

MEDFORD PARKS & RECREATION
Adult Soccer League Rules, Regulations & Procedures
Soccer League 2010

Current FIFA rules govern play except the variations denoted here. The Medford Parks and Recreation Department (MPRD) reserves the right to modify rules, regulations and policies whenever due cause warrants a change.

1..... LEAGUE MANAGEMENT

- A. League Director has final authority to make decisions pertaining to all soccer league rules, regulations and schedules.
- B. Upon enrolling as a team in leagues sponsored by the City of Medford, each team and all players agree to abide by MPRD rules and regulations.
- C. Whenever possible, league placement decisions will be made to ensure competitive balance and logistical convenience.
- D. MPRD officials and umpires may stop, postpone or cancel any game due to weather, darkness, unsafe conditions or other circumstances that may jeopardize participant safety in any way, including games in which player behavior is deemed out of control.

2..... FIELD USAGE

- A. Teams using City of Medford owned or leased facilities must abide by City codes and ordinances.
 - 1) These include no alcoholic beverages, drugs and controlled substances in, around or on fields, parking areas or spectator areas at all times.
 - 2) Players and spectators must abide by U.S. Cellular Community Park rules and regulations.
 - 3) No smoking is allowed on any 549-C School District grounds including bleachers, parking lots, on fields, or team seating areas.
- B. When not scheduled for league games or rented for other uses, Jackson, Howard and Jefferson fields are available at no charge for practice sessions and practice games on a first-come, first-served basis after 6 p.m. on weekdays and during daylight hours on weekends. Reservations are accepted for these fields. Contact the MPRD office (774-2400) for reservations. Reservations take priority over drop-in users.
 - 1) "First-come, first-served" means having at least FIVE players ready to take the field. Teams with less than five players may not claim a field even if it arrived first. Practice sessions are limited to 90 minutes if another team is waiting for the practice field. Play practice games, if possible, when multiple teams want to use the same practice field at the same time.
 - 2) Teams not abiding by policies may face sanctions determined by MPRD.
- C. When not scheduled for league games or tournaments, the multi-sport complex at U.S. Cellular Community Park is available to be rented for practice sessions and practice games. Rental fee for city-league teams is \$30 per hour/per field. Contact the MPRD office (774-2400) for reservations.

3..... ELIGIBILITY AND PARTICIPATION

- A. To be eligible, players must have personally signed the official team roster or a liability waiver prior to playing in any league games. Failure to comply subjects a team to possible forfeiture in which ineligible player(s) participated.
 - 1) Teams may have as many players as needed. Rosters are not limited to a maximum number.
- B. Minimum age for participation is 18 with the following exceptions:
 - 1) Men's, women's and co-ed teams may have two players age 16 or 17 participate in a game if a parent/guardian signs the roster or liability waiver prior to participation.
- C. **A player may not compete on two teams in the same league category.** League categories are Men's, Women's.
- D. Only amateur players are permitted to participate in MPRD leagues. Professional or semi-professional soccer players are ineligible for MPRD league play without permission from the League Director.
- E. Players may switch teams only after one of the following two conditions have been met:
 - 1) Team captains (old and new) must agree to the switch.
 - 2) In the event the old team captain does not grant permission, the player must sit out one game before being allowed to play for the new team.

3) The League Director must be notified in writing prior to a player playing in a game the same day as the player is dropped.

4.....STARTING TIMES, FORFEITS, TIME LIMITS

- A. Game times begin at 6 p.m. unless otherwise noted on schedules.
 - 1) Forfeit time is five minutes after scheduled game time (which remains the official start time). If eight registered players are not fielded by forfeit time, the short-handed team(s) will forfeit. The Referee's watch is the official time. In order to avoid forfeits, a team may borrow a player from the opposing team if both captains agree.
 - 2) In the event of a forfeit, teams may play a practice game lasting no longer than five innings or 45 minutes from the originally scheduled start time, whichever comes first. All players must follow eligibility guidelines to compete in a practice game. Referee's and supervisors may stop a practice game for reasons that represent the best interests of the league or MPRD.
 - 3) After two forfeits, a team may be dismissed from the league for the remainder of the season. A waitlisted team may be given an opportunity to fill the league spot.
 - 4) A team that foresees a conflict with a particular game and notifies the League Director at least 24 hours in advance of game time will be credited with a loss but will not be penalized.
 - 5) Scheduling conflicts will not be rescheduled unless the conflict was a clerical error or weather-related.
- B. Tie games will be recorded as a half-win/half-loss for both teams.

