

**CITY OF MESQUITE
PARKS AND RECREATION DEPARTMENT
ADULT CO ED SOCCER LEAGUE RULES**

As of 9/3/19

RULE 1 THE GAME, PLAYERS, EQUIPMENT, & TEAM/CAPTAIN RESPONSIBILITIES

1. Co Ed teams shall consist of seven (7) players. A team may begin a game with as few as six (6) players. For safety reasons, no game will be played with fewer than six (6) players. Teams are required to field a minimum of three (3) females. There shall never be more than four (4) male players on the field. There can be up to six (6) female players as long as the goal keeper is male.
2. Players can only play for **one team**.
3. All players must have turned eighteen (18) by the start of the program being offered.
4. Team fees and signatures for liability release are required prior to participating.
5. You can have a minimum of six (6) and a maximum of fifteen (15) on your roster.
6. Substitutes must be recognized as a player and ready to play. All substitutes must be present at the half way line flag and cannot enter the field until the referee allows them. Please refer to the Rule 2.11 for substitution rules.
7. A player will only be recognized as player by having **ALL** of the following items:
 - a. **Shirt** – All teams must wear matching colored shirts with a permanently affixed number on the jersey in order for a player to be eligible for league games. The goalkeeper must have a different color other than their teammates AND must have a number as well. No taped or hand written numbers shall be allowed. **If there is a color conflict, the home team must change jerseys or wear the provided pullover from Mesquite Parks & Recreation.** Player's jersey numbers must match what is on your roster & no team can have duplicate numbers. Changes to team numbers must be made prior to week four. If after week four numbers do not match the roster, that player will not be allowed to participate.
 - b. **Shorts**
 - c. **Shin guards – Adult size and is mandatory**
 - d. **Stockings** – Must be able to go over the shin guard & reach just below the knee cap
 - e. **Shoes** – No exposed metal or hard plastic will not be allowed.
8. Team Responsibility
 - a. Home team is to furnish a game ball. A game ball shall be size 5 and conform to FIFA standards.
 - b. First round of games, both teams are responsible for putting up their nets and corner flags.
 - c. The last round of games, both teams will be responsible for break down of their end of the fields and putting them back into the storage.
9. Team Captain/Representative Responsibility
 - a. Responsible for his/her teams conduct on and off the field of play, this includes litter control and alcoholic beverage consumption, which is not allowed on any of the fields.
 - b. Responsible for his/her team's spectator area.
 - c. Official rosters will be on the premises at EFC. The field marshal will provide them at the beginning of the game for the check-in process. The roster we have on site is the official roster. You may add players up until week 4. Each added player must sign the official roster in the notebook located at EFC and a player addition form must be filled out so that the athletics department is aware of the addition.
 - d. Any player that is ejected and refused to leave the pitch and complex will be subjected to further sanctions. Any captain that does not enforce the rule of the removal of the ejected player will also be subjected to same sanctions.
 - e. Team captain/representative is responsible for all sit out verification forms for any player under suspension. The form must be given to the referee for the referee's signature and he/she will turn it in at the conclusion of that match.
10. Jewelry that may cause harm to others and/or your self is also prohibited. There are exceptions to wedding bands, medical bands & necklaces, and religious necklaces.
11. Headwear containing any hard, unyielding, stiff material, including billed hats, or items containing exposed knots (i.e. bandanas) is prohibited.
12. Cigarettes, e-cigarettes, and smokeless tobacco are prohibited at the Eastfield or Bruton Sports Complex.

13. Dogs are not allowed at the Eastfield or Bruton Sports Complex.
14. It is mandatory that each player have their driver's license should a team wish to protest a player's eligibility.
15. **Protests** – Only player eligibility can be protested. When a protest occurs during a match, it is required that the player in question produce a source of picture identification at that time. If the player in question cannot provide a source of picture identification, that player must sit out for the remainder of the match; the game shall be continued under protest (unless in tournament mode then the game will be forfeited). He/she will have 24 hours to produce proof of eligibility. If it is proven that the player in question was illegal, the team in question will forfeit the match. Any and all protest made the next business day will not be valid. However, they will be investigated and corrected for future matches.

RULE 2 GAME FORMAT

1. The game will consist of two (2) twenty (20) minute halves with a five (5) minute half time.
2. **Roster** – Teams will have until the **4th week of the season** to add players. After this time, all rosters will be frozen. The only exception to this rule would be to replace an injured player AND approval by the Athletics department. Once you remove a player from your roster they cannot be added back on. After week four ALL player information must match what is on the field.
3. If time expires at the end of regulation play and the score is tied it will remain a tie during the regular season.
4. **Game time is forfeit time.** You need three (3) girls to start a match. **There is not a “grace period” for teams to arrive for their game times.** A team must have a minimum number of players to start a game. The **minimum** number of players is **six (6)**. If a team does not have the minimum to start the game, the game shall be declared a forfeit and a score of 3-0 shall be awarded to the opposing team. No shutout bonus points will be awarded for any game which is a forfeit. If neither team has the minimum number of players to start, the game will be declared a double forfeit, no points shall be awarded. Teams that forfeit four (4) or more (individual) games, due to the lack of players, will be eliminated from the remainder of the league.
5. Game Suspension
 - a. If a game should be suspended before the second half begins, it shall be replayed.
 - b. If a game should be suspended once the second half begins, it shall be considered a full game.
 - c. If a game is rained out or suspended as in Rule 2-5-A, it shall be rescheduled.
6. The referee's game watch is the official game clock.
7. The clock does not stop unless there is an injury on the field and there is no adage time.
8. The referee must recognize all substitutions before entering the field of play. Teams are allowed to substitute **ONLY** on the following situations:
 - a. Goal Kick
 - b. After a goal is scored
 - c. Teams possession of a throw in (Team B can only sub if Team A is subbing or vice versa)
 - d. Injury (1 for 1)
9. Goalie substitutions must always be reported to the referee.

