

City of Milton Adult Soccer League 7v7 and 11v11 Rules



*Captains are responsible for helping to ensure all rules are followed. Any persistent or intentional infringement of the league rules will result in the infringing captain to lose their advantages the following season. **

Rush Union soccer league rules follow FIFA Laws of the Game, with the exceptions of the following in-house league rule modifications:

Field:

- U12 size field (7 vs 7)
- U13 + size field (11 vs 11)

Format:

- 7v7 coed (minimum of five players to start).
- 11 vs 11 coed (minimum of eight players to start)
- Game will be considered a forfeit if minimum number of players (including one rostered female) are not ready to play 10 minutes past scheduled start time. If both teams are missing their female players, the team captains can decide to either both play down to 6v6 (10v10) or both play full teams at 7v7 (11v11). Also, see non-rostered player rules.
- 11v11 = always requires two females on the field, teams must play a man down for each female that is not on the field (if a female player happens to go down injured during the match)

Rules: League will follow FIFA rules, except:

- 7v7 = Two 27-minute halves with a five-minute half time
- 11v11 = Two 40-minute halves with a five-minute half time
- 7v7 = No slide TACKLES (automatic yellow card and the restart is an indirect free kick from the spot of the infraction)
- 7v7 = No Punting (throws are ok and the restart is an indirect free kick from the spot of the infraction). For a play to not be ruled a punt, the ball must hit the ground and complete one full rotation before being kicked by the goalkeeper
- 7v7 = No offside
- 7v7 = No goal kicks past the half-line (restart is an indirect free kick from the half line)

Yellow card

- Carries over to the next match in the same day
- Game suspension possible if player gets a yellow two games in a row

Red Card (either via two yellow cards or a straight red card)

- Must leave the park immediately
- Two match suspension (not including the current match)
- Consistent infringement can result in the player being removed from the league

Number of Matches: All teams are scheduled a minimum of eight games unless otherwise stated in the league format.

Playoffs when scheduled: The regular season standings will determine team seeding for the tournament (based on league format). The matches will be divided into two 20-minute halves. In the event of a tie at the end of the regulation, the match will go directly to kicks from the mark. Five different players from each team will take their kicks and if the match is still tied, then sudden death kicks will begin. Sudden death kicks consist of each team choosing their same or a different kicker in each round until the match is decided.

League Fees: Full payment must be received by the first match. If full payment is not received by the start of the match, the player will not be able to play and may result in a forfeit of matches.

MATCH DURATION, FORFIETS, RESCHEDULING

Match Duration:

7v7 Leagues = Two 27-minute halves, plus five-minute halftime.

11v11 Leagues = Two 40-minute halves, plus five-minute halftime

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Halftimes may be shortened in the interest of time constraints at the discretion of the referee when trying to stay on time for the next match. Games not starting as scheduled because of team delay will still end at the scheduled time (minutes deducted from match) for the next match to start as scheduled.

Weather Delays –Matches will not be rescheduled for weather. For extremely heavy torrential downpours, we may delay matches to wait for it to subside. We also will honor lightning delays when lightning is in the area. Players should seek shelter in cars if necessary. Players may call the rain-out line or check the field status on the web site, via league email to captains OR via the league Facebook group (Rush Union & City of Milton Adult League).

Abandoned Match - If a match in progress is cancelled, the match will be considered a completed match if at least one half of time has been played. If the match is not played or cannot be completed, both teams will receive a WIN and the subsequent three points in the standings.

Playoffs – The matches will be divided into two 20-minute halves. In the event of a tie at the end of the regulation, the match will go directly to kicks from the mark. Five different players from each team will take their kicks and if the match is still tied, then sudden death kicks will begin. Sudden death kicks consist of each team choosing their same or different kicker in each round until the match is decided.

Forfeits:

PLEASE let us know, by 12PM, if your team will have to forfeit. If a team does not show for their match, the result will be a 3-0 loss on the team's record and a one-point deduction in the season standings. The team that shows may still use the field for their game duration. With 7v7 team rosters capable of carrying 14 players and 11v11 team rosters capable of carrying 20 players, teams should rarely be unable to field at least the minimum number of five/eight players (including two rostered females for 11v11), so teams must have minimum player representation at each match in order to avoid a forfeit. A team will forfeit if they do not have the minimum number of players.

If there are not enough players at the scheduled kick off time, the team has up to 10 minutes to wait for more players to show. If after those 10 minutes a team still cannot be formed, the opponent may decide to earn the forfeit win 3-0 or wait until more players show. As stated in the Game Duration section, the match will end on time. Both team captains and the referee must agree that the match will take place if 10 minutes have passed. Also, see Number of Players rules regarding non-rostered players.

Match Rescheduling:

Rush Union will attempt to reschedule games at the end of the season. Rescheduled games do not have to be held on the same day regular season games are played on and could be held on turf fields instead of grass.

