



Mauldin
RECREATION

ADULT CO-ED SOCCER



RULES AND REGULATIONS

MAULDIN SPORTS CENTER

CITY OF MAULDIN

Purpose Statement / Intro

This handbook outlines the rules, policies, and procedures for participation in the City of Mauldin Adult Co-Ed Soccer Program. All team managers, players, and participants are responsible for reviewing these rules prior to the start of league play. League-specific information such as registration dates, fees, schedules, and program updates may also be communicated by the Adult Programs Coordinator.

SECTION I – ACCEPTANCE

- A. Participation in the **City of Mauldin Adult Soccer Program** constitutes full acceptance of all league rules, regulations, policies, and procedures outlined in this handbook. All players, coaches, managers, and team representatives are expected to be familiar with and abide by these rules and policies throughout the season.
- B. Due to limited field availability, the City of Mauldin reserves the right to determine team acceptance, league placement, and registration priorities as necessary.

SECTION II – ENTRY FEE

- A. Entry fees and registration deadlines will be announced by the league Adult Programs Coordinator prior to the opening of registration.
 - a. Registration will be conducted online. However, no registration shall be considered officially received until the league entry fee has been paid in full.

SECTION III – ELIGIBILITY

- A. PLAYERS
 - a. All players in all leagues must be **fifteen (15) years** of age to participate in the Adult Co-Ed Soccer Program, as conducted by the Mauldin Sports Center. There will be no “cutoff date” for participation; players are eligible to participate on or after their 15th birthday. A player who is not yet 15 years old but will turn 15 during the season may be listed on the roster form but cannot actually sign the form until his or her 15th birthday. **Players who are 15-17 years of age must have both the player and a parent or legal guardian sign the required participation/waiver form on their behalf.** At that point, he or she will become eligible to play for that team. All players must bring photo ID to all games and be prepared to show ID if requested. Failure to provide requested identification shall result in the player being removed from the game and forfeit for that player’s team.
 - b. Players are allowed to play in more than one league but cannot play for two (2) teams in the same league or different levels of play in the same league.
 - c. Only men will be allowed to participate in leagues that are designated “Men’s,” The Coed league will be open to both men and women.

SECTION IV – ROSTERS/RELEASE AND WAIVERS OF LIABILITY

- A. ROSTER – The Master Roster shall be filed at the Mauldin Sports Center. **Roster is due to be turned in before the start of each team’s first scheduled league game; no team will be allowed to participate in league play unless its completed roster has been turned in.** Maximum roster limit for all teams will be ten (10) players.
 - a. Rosters must be filled out completely. Players must print their names and e-mail addresses legibly and then sign their name in the space provided. The Manager of record must also sign the roster in the space provided.
 - b. Roster forms, plus any additions or deletions, **WILL NOT BE ACCEPTED** by referee or field monitors at the field after 3rd game.

SECTION V – RULES AND REGULATIONS

- A. GOVERNING RULES
 - 1. Sportsmanship – Good sportsmanship will be expected and required of all participants, managers and spectators. It is the duty of the team captain to be the only person to discuss questions regarding rulings and calls with the umpires, and to do so in a civil manner. It is also the duty of the team captain to make sure that his or her players behave in a spirit of civility and good sportsmanship toward the referees, opponents, spectators and league officials always.
 - 2. Players, coaches, managers and spectators shall refrain from making derogatory comments or using inflammatory actions calculated to create ill will and cause disorder between themselves and their opponents.

B. GAME START

1. The length of the game is 50 minutes, divided into two halves of 25 minutes. Running time is used for each of the two halves. The game starts at the designated time, and the clock will begin even if the teams are not actively playing. This is to keep the evening running in a timely manner.
2. Visitor team will call the coin toss. The winner of the coin toss will elect to start with the ball or choose a side to defend.

C. NUMBER OF PLAYERS TO START AND FINISH: Teams may start and finish a game with 7 players (4 males & 3 females).

1. Coed A minimum of three female must always be on the field and a maximum of four men.

D. PICKING UP PLAYERS

1. A player may only substitute one time for one team during the entire regular season. Once a player has substituted for a team that player is not allowed to substitute for any other team. If a team is found to be using a player that has substituted for another team they will be required to forfeit. Absolutely no picking up of players during the playoffs.