5.....RAINOUTS AND CANCELLATIONS

- A. If weather conditions look like they may prohibit field usage, both team captains should contact the MPRD sports hotline (774-2424) after 3 p.m. and/or check www.sportsmedford.com. Please do not call the MPRD office to find out if games have been canceled. Team captains must notify their players if games are canceled. Please call your team captain to find out if games are canceled or postponed.
- B. If other conditions prohibit field use, MPRD will attempt to notify team captains prior to Noon.

6.....REFEREES AND SUPERVISORS

- A. Referees and supervisors are given full authority to take prudent actions necessary to maintain proper and safe playing conditions.
- B. The Referee will inspect team equipment for safety prior to each game.
- C. The Supervisor is provided for each game. His or her scorekeeping is final unless a discrepancy is brought to the attention of the Referee at or very near the time of occurrence. Otherwise, if a mistake is made it will not necessarily change the score and it is not normally subject to protest. Captains should double-check with Referee regarding team score as the game progresses.
- D. In the event a Referee is not present by game time, teams are asked to start a practice game. The game will be rescheduled. The Supervisor will attempt to locate a Referee for remaining game(s).
- E. In the event of a no-show by a Supervisor, the Referee is responsible for keeping score and reporting it to the League Director no later than the next working day.
- F. Lineups are due to the Referee at least five minutes prior to game time. Failure to comply may result in a penalty assessed at the start of the game for the offending team.
- G. Referees are issued one game ball per game and will have one in reserve. If a team loses the game ball, it is required to put another game-quality ball in play to continue the game – or face forfeiture.

7.....UNIFORMS AND EQUIPMENT

- A. Teams supply their own equipment except the game ball and goals.
- B. Turf shoes with rounded cleats and rubber molded toes and edges are recommended footwear for soccer. Metal cleats are not allowed on the field at any time. Shoes with any metal showing, including removable cleats, are not allowed. No hard soled shoes or boots will be allowed. Referees will determine if a shoe is a potential safety hazard.
- C. Each player must have a legible number on the back of his or her shirt/uniform.
 - 1) Only one person on each team may assume the number "0" or no number.

- 2) If more than one player does not have a legible number, he or she will automatically be considered in violation of this rule.
- 3) Duplicate numbers are not allowed.
- 4) The minimum number height is 6 inches, but 8-inch numbers are preferred.
- 5) T-shirts with magic marker-drawn numbers are permitted.

8CODE OF CONDUCT/DISCIPLINARY PROCEDURES

- A. Verbal abuse, negative comments, vulgarity, racial remarks and objectionable demonstrations towards a player, captain, referee, supervisor or opposing spectator will not be tolerated. Referees normally issue a warning. If ignored, the player or spectator faces ejection from the game and from areas surrounding the field.
 - 1) Any player using unnecessary rough tactics with the intent or potential to do bodily harm will be ejected.
 - 2) Any player, spectator, or coach refusing to abide by an referees decision will be ejected.
 - 3) Any player or spectator deemed by the referee or supervisor to not have control of his/her faculties to the extent that there is a chance of physical injury to him/her or others will be asked to leave the facility.
 - 4) Any ejected player will be an out each time he/she comes up in the batting order.
- B. Any player physically attacking or striking an referee, scorekeeper/supervisor, player or spectator before, during or after games shall face expulsion from the league and possible criminal charges.
- C. Destruction of property, theft or assault before, during or after activity will be handled by law enforcement. Individuals and teams will be held responsible for any damage or theft stemming from their use of the facility.
- D. Any player receiving a red card, or ejected from a game, must leave the property immediately. If a player or spectator refuses to leave, the team whose member or fan refused to cooperate will forfeit the game.
 - 1) Any player who receives a red card or who is ejected during a game will be suspended for a minimum of one regularly scheduled game.
 - 2) Any player ejected from two games faces a multiple-game suspension determined by League Director.
- E. The captain is the official representative of his/her team unless he or she designates another player as team captain prior to the game. The captain is responsible for his or her team abiding by rules, procedures and regulations. All players are expected to know Medford city-league rules, regulations and expectations.
- F. A player or team expelled from the league will not receive a refund.