ROSTERS, NUMBER OF PLAYERS, SUBSTITUTIONS

Rosters:

Team captains are responsible for roster management and will need to provide referees with rosters for every games. All players must join their team roster through the registration website. Players need to bring their ID's to all games for roster verification. For questions/assistance with roster management, please contact our administrative staff director

Minimum and Maximum # of Players on a Roster:

7v7 = Minimum 10 Players / Maximum 14 Players.

11v11 = Minimum 14 Players / Maximum 20 Players.

Rosters should be complete by the first match of the season with the minimum number of players. If the roster only has the minimum by the second match, then players may be added up to the start of third match with a late fee of \$25 per player. At the start of third match, the roster is locked through remainder of season (and tournament if applicable). In the event a player is injured during the season, that player may be replaced by a new player at any time throughout the season per league approval. Free agents will be placed upon teams that do not reach the minimum roster number by week two.

**** Picking Up of Non-Rostered (Registered) Players by Teams:**

In order to count as an official match teams must start with the minimum number of players (including two rostered females for 11v11). If both teams are missing their female players, the team captains can decide to either both play down to 6v6(10 v10) or both play full teams at 7v7(11v11). Non-rostered players may be picked up. The referee must be notified the player's first and last name, and the team he/she is on the roster for.

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Non-rostered players may not be used if your team has eight or more roster players available for 7v7 or has twelve or more available for 11v11. If non-rostered players are used, the team can only add three players OR up to the number of players on the opposing team, whichever happens first.

No non-rostered players may be added during any tournament.

In the event of infringement, a forfeit victory will be awarded to the opposing team, even in the instance of the team having more goals at the time.

Age Rules:

Men and women over 18 years of age.

The team captain may request, at any time, for the referee to check the ID of an opposing player. **Teams must bring their ID's and** rosters for all games. Rosters will be available for any Captain requesting an official check of a player by the league.

In the event of infringement, a forfeit victory will be awarded to the opposing team, even in the instance of the team having more goals at the time.

Substitutions:

Players may substitute on dead ball situations once acknowledged by referee.

SCORING, STANDINGS & RELEGATION

Standings/Results:

WINS = 3 points

TIES = 1 point

LOSSES = 0 points

FORFEIT = -1 point

RED CARD ACCUMULATION (2+) = -1 point

Tiebreakers:

In the event of a tie in the standings, the tiebreaker for final league standings are followed in this order:

1. Goal differential (capped at +/- 3 per match)
2. Goals against
3. Goals for
4. Head-to-head result

PLAYER'S EQUIPMENT

Jerseys: Teams will be responsible for their own uniforms and all players must be matching color shirts. The team listed as HOME or first on the schedule will be the team required to change jerseys in the event of a color conflict.

Shin Guards: Shin guards are MANDATORY and must be covered by socks for ALL players

Footwear: Players may play in flats, turfs, or molded plastic or rubber cleats (no screw-in studs or metal cleats)

NO JEWELRY ALLOWED except flat wedding bands and medical/alert bracelet, necklace, anklet

Casts: No hard casts allowed in games

Hats/Sunglasses: No hats with bills or sunglasses allowed for field players (keeper may wear a referee approved head covering if desired, like bandana or ball cap)

FOULS AND MISCONDUCT, FIGHTING POLICY

Players are subject to cautions and send offs according to FIFA's Law 12, including a slide TACKLE resulting in a caution.

Yellow Cards: Players who are issued a caution (yellow card) must sit for two minutes before re-entering the match. Player must have ok from referee before re-entering the field.

Red Cards: Players who are issued a send-off (red card either via two yellow cards or a straight red card) must leave the field of play immediately and may not return to the field of play for the remainder of that match. The player may not participate in any other league games that same day and may not participate in his/her next two scheduled games. The offending player must also leave the park immediately. The team must play one less player for the remainder of that match. A goalkeeper who is issued a red card is also subject to this same rule.

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Consistent infringement or a serious incident(s) committed by a player or team may result in suspension or being kicked out of Rush Union Leagues.

Profanity:

Profanity is not tolerated in Rush Union Leagues. Players using profanity are subject to automatic cautions. Consistent infringement may result in suspensions.

Fighting Policy:

Rush Union takes fighting and aggressive behavior from teams, players, and fans very seriously. Should a player be involved in a fight or serious incident they will be held to the following:

1st Violation- expulsion from all Rush Union leagues for the remainder of the current season and the entirety of the following season with no refunds.

2nd Violation- a one-year expulsion from all Rush Union leagues with no refunds.

3rd Violation- ban from all Rush Union leagues.

Teams that are involved in two incidents in the same season will be suspended for the remainder of the season with no refunds. All games will be forfeited, and the team will be relegated one division the following season should they decide to return. Teams that are suspended for a second time will not be allowed to return under the same team name or same manager.

Fans involved in violations will be escorted off the premises immediately.

All other disputes, fights, incidents etc. can be reviewed by the League and are punishable at the League's discretion depending on the situation. All decisions are final and non-disputable.

**Captains are responsible for helping to ensure all rules are followed. Any persistent or intentional infringement of the league rules will result in the infringing captain to lose their advantages the following season. **