at least one finger on the ball cannot be charged. Any goalkeeper outside the goal box is considered a field player.
- E. Players may be substituted only during the stoppage of play. The number of substitutions shall be unlimited. Subs may be made at the following:
 - a. Prior to throw-in, in your favor.
 - b. Prior to goal kick.
 - c. After a goal by either team.
 - d. After an injury, by either team when the referee stops play.
 - e. Half-time.
 - f. If a player receives a caution, only that player may be substituted, unless the game is stopped at a substitution opportunity.
- F. The team manager and/or team captain is responsible for the control of conduct of their sidelines, including spectators.
- G. If a team receives more than eight (8) cautions/yellow cards in one season the manager may be issued a one game suspensions. Each additional cautions/yellow card could result in additional game suspensions.
- H. Team managers are expected to attempt to control any and all members of their team. Managers can be held equally responsible for players who violate code of conduct. Managers

can receive the same amount of game suspension(s) for not taking control of team and players.

PLAYER CONDUCT

- A. Any player or manager receiving a Yellow Card must sit out 5 minutes, with a substitute being allowed. Three (3) Yellow Cards by one player in a single season will result in a one game suspension. Two additional Yellow Cards will result in a two game suspension. Suspensions will carry over into future seasons.
- B. A player or manager receiving one (1) Red Card will be immediately ejected from the game, suspended a minimum 1 game and be subject to the rules of the “Code of Conduct.” A substitute for the ejected player will not be allowed. Two (2) Red Cards in one season the participant will be suspended for the remaining season from all Adult Soccer league play and be subjected to the Players Code of Conduct. Suspensions will carry over into future seasons. Suspensions that carry over into the playoffs or friendlies, will keep suspended players out of playoffs entirely.
- C. Profanity or gestures of any kind before, during or after the game will not be tolerated when directed at another player, official or staff. Players may be cautioned or ejected.
- D. A player falsifying their identity, representing themselves as someone else will be immediately suspended from play.
- E. Team managers are expected to attempt to control any/all members of their team. Managers can be held equally responsible for players who violate code of conduct. Managers can receive the same amount of game suspension(s) for not taking control of team and players.
- F. Slide tackles will be allowed in the Men’s Division I only. Slide tackling is prohibited in all other Division (Men’s D2 &D3) and Leagues (Coed). If an illegal slide tackle is committed, a yellow or red card will be issued. It is the official’s discretion as to intent and safety.
 - a. Slide tackle defined as: A move by any player who by leaving their feet, slides on the ground in an attempt to alter the course of the ball, with a player(s) of either team in close-proximity.
- G. Players can slide to save a ball from going into the net or out of bounds if no one is around.

EQUIPMENT/ UNIFORMS

- A. The City of Roseville will NOT provide game balls; Teams will provide game balls.
- B. Jewelry must be removed, (medical bracelets acceptable-must be taped to body).
- C. Teams must have same colored jerseys **with numbers**. Players without a numbered jersey will not be allowed to play. Athletic, Duct or any other “taped” numbers will not be acceptable.
- D. Teams wearing the same color jerseys, the home team will be required to wear pinnies, or a lighter color.
- E. Shin guards are required. No shin guards, No play.
- F. No player shall wear a cast.
- G. Any player wearing a brace must have any hard surfaces covered and taped. League Director or Referee have the final say if brace is safe with covering and taped material.