



11 on 11 Soccer League Official Rules

OVERVIEW
11 PLAYERS ON THE FIELD
ROSTERS WILL BE FINALIZED BY THE 8th WEEK OF PLAY.
TWO 45-MINUTE HALVES/RUNNING CLOCK
SHIN GUARDS ARE REQUIRED
UNIFORMS ARE REQUIRED SLIDING IS PERMITTED IN 11V11 LEAGUE
PLAY.
SOUTH BAY SPORTS FOLLOWS THE GUIDELINES OF
FIFA LAWS WITH THE EXCPTIONS BELOW.

LAWS OF THE GAME:

All matches will be played in accordance with current FIFA “Laws of the Game” <http://www.fifa.com/documents/fifa/laws>, except where noted below. The following items will further interpret these rules for purposes of this league and/or will provide the administrative framework for the operation of the league.

Kickoff

Winner of the coin flip chooses which side to defend, loser Kick’s off

The Players

Each team will field 11 players. SBS rules will allow a team to play with 7 people if a team is short on players. Anything less is an automatic forfeit. All teams will be issued players cards. If you do on have a player card, then you cannot play.

Rosters

If a player would like to change teams, SBS will need written approval from each team before the transfer can take place. Transfer request must be made by Thursday before their Sunday Games. Transfers request will not be allowed on Friday, Saturday, or Sundays.

Roster Max

We will only allow a maximum of 22 players on a roster. Each team can add players to their team, but they must add players by Thursday. Again, teams will not be able to add players on Friday, Saturday, or Sundays.

Rosters will be locked by Week 8. After Week 8 Teams are not allowed to add players. All transfers or new players must be done at the SBS office at Aviation Field.

Office hours are from 7pm to 10pm.

Substitution During Play and Stoppages

Teams ***may not*** substitute “on the fly”. All substitute players must notify the referee before entering the game. Substitutions may occur during any stoppage of play for either team with the permission of the referee.

- Stoppages may include:
 - Throw-ins
 - Scoring of goals
 - Goalkicks
 - Fouls
 - Injuries

There is no limit on the amount of substitutions per team/per game. During the course of the regular season teams are allowed to “pick up” players that are not on their roster in order to field a full team. However, the fill in players must have a player card to play.

In playoffs no non-roster players will be allowed to play.

Uniform

Jerseys:

Teams are required to have 2 sets of Jerseys. The referee has the discretion to start the game clock if teams are not ready to play due to jersey conflicts, players arriving late, etc.

Shorts:

Soccer shorts colors should match with all team members. If there is an off color, then it is up to the referee/or the other team to see if they are ok with the different color short.

Socks:

Players must wear socks that cover their shin guards for safety purposes and all must be the same color. If there is an off color, it is up to the other team to accept the different color and notify the referee that it ok to play.

Footwear:

A player's footwear must conform to local field standards: flat-soled shoes or other footwear designed for artificial surfaces. No metal studded shoes will be allowed. Tennis shoes are acceptable, but not recommended.

Shin Guards:

All players must wear shin guards during play. Under NO circumstances may a player participate without shin guards. Shin guards must be completely covered by socks.

Dangerous Equipment

Rings and/or pierced jewelry must be covered by tape per referee's instructions for safety and welfare of all players. Casts, splints, or body braces made of hard materials must be padded to the satisfaction and the permission of administrator and/or referee.

Head Gear:

Players are not allowed to wear baseball hats or any other headgear that has a hard surface attached to it. This includes recreation sunglasses. Beanies and sport glasses are the recommended headgear.

Referees

A two or three man system will be used at the discretion of the referee coordinator or facility administrator.

Decisions of Fact and Rule

The authority and exercise of the powers granted to referees by these rules commence when the referee enters the field of play. The referee is responsible for the record of the game and the control of time keeping.

Powers

Referees' decisions on points of fact connected with play shall be final, so far as the result of the game is concerned. The referee has the following responsibilities:

- a) Enforce the rules.
- b) Recognize the advantage in play and refrain from penalizing in cases where doing so would take an advantage from the offended team.
- c) Use discretionary power to suspend the game for any serious infringement of the rules, interference by the spectators, or interference by other cause. If there is a suspension attributed to one specific team, that team shall forfeit the game with the score of 3-0. If both teams are deemed by the referee to be at fault to a

serious degree, a double forfeit will be the result, and neither team will receive any points.

- d) Allow no person(s) other than the players to enter the field of play without permission.
- e) May stop the match if a player has been injured. The referee shall have the player safely removed from the field of play and then resume the game. The restart of the match shall go to the team in possession at the time of the stoppage with an Indirect Free Kick. If there was no clear possession, the game will resume with a drop ball at the point last played.
- f) Penalize or eject any coach, player, non-playing personnel, or spectator.
- g) keep time and ensure the official time is correct and that full time is allowed.
- h) Indicate illegal substitutions.