RULE 3. TEAM STANDING & PLAYOFF FORMAT

A. Team Standings

A divisional champion shall be determined by using the following point system:

1. Six (6) points for a win
2. Three (3) points for a tie
3. Zero (0) points for a loss
4. One (1) point for a shutout
5. One (1) point for each goal. Teams can only score a maximum of three (3) possible points.
6. A team that wins off of a forfeit will receive three (3) points. You will not receive the shut out points.
7. A team that forfeits will receive minus three (-3) points.

B. Play Off Format

1. The top six teams will advance to the tournament.
2. In the event of a tie at the end of regular play (7 games guaranteed), tie breakers shall be:
 - a. Head-to-head competition (if applicable)
 - b. Head-to-head goals allowed (if applicable)
 - c. Total points

- d. Total goal differential
- e. Total goals allowed
- f. Total goal scored

C. Play Off Games

1. In the event of a tie at the end of the regulation time, the following will be guidelines:
 - a. Preliminary & Quarterfinal rounds – No added time and go straight to penalty kicks.
 - b. Semifinals & Finals - Over time shall be **eight (8) minutes, with two four minute half's** & will be played in it's entirety (No golden goal). If the game is still tied at the end of overtime, then we will go straight to penalty kicks.

RULE 4. KICKOFF'S, BALL PLAY, SCORING, GOAL KEEPER, SPECIAL RULES, & THROW IN'S

A. Kick-Off

1. All players must be in their respective half of the field.
2. No defenders are allowed into the center circle.
3. After the referee's whistle the ball **can go in any direction**. A goal can be scored from the kick-off.
4. The kicker can't touch the ball until another player touches the ball.

B. Ball In and Out of Play, Goal & Corner Kicks

1. The ball is out of play when it has COMPLETELY crossed a boundary line.
2. Goal kicks are awarded when an offensive player last touched the ball and it crosses over the end line. It can be kicked in any direction, but it must leave the penalty area or it is to be retaken.
3. Corner kicks are awarded when a defensive player last touched the ball and it crosses over the end line.

C. Goalkeeper & Scoring

1. Repossession Rule:
 - a. After releasing the ball from possession, the goalie can't touch it again until another player touches it outside the penalty box, or if an opposing player touches it inside the box.
2. Scoring:
 - a. A goal is scored when the whole ball passes completely over the goal line, between the goal posts and under the crossbar.
 - b. When a male scores his team is awarded one (1) point and when a female scores her team is awarded two (2) points.
 - c. In the event of a deflection by the defense, the last offensive player touching the ball will determine the number of points awarded.
 - d. Any goal scored **directly by a defender** shall count as one goal.
 - e. Penalty kicks may be taken by either male or female. However, a penalty kick will always count as one (1) goal.
 - f. No individual male player shall be allowed to score more than three (3) goals in any game (including overtime).

D. Special Rules

1. Dangerous Play
 - a. Dangerous play is any play that can cause harm to any player & will not be tolerated.
2. Slide Tackling
 - a. Sliding to control a free ball with no other player in the vicinity **is not** considered a slide tackle. However, if contact occurs during the slide into an opponent it is considered a foul.
 - b. Slide tackling is defined as a play where any player intentionally tackles an opponent who has control of the ball and comes in contact with the playing surface with any part of their body.
 - c. Any slide tackle with contact on the opponent will be considered an excessive foul and an ejection (red card) will be issued to the offender. **RESTART – Direct Free Kick**
 - d. Playing the ball while on the ground with your opponent near is also considered unsporting and will result in a caution. **RESTART – Indirect Free Kick**
 - e. **If in doubt, stay on your feet!**

CLARIFICATION PURPOSES: The goalkeeper may slide hands first to get a ball as long as the slide is within the penalty area and, in the opinion of the referee, the slide does not put an opponent in danger of being injured. **Making contact feet first is considered a slide tackle.**

3. Offside
 - a. Because of the size of the field and number of players allowed on the field offside violation will not be called.
4. Drop Ball
 - a. All drop balls must be taken by two (2) female players.

E. Throw-In Provisions

For a throw in to be legal the throw must provide three things:

- a. Both feet on the ground
- b. The ball must be released over the head
- c. Ball must go forward & onto the field of play

If any of the following throw-in provisions mentioned above are violated, the ball will be turned over to the opponent at the point of interruption.

RULE 5. CONDUCT OF PLAYERS & COACHES

1. Referee's and staff have the authority to warn, penalize, or disqualify any player(s), substitute, or spectator for violations of poor sportsmanship.
2. A player expelled from a game must leave the complex within three (3) minutes or the game will be forfeited to the other team.
3. Players engaged in any physical altercation with a referee's, staff, player, or spectator will automatically be ejected for the remainder of the season and may be suspended indefinitely from the program with no refund.
4. Any send-offs and /or cautions are booked and sent to the athletic office the next business day. Any player/coach receiving a **send-off (red card)** must sit-out the next scheduled game that the player's team is involved in. In order to verify that the offending player/coach serves his/her game suspension, a "**sit out**" form must be completed by the coach, assistant coach, or team manager and the referee must sign off on the fact that the player/coach did not participate. If the send-off was for fighting, or if it is the player's second send-off, the player is suspended from the remainder of the season.
5. **If a player receives a yellow card, the player must sub out of the game for a "cool down period". The "cool down period" must be at least one minute.**
6. **All referee calls are final, will not be debated, and are not to be protested.**