SECTION VI – EQUIPMENT AND UNIFORMS

A. EQUIPMENT

1. **Shin Guards are mandatory with the top of the shin guard covered by a sock.**
2. No hard cast are allowed on the fields.
3. Goalkeeper materials must be provided by the teams.
4. No exposed metal braces. All metal braces must be covered by ¼” thick neoprene material.
5. The goalkeeper must wear a shirt that is in no way similar to the color of either team.
6. No jewelry including but not limited to watches, earrings, rings, and/or hard bill hats.
7. Fitness and step tracking devices are permitted if they are deemed safe by field staff. (Fitbit, Apple Watches, etc.)

B. UNIFORMS

1. Each team requires bringing light and dark colored uniforms to each game to avoid jersey issues. All players from the same team are required to have similar color jerseys or shirts. The visiting team will be asked to change if color of shirts is an issue.

SECTION VII– CONDUCT

A. PERSONNEL

1. No tobacco of any kind shall be allowed on the field.
2. No gambling will be tolerated. Violators shall be subject to disciplinary action.
3. No drinking or possession of alcoholic beverages will be tolerated on the playing field or designated playing areas. A player who is determined to be under the influence of alcohol or other intoxicants while participating in a game shall be immediately removed from the playing area and subject to disciplinary action.
4. Illegal drugs shall not be brought to or consumed on City property or while participating in activities sponsored and conducted by the City.
5. Any player or spectator who physically assaults, threatens, or intentionally attempts to harm a referee, recreation staff member, player, or spectator shall be subject to immediate removal from the facility and disciplinary action, including suspension or removal from the program.
6. Profane language, disorderly behavior, and/or any display of unsportsmanlike conduct will not be tolerated. Players guilty of such behavior may be warned, cautioned, removed from the game, or subject to additional disciplinary action as determined by the referee and/or Adult Programs Coordinator. Any player who is ejected from a game must leave the immediate playing area as directed by the referee or recreation staff. Failure to comply may result in additional disciplinary action, including forfeiture of the game and/or suspension from future league play.

SECTION IX – GENERAL RULES AND INFORMATION

A. GAME DAYS/TIMES

1. Game days, dates and times will be determined by the Adult Programs Coordinator.
2. A fifteen (15) minute grace period will be allowed for the first scheduled game each day, and a ten-minute grace period will be allowed for each subsequent game (See D below.)

B. COIN TOSS – The team winning the coin toss can choose to kick off or choose which goal to defend. The second half will start with a kickoff by the team that did not kickoff to start and sides will be switched.

C. OVERTIME – During regular season, games will end in a tie at the end of regulation game. **Overtime will always be played during playoffs until a winner is declared.**

1. Games ending in a tie will be decided in a shootout. Shoot outs will take place approximately eight yards from the goal line. Teams will choose five of their six players on the field at the end of the second half including the

goalkeeper. Kicks are alternating possessions. Teams are allowed to change goalkeepers during tiebreaker if new goalkeeper is on the field at the end of the extra session. After the first five players have kicked the sixth player on the field at the end of the second half will shoot. If there is still a tie any player participating in the match may shoot. No player may shoot a third time until all players on the team have completed their second shot. In the second session of penalty kicks sudden death format will be used. **Coed Specific- 3 males & 2 females' participation.**