Game Report

The Referee shall oversee the goal totals, keep game record, and submit the game record to facility administrator at end of game, including any pertinent information (i.e. penalties, injuries).

Game Time Starts

If a team is not ready to play after 15 minutes, then the game is an automatic forfeit.

Time

Play will be divided into (2) 45-minute halves separated by a brief halftime.

The games/scoring

Regular season games ending in a tie score will be recorded as tie games.

Fouls

A player who commits any of the following offenses while the ball is in play shall be penalized by the referee awarding a free kick to the opposing team, to be taken at the point of the infraction subject to the exclusion of the penalty kick.

1. • kicks or attempts to kick an opponent
2. • trips or attempts to trip an opponent
3. • jumps at an opponent
4. • charges an opponent
5. • strikes or attempts to strike an opponent
6. • pushes an opponent
7. • tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball

8. • holds an opponent
9. • spits at an opponent
10. • handles the ball deliberately (except for the goalkeeper within his own penalty area)

A Caution (Yellow Card) may be assessed for any of these offenses.

1. is guilty of unsporting behavior
2. shows dissent by word or action
3. persistently infringes the Laws of the Game
4. delays the restart of play
5. fails to respect the required distance when play is restarted with a
6. corner kick, free kick or throw-in
7. enters or re-enters the field of play without the referee's permission
8. deliberately leaves the field of play without the referee's permission

A Send-off (Red Card) may be assessed for any of these offenses.

1. is guilty of serious foul play
2. is guilty of violent conduct
3. spits at an opponent or any other person
4. denies the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)
5. denies an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick
6. uses offensive or insulting or abusive language and/or gestures
7. receives a second caution in the same match

Ejections

- An ejected player, coach, non-playing personnel or spectator must exit the facility immediately and will not be allowed to return to the facility for a minimum of 1-game.
- **An ejected player must serve an automatic minimum 1-game suspension, pay the applicable fine of \$50, and must contact South Bay Sports, LLC. for written approval prior to further participation in any league.**
- Upon return, a player will serve a probationary period determined by South Bay Sports management.
- Players shall be ejected for incidents of:
 - Violent conduct or serious foul play
 - Foul or abusive language or action
 - Accumulation of two yellow card time penalties
 - Dissent
- Ejection from facility in one league will jeopardize eligibility in other leagues (i.e. if player is ejected from any league, player suspension will include participation in any

league).

- An ejected player is also subject to fines and possible multiple game suspensions or banishment from facility.
- That player must exit the facility prior to commencing game, and may not return prior to management approval. Additional penalties may be incurred by the team if problems persist.

Additional Penalties

If the same player accumulates the following during regular season or playoffs, then that player will be suspended from the league for the remainder of that current season.

Additional penal time penalties can be assessed:

- 5 - Cautionable offenses (Yellow Card).
- 3- Sending-Off offenses (Red Card)

These will be assessed to both players and bench personnel, whether or not they are on the field of play. The time penalty may be assessed on a specific offending player or on the team if the offense is committed: by the coach, bench personnel, or an unidentified individual on the team. Should any player or non-playing team personnel exhibit misconduct at the conclusion of the game, the referee shall display the appropriate card and inform the facility administration for further action. Should the card issued be a red (ejection), that player or team personnel member must serve an automatic 1-game suspension. Players who participate in multiple leagues will be required to sit out for a minimum of 1 game per team.

Points System

To determine league or tournament standings, the following point system will be used:

WIN	TIE	LOSS
3	1	0

Tie Breakers

The following tie breaking procedures will be used to determine league or bracket winners for play-off seeding:

- Head to head competition in common games
- Goals Forward Minus Goals Against
- Total points scored in the league
- Coin toss

If there is a 3 or more teams that are tied in points, then the following tie breaking procedures will be used to determine league or bracket winners for play-off seeding:

- Head to head competition in common games
- Goals Forward Minus Goals Against
- Total points scored in the league
- Coin toss

Overtime Rules:

2- 5 minutes SUDDEN DEATH

- Any 11 players on the field including the keeper—1st Half
- Any 11 players on the field including the keeper—2nd Half
- Sudden death will be used in playoffs
- First team to score during overtime play shall win.
- If neither team scores after two 5 minute overtime periods, then teams will go into “Shootout”.

Shootout Specifics:

- A coin flip to decide winner choice of first kick or second kick
- Kickers consist of any or all eligible players or subs.
- Reduce to equal amount of kickers for each team.
- Teams will alternate kicks from 12 yards of the goal line, with a goalie.
- If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken
- If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks.