

Adult Sports Soccer

Playing by the Rules

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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 5th week of 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. This process must be completed by the end of the night.
- C. A roster challenge may be called at anytime during a game, before the conclusion, however, it is recommended the challenge be made when the player is discovered participating in the game. All roster challenges must be made with the official by a team manager.

LEAGUE STANDINGS AND RAINOUT PROCEDURES

- A. Standings – League standings (wins/loses) will be posted within 48 hours. Standings will be posted at URL - <https://rosevillesports.com/home> . Standings will only be announced via this site.
- B. Weather issues will be announced via <https://rosevillesports.com/home> and on our X feed. We will make the weather decision ASAP (after 3pm) when such an occurrence arises.

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 for each season. First place coupons cannot be combined.
 - b. If a league has multiple divisions it is up to the League Director’s discretion to decide who will move up or down in divisions.

REFUND POLICY

- A. A team withdrawing prior to schedules being published (Dates are listed on registration packets) on <https://rosevillesports.com/home> receive a refund.
- B. Teams withdrawing after published schedules 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 may receive immediate ejection as well. A manager is subject to receiving the same disciplinary action as the player in question.
- D. Following the 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 day / night.
- C. Players must be on the team roster and have a picture ID.
- D. Rosters are “frozen” after the team’s first 5 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. Game time is forfeit time. Exception: Only the first game will be given a 10-minute grace period and the game clock will start at the scheduled game time. After the game clock starts, at the 5-minute mark of the grace period, the team ready to play will receive 1 goal. After 10-minutes the game will be considered a forfeit and the team ready to play will win 3-0. Teams having 7 players at game time will start without a grace period.
- C. Games are 40-minute running halves, with a 5-minute intermission/halftime.
- D. In a regular season game, a tied game after regulation will stand as a tie, no overtime or penalty kicks.
- E. 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.
- F. 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. Two forfeits will result in non-participation in the playoffs.

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. If a league has 4 team entries, the top 3 teams will be eligible for the playoffs. If a league has 5 – 9 team entries, the top 4 teams will be eligible for the playoffs. If a league has 10 – 12 teams, the top 6 teams will be eligible for the playoffs. All players must be on the team roster and have a picture ID present on playoff game day(s). 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. USSF 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. League games may end in a tie.
- 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 by either team.
 - 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 yellow card, 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. Any player receiving two (2) Yellow Cards in the same game will automatically be issued a Red Card resulting in ejection from the remainder of that game. 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 2 games and be subject to the rules of the “Code of Conduct.” A substitute for the ejected player will not be allowed. For disciplinary purposes, one (1) Red Card will count as two (2) Yellow Cards in relation to a player’s suspension count. 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. Any player serving a suspension that extends into the playoffs will be ineligible to participate for the duration of the playoffs.
- 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 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.
- F. Slide tackles will be allowed in the Men’s Division I only. Slide tackling is prohibited in all other Divisions and Leagues. 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 are allowed to 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.