



Men's 7 v 7 Soccer Official Rules

Objectives

To provide competitive and recreational soccer leagues in a family environment.

The CSL will play all games according to the official FIFA laws with the following amendments:

Eligibility

1. All teams must complete an official roster prior to the start of the season.
2. All teams must have all League fees paid prior to the start of each season (\$225).
3. All teams must post a \$60.00 refundable performance bond prior to the start of each season, which is returned at the end of the season, upon compliance with below bylaws.
4. All players must join US Soccer through SCASA (\$25) and The City of Charleston (\$30 non-resident fee).
5. A player may **NOT** play on two teams.
6. All players must be 35 years old or older. 1 player 30 or older may be rostered.
7. All players must pay for their red card (\$25) and also serve their respective suspension. Suspended players are not allowed to be at the games.
8. Certified Affinity roster with pictures must be presented to the official at check in. NO ROSTER NO PLAY.

Players: Each team will consist of Six (6) field players and one (1) goalkeeper. Teams must have minimum of (5) players to begin a match.

*****Only players listed on the Certified Roster are eligible to play.*****

If an ineligible player participates, all games he was a part of will be forfeited and he will be charged \$25 per game. In addition, the captain or player who completed the check-in process will also be suspended from the next match. Ineligible participation during the post-season will expel the entire team from further play.

Roster

A team may carry a maximum of Fifteen (15) eligible players on the official roster. In special circumstances additional players may be carried on a team roster (i.e. police, firemen, or military). See the League Commissioner for details. Official rosters are frozen after each team's second (2nd) game. All players must have a valid player's pass. Only players listed on the official roster may sit on the team bench.

Roster Transfer

Once a player, listed on an official roster, has played a minimum of one (1) game with that team, he cannot "switch" teams, unless he applies with the League Commissioner, for a transfer. Players may only request one (1) transfer per season and the following applies: the player must sit out for three (3) League games for his new team OR pay a \$50.00 transfer fee. The roster frozen deadline does not apply to transfers.

Uniform Policy

All teams are required to be in complete matching uniforms (shirts, shorts, socks) with numbers on the back. Numbers must be at least 4 inches tall and professionally applied to the shirt (no tape, magic marker, etc.) The goalkeeper must wear a different color uniform than the rest of his/her team and the opposing team. All players MUST wear manufactured soccer shin guards. Shin guards must be worn under the socks. If the primary jersey colors are similar, the home team must change (#'s not required on back up jerseys).

Equipment

The Home Team must provide 2 size 5 game balls. The required game ball must meet FIFA guidelines

Coaches/Team Captains

The coach or team captain:

- Is the official representative of their team and the liaison to League officials.
- Is responsible for ensuring that his team is in compliance with all League by-laws.
- Is responsible for his team's conduct prior to, during and after a game while @ any CSL game facility, owned or leased by the City of Charleston. This includes each team's fans.
- Is responsible for ensuring that all players on the official roster are eligible to play in the league/post-season tournament.
- Is responsible for turning in the game day roster to the official referee, ten (10) minutes prior to each game.
- Is the only member of a team who may initiate the protest of a game.

Forfeits

Teams must be completely ready to play at game time. This includes the required number of players present (at least 5), properly dressed/equipped and ready to start, proper uniforms, ref fees, and a Certified Roster Affinity roster given to the ref. Any team that is not ready at game time will incur a 2-point deduction from the standings. After 5 minutes, the team must forfeit. If a team is not ready at game time for 2 instances, the team is automatically withdrawn from playoff contention. **The clock starts at game time.**

Any team that forfeits a game for any reason will lose one half of their performance bond. Any team that forfeits two games will lose the remainder of their performance bond and will not be eligible for playoffs. After the second forfeit the team must either repost their bond or will be removed from the schedule. In addition, any team expelled from the League due to excessive forfeits, shall not be permitted to rejoin the League for a period of no less than six (6) months.

If a team must forfeit in advance, the captain may request rescheduling. The request must be in writing to the CSL Commissioner five (5) days prior to the scheduled game. The CSL Commissioner has the sole discretion on advance forfeits and/or rescheduled games. If game is unable to be rescheduled the game will be forfeited and team will forfeit half their bond.