9.....LEAGUE DESCRIPTIONS

A. **7v7 Beginners Division**

7v7 playing on 1/2 size fields, small-sided style using 'sweeper-keepers' defending cone or flag goals. Co-ed rosters should have a minimum of 2 women. Maximum roster size is 11 players. At least 2 women must be playing on the field at all times. No off-sides, no slide tackling, open substitutions, and all other FIFA rules apply. One official supplied for each game. The team captain will provide the official with a current roster. The roster will show first and last names. Games will be kept low key and fun.

B. **Co-Ed Recreational Division**

11v11 playing on full field with keepers. Co-ed rosters should have a minimum of 3 women. Maximum roster size is 20 players. At least 3 women must be playing on the field at all times. Off-sides, no slide tackling, substitutions on any dead ball with official's approval, all other FIFA rules apply. One center referee supplied for each game. All field equipment is provided. Teams are free to wear nearly any type of uniform jersey they choose, numbers required. Teams should have an alternate jersey in case of a color conflict, however, it is not required. The team captain will provide the center referee with a current roster. The roster will show first and last names. Games are recreational in nature and should be good, fun competition. Red and yellow card fouls will be observed, recorded, and sanctioned as necessary.

C. **Men's Competitive Division**

11v11 playing on full field with keepers. Maximum roster size is 18 players. All FIFA rules apply. One center referee supplied for each game. All field equipment is provided. Teams must have a home and away (light and dark) jersey with numbers. The home team will affect a color change if

there is a conflict with the visiting team. The team captain will provide the center referee with a current roster. The roster will show first and last names, and player numbers. Games are competitive in nature, however, fair play in the spirit of the game should be observed. Red and yellow card fouls will be observed, recorded, and sanctioned as necessary.

D. Women's Competitive Division

11v11 playing on full field with keepers. Maximum roster size is 18 players. All FIFA rules apply. One center referee supplied for each game. All field equipment is provided. Teams must have a home and away (light and dark) jersey with numbers. The home team will affect a color change if there is a conflict with the visiting team. The team captain will provide the center referee with a current roster. The roster will show first and last names, and player numbers. Games are competitive in nature, however, fair play in the spirit of the game should be observed. Red and yellow card fouls will be observed, recorded, and sanctioned as necessary.

10.....PROTESTS

- A. Protests must be submitted in writing, accompanied by a \$25 filing fee, to the MPRD office, at the Santo Community Center, 701 N. Columbus Ave., within 24 hours after the game. Protests are to help clarify and interpret rules, not to question the judgment of officials. Protests are to help prevent similar occurrences and to better the league. Depending on the amount of staff time required to investigate the protest, the League Director may refund the \$25 fee if the protest is upheld.
- B. Protests must be stated at the point of contention (before the ball is put into play) and the referee, scorekeeper/supervisor and opposing team captain must be notified as to the exact rule that is being protested. Protesting captain must complete a typed description of what happened.

11.....MISCELLANEOUS

- A. Notify the League Director of any potential schedule conflicts or scheduling errors. MPRD will make every effort to resolve logistical issues.
- B. Blood rule. When blood is visible, the game will be stopped to allow for quick dressing of wounds.
 - 1) Any visible blood stains on clothing must be taped over or removed entirely. Numbers are not required for those needing to change shirts due to blood stains.
 - 2) Skin wounds/abrasions must be bandaged with no visible blood leakage.
 - 3) Each team should have a supply of athletic tape and bring spare shirts.
- C. Wearing jewelry is **prohibited** for safety reasons.
 - 1) Players are encouraged to tape wedding bands or wear batting gloves.
 - 2) Casts (plaster, metal or other hard substance in its final form), exposed jewelry (wrist watches, bracelets, metal barrettes, large earrings and neck chains or any other item deemed dangerous by the umpire) may not be worn during the game.
- D. All players are responsible for their own insurance coverage. The City of Medford does not carry accident insurance for players participating in sponsored activities.
- E. League champions are determined by win-loss records. Ties are broken by head-to-head outcomes during league play. Multiple ties are broken by the League Director using traditional tie-break methods.
- F. The MPRD web site (www.sportsmedford.com) is the primary source for up-to-date schedules, standings and rules. MPRD will use e-mail and/or phone communication to disseminate schedules or other information.
- G. Past team performance may be considered during initial league composition. The League Director reserves the right to make scheduling decisions in the best interests of competitive balance.
- H. Teams that drop or are dropped from the league lose any right to reclaim any part of their entry fee once the schedules have been posted on the MPRD web site.