

# METRO PARKS - TACOMA ADULT SOCCER RULES

## ARTICLE I - Player Eligibility

Section 1 - All players must meet age requirements to be eligible to participate in any one classification.

Section 2 - Masters League players are eligible to play on one Veterans League team during the same season.

Section 3 - Player eligibility protests must be made by the captain, to the referee during a normal stoppage of play. (Refer to the Adult General Rule Book for procedures to follow.)

Section 4 - See Addendum 1

## ARTICLE II - Roster Requirements

Section 1 - All players must be listed on the team roster. Teams who fail to submit rosters and appropriate player fees prior to the first league game will forfeit all league games until rosters & fees are received in the league office. If rosters and player fees are not received prior to a team's 3<sup>rd</sup> game, that team may be dropped from further competition.

Section 2 - Rosters are limited to 25 players, including a player-coach.

Section 3 - Players may be added to a team roster at anytime during the season by submitting a Roster Add Form with appropriate fees.

## ARTICLE III - League Classification

Section 1 - Men / Women

Veterans Age 30 and over

Masters Age 40 and over

Gold Masters Age 50 and over

(Gold Masters teams may carry one age 45+ player for every four 50+ players, up to a maximum of five 45+ players.)

## ARTICLE IV - Schedules and League Play

Section 1 - All games shall begin at the scheduled game time. There is no grace period. If previous games run long, game time becomes the point at which the referee calls captains to the field. If teams fail to have enough players to start the game, a forfeit will be declared.

Section 2 - A team must have 7 players present to start and/or continue a game. If at any time a team is reduced to 6 or fewer players, a forfeit shall be declared.

Section 3 - Games will be played in 45 minute halves, with a 5-minute halftime period. No time will be added to the clock for wasted time.

Section 4 - The size 5 ball approved by FIFA will be used for all games. Teams shall provide game balls. The referee shall determine which ball will be used as a game ball.

Section 4 - Teams must wear jerseys of a uniform color, with the goalkeepers wearing a contrasting color to both teams. The home team is responsible for changing jerseys when both teams show up wearing the same color.

Section 6 - Shinguards are mandatory for all players. They must be manufactured as shinguards. No homemade shinguards.

Section 7 - No slide tackling will be allowed in the Veterans, Masters, and Gold Masters Leagues.

## ARTICLE V - League Standings

Section 1 - League standings shall be maintained in the league office utilizing the point system below:

Win	4 points
Tie	2 points
Goals	1 point per goal up to a max. of 3 per game
Forfeits	7 points

## ARTICLE VI - League Playoffs

Section 1 - If a playoff game is necessary to determine a league champion, and it ends in a tie, the following applies:

- A ten-minute sudden death period shall be played.
- If still tied, a 2nd ten-minute period shall be played.
- If still tied, penalty kicks as specified under FIFA rules shall apply.

## ARTICLE VII - SUBSTITUTIONS

**Section 1** - Unlimited substitutions are allowed. **Exception:** No substitutions shall be permitted during a corner kick.

## ARTICLE VIII - CONDUCT - Yellow/Red Cards

**Section 1** - When a participant receives a yellow or red card, the field captain, or coach is required to report the offender's correct name to the referee immediately. Refusal will result in immediate forfeiture of the game. Reporting an incorrect name will result in an indefinite suspension of the field captain and/or coach and forfeiture of the game.

**Section 2** - Yellow Card Players, coaches, or bench may be cautioned for, but not limited to:

- Persistent infringement of the rules
- Objecting verbally or by action to officials decisions
- Incidental use of profanity (not directed at anyone)
- Unsportsmanlike conduct

**Section 3** - Yellow Card Sanctions:

- A participant accumulating three yellow cards during the season will receive an automatic one game suspension.
- A participant who receives a fourth yellow card, or a red card, after receiving three yellows will be suspended indefinitely from further play. (*See Adult Sports Rule Book for reinstatement procedures.*)

**Section 4** - Red Card Players, coaches, or bench may be ejected for, but not limited to:

- Committing serious foul play
- Verbal or physical abuse of officials or staff
- Excessive arguing with officials
- Excessive use of profanity, or insulting / offensive language or gesture (including taunting)
- Starting or participating in a fight or committing any violent act. (including spitting on anyone)

## Section 5 - Red Card Sanctions

- A participant who receives a red card (ejection) during or after the game will be required to leave the field, including the bench area.
- A player/coach red card (ejection) carries a minimum one game suspension from the next scheduled game. An indefinite suspension may be assessed, dependent upon the severity of the misconduct. (*Please refer to the Adult Sports Rule Book, Article VI, Section 1, and Article VII, Section 1.*)
- Any team that receives 3 red cards in one game will immediately forfeit that game. The individual who receives the 3<sup>rd</sup> red card of the game will be suspended indefinitely.
- A participant accumulating 3 red cards during the season will be suspended indefinitely from further play. (*See Adult Sports Rule Book for reinstatement procedures.*)

**Section 6** - Any team that accumulates 17 points in cards (yellow or red) in a season may be dropped from further league play. Points accrue as follows:

Red Card = 3 points per card  
Yellow Card = 1 point per card

## ARTICLE IX - League Rules

The F.I.F.A. Rule Book will govern league play with the exception of those rules specifically stated in the Metro Parks League and General Rule Books.