Players Code of Conduct

The CSL Commissioner shall have full authority to take any action necessary for player or team misconduct. If more than the minimum CSL punishment is being considered, all players / teams have the right to an A&D "hearing" concerning misconduct. Any appeal of the decision of the CSL Commissioner will be heard by the Athletic Superintendent.

Any player that is ejected from a game (receives a Red Card) must pay a minimum \$25.00 reinstatement fee and serve a one game suspension before they are allowed to play their next game. While serving the suspension the player cannot be present at the field.

The fee will be tiered where minor language, double yellow cards, and other "soft" red cards will be the minimum \$25 and one game suspension. All other red cards are subject to the decisions of the CSL Commissioner. The CSL Commissioner shall determine "soft" red cards vs. all other red cards.

Players who receive three red cards within the same season will be suspended for the rest of the season or until they attend the next available entry level referee clinic.

If a suspension occurs during the last game of the regular season, the suspension will carry over to any post-season play. If suspension occurs during team's last post-season game, the suspension will carry over to the next season the player participates in. **If a player plays a game without completing the one-game suspension AND paying the \$25 reinstatement fee, all games in which the player participated will be forfeited until both provisions have been completed.**

Any player or coach/captain ejected for any reason must leave the property immediately. Any ejected participant, who refuses to leave after being given a reasonable amount of time to gather their belongings and exit the property, will cause a forfeit for his team and will be suspended for an additional 2 games. In addition, that player will be subjected to the decisions of the CSL Commissioner concerning misconduct. **If a game is terminated due to a team's misconduct, that team will be responsible for paying the ref fees for the entire match.**

Any team that clears the benches for a fight, argument, or brawl, will immediately be suspended from further play and subjected to the decisions of the CSL Commissioner concerning misconduct. The CSL staff and employees of the Recreation Department reserve the right to ask any spectator(s) to leave the facility and property.

FOUL LANGUAGE, BADGERING, THREATS, OR ANY OTHER ABUSIVE ACTIONS TOWARDS REFEREES, LEAGUE OFFICIALS, OR ANY OTHER PLAYERS OR COACHES/CAPTAINS WILL NOT BE TOLERATED.

Players must refrain from using foul and abusive language. Any player using foul abusive language loud enough for the field to hear will be Cautioned immediately. I.E. Player misses shot screams foul language after word this should be met with a caution. Any foul abusive language directed at staff, refs, players, or spectators will be met with a red card. I.E You are a terrible bleeping ref.

Players who continue to use foul, abusive, or insulting language or any other abusive actions towards staff, refs, or other players AFTER an ejection may be suspended for an ADDITIONAL 1-2 games.

The CSL wants all foul and abusive language eliminated. The intent of this rule is to keep our League a family oriented League. The rule is not to penalize a player for swearing quietly or under his breath (unless directed at an opponent or referee), but to keep the fans from vulgarity and increase the value of the League's reputation.

Penalty Points:

The CSL uses a penalty point system for player and team misconduct. Player points accumulate as both player *and* team penalty points. Points reset for playoffs except for red cards. It shall be as follows:

Player Points ~

Yellow Card = 4 points. Once a player reaches 12 points (3 yellow cards), he / she is suspended for the next match. There is no fine.

Red Card = 12 points. Once a player receives 36 points, he is suspended for the season

Team Points ~

Once a team reaches 60 points, the captain must meet with the CSL Commissioner prior to their next game.

Protests

The referees present on the field shall handle grievances. Protests of decisions by referees are to be made in typed format only. The protest must be filed within 24 hours of the game in question ending. Protests can only be made by the coach listed on the official roster and shall be accompanied by a \$50.00 protest fee. The \$50.00 protest fee must be certified check or money order. Teams may not appeal any judgment call, only rule interpretation or player eligibility. If the protest is upheld, the protest fee will be returned.

Playoffs / Awards

The final regular season standings will determine regular season champions and seedings for the playoffs. In case of a tie in the standings, the following order shall be used to determine the tiebreaker: 1) head to head play 2) goal differential 3) least amount of goals allowed. ONLY, the top four (4) teams in each division will advance to the playoffs.

Awards: The regular season champions will receive a plaque. Team and individual awards will go to the winners of the playoffs. Team awards will go to the runners-up.