- D. **GOALS**– A goal occurs when the whole ball crosses the goal line. On a direct freekick the ball only requires one player to touch the ball before crossing the line. On an indirect freekick the ball requires two touches before being counted as a goal. This means that from a restart on an indirect kick, if a player shoots it on goal and it takes a deflection from either player or the goalie touches it, a goal would be awarded if the ball goes across the goal line. You may not score directly from corners.
- E. **GOAL KICKS** - A goal kick shall be taken within one yard from inside the goal line and inside the penalty area. Players opposing the kicker shall remain outside the penalty area until the ball moves out of the penalty area.
- F. **OUT OF BOUNDS** - When the ball is deemed out of play, it shall be restarted by means of an indirect kick from the point where it was deemed out of play, by a player of the team opposite to that of the player who last touched it. The ball must remain stationary upon restart, and it may be played by any player except the one who executes the restart.
- G. **PENALTY KICKS** - Penalties will be rewarded with a penalty shot from the top of the goal box and ball must remain stationary until the kicker makes contact with the ball after the referee's whistle has blown
- H. **FREE KICKS** - All free kicks will be indirect kicks with the exception of penalties inside the goal box. Players may restart play as soon as the ball is placed at the spot of the foul deemed by the referee. A whistle restart only applies after a yellow/red card has been shown, or a player asks for five yards of space.
 - 1. Five yards of space must be given on all restarts from the opposing team when requested.
 - 2. A yellow card can be given if you do not give the 5 yards of space for delay of game
- I. **OFFSIDES**- There will be no offsides
- J. **IN/OUT OF PLAY**–
 - 1. The ball is out of play when:
 - i. The ball has completely crossed the goal line or touch line
 - ii. When the official sounds the whistle
 - 2. The ball is in play when:
 - i. It bounces off the goal posts or crossbars and remains in field of play
 - ii. Bounces off an official
 - 3. There will be no whistle to restart play except:
 - i. When a team asks for five yards
 - ii. When play has stopped to caution or eject a player
 - iii. For a penalty kick -when it bounces off the referee. (Referees are a part of the field. Game will not be stopped if/when a ball hit them)
- K. **SUBSTITUTION RULE** - Substitutions are unlimited and “on the fly” but must be made one at a time with players entering and exiting the field at the half field line of the team's sideline.
- L. **BACKWARD PASS** - A goalkeeper cannot use their hands to pick up the ball if it is passed back from their own team using their feet. If the ball is passed back using their thighs, chest, and/or head, then the goalkeeper may pick it up with their hands.
- M. **PLAYER ON THE GROUND** - To avoid any potential injury a player must discontinue playing the ball if he or she is on the ground.
- N. **SLIDE TACKLING** - **Slide tackling is not permitted.** The referee will whistle any slide that is deemed dangerous or improper. The keeper is the only player allowed to slide to get the ball as long as it is within the penalty area and safe and proper in the judgment of the referee.
- O. **HAND BALL** - A handball is when the player's hand or arm (sleeve down) touches the ball. It is up to the referee to decide if proximity or natural position comes into play for the handball.
- P. **ADVANTAGE** - The referee may play advantage (for 3-5 seconds) after a foul has occurred and an advantage is seen.
- Q. **GOALKEEPER PLAY** - A goalkeeper is not allowed to lead with feet up.
- R. **YELLOW CARD** - Any time a player receives a yellow card he/she is required to sit for 3 minutes; regardless is a player is available to sub or not. If the team has no subs for a male or female player who received the yellow card, then the team will play man down for the duration of the 3 minutes.
 - 1. Two yellow cards within a game will result in a red card.
- S. **RED CARD** - Any player that receives a red card must sit out and may not return for the remainder of the game. His/her team must play down one player the remainder of the game A red card will result in a player suspension, and this will last at least through the next full game. Name of player and team will be given to LC after game. Depending on the severity of the offense, suspensions may extend through multiple games, the rest of the season, or permanently from the league. An individual who receives 2 red cards during the season will be suspended for the remainder of the season.

The City of Mauldin reserves the right to interpret, amend, or update league rules, schedules, and procedures as needed for program operations, safety, and fair play.

Acknowledgement of Rules and Regulations:

By signing below, I acknowledge that I have received, read, and understand the City of Mauldin Adult Soccer Program Rules and Regulations Handbook. I understand that participation in the league is subject to the rules, policies, and procedures outlined in this handbook, and I agree to abide by them throughout the season.

TEAM NAME: _____

Please Print Your First and Last Name then a signature below.

Full Name

Email Address

Signature

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____