Inclement Weather

If the CSL office has NOT contacted your team by 4:00 pm for weeknight games and 11:30 for Sunday games, then your team is required to show up at their scheduled field at the scheduled time. Failure to do so will result in a forfeit. Referees, City Officials, and CSL staff may determine the fields unplayable at any time. **Lightning/Thunder:** If lightning is seen or thunder is heard during a game, play is stopped and can resume after 30 minutes have passed. If play is stopped, everyone MUST get off the fields and proceed to a vehicle or shelter. Should a match's progress be terminated due to weather conditions after one half has been completed, the match will be considered official and the score at the time will stand. Please join Rainedout.com for alerts on weather cancellations. The link is:

https://www.rainedout.net/team_page.php?a=2735a28379b47b0a940d

Match Termination: A match is considered official if one half has been completed. Should a match be terminated for any reason other than inclement weather or poor field conditions, the CSL Commissioner will review the referee's report and any other information available in order to render a decision. **If a game is terminated due to a team's misconduct, that team will be responsible for paying the ref fees for the entire match.**

Officials: There will be one (1) referee for each regular season game and playoff games. The CSL reserves the right to add 2nd official as needed. Referee's match fee is \$30 per match. Each team is responsible for paying the referees ½ of the match fee (\$15) prior to the start of the game. Cash only.

Pay only for the referees who show up!

Match Reports: The referee ***must*** fill out an Official USSF Referee Report on SCREFEREE.ORG if there are any red cards given during the game. If there are any unusual incidents (team A was late, lights on pole #1 out, injuries etc.), please add it to the comments in Arbiter. Referees are required by SCASA policy to report any player who does not have a valid player pass.

If there is a Red Card in the match, please notify the Assignor and CSL Commissioner the next day.

Length of Games

Men's 7v 7 games shall consist of two-30 minute halves with a 5-minute halftime. No overtime in regular season games. Overtime: All playoff games shall play two, 5-minute golden goal periods. If the game is still tied, then penalty kicks from the mark shall determine the winner.

Three-line violation: A player is guilty of a three-line violation when he passes the ball across three lines in the air towards the opponent's goal line, without it touching or having been played by another player. Penalty: IFK from the point where the ball crossed the first line.

Fouls/ free Kicks: All direct and indirect fouls apply. Opposing players must be at least 5 yards from the ball. Once the ball is stationary, the kicker will have 5 seconds to play the ball after being signaled to do so by the referee. Penalty: IFK

Penalty Kick: A PK shall be taken from the penalty mark [24 feet (8 yards) from the goal line]. All players except the kicker and opposing goalkeeper must be outside the penalty area, at least 5 yards from and behind the ball.

Throw-In: The 5 second rule and the 3 line violations also apply for throw-ins. The opposing team will regain possession of the ball after a 5 second infraction.

Goal Kick: Same as full sided matches and: the 5-second rule DOES NOT apply, while the 3-line violation is in effect.

Corner Kick: Same as full-sided matches and the 5-second rule applies. Opposing players must be at least 5 yards from the ball.

Goal Keeper Restrictions: All FIFA Laws will apply with the following exceptions: 1) Once the GK has possession of the ball, he has 5 seconds in which to put the ball back into play. Penalty: IFK. 2) The GK may not throw, punt or dropkick the ball on the fly over 3 lines.

Substitutions:

Both teams will be allowed unlimited subs on: Possession throw-ins, either team's goal kick, after a goal and at the halftime interval.

Individual players MAY be substituted for upon receiving a caution.

During an injury, the injured player's team may substitute for the injured player only, and the opposing team will be allowed to substitute a player as well (one player for each injured player).

Misc. Rules:

Teams and spectators must be on opposite sides of the field. Both teams' benches must be on the same side of the field.

Alcohol/Drug Policy: Alcohol and drugs are strictly prohibited before, during or after any CSL match, at any CSL field. Coaches are responsible for their players and fans. Any team (including fans) caught with alcohol or drugs on CSL property will be removed from the schedule and forfeit their remaining games and all monies paid, including the performance bond. In addition, no refunds will be given to the team or players, which violate this policy.

Tobacco and tobacco related products are not allowed at any CSL game/ practice facility.

No player, coach, captain, spectator, or official under the influence of alcohol or drugs will be allowed to participate in any CSL game. The Charleston Police Department **WILL BE NOTIFIED.**

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- Mailing address: 823 Meeting Street, Charleston, SC 29403 www.charleston-sc.gov/recreation

