

# **Columbia Soccer Association Adult League Rules**

## **LAWS OF THE GAME**

All games shall be in accordance with the FIFA Laws of the Game, except as modified below.

### **LAW 1: The Field of Play**

Field shall be at 60 yards long by 40 yards wide.

### **LAW 3: The Players**

All teams will play 6 per side or 7 if agreed upon beforehand by the captains.

\*Teams must have a minimum of four players on the field to start a game. A 5-minute grace period will be in effect for the first game of the day only.

\*Substitutions shall be unlimited. Substitutions may be made at any time during the game as long as the player leaving and entering the field does so at midfield and/or without gaining an unfair advantage.

### **LAW 4: The Players' Equipment**

Player equipment must conform to CSA rules.

Footwear: regulation soccer cleats with rubber-soles (not football cleats), plastic cleats, and detachable rubber cleats that screw into the shoe, and tennis shoes are the only permissible footwear.

Teams will wear uniforms of matching color.

Jewelry: No jewelry (earrings, watches, necklaces, etc.) or any other item deemed dangerous by the official may be worn. Any player wearing exposed permanent jewelry (i.e. body piercing) will not be permitted to play.

### **LAW 7: The Duration of the Match**

Games will be played with two 25-minute halves, and a 3-minute half time.

Overtime Periods: There will be no Overtime periods in preliminary matches. Playoff matches will have two 5 minute overtime periods, "Golden Goal" format. If there is no score after overtime, Penalty Kicks will follow (FIFA Rules, but only 3 players per team).

### **LAW 11: Offside**

The offside rule will NOT be in effect

### **LAW 12: Fouls and Misconduct**

A player receiving a yellow card will have to sit out 2 minutes for a "cool down" period. A player receiving two yellow cards in one game will be ejected from the current game and their next game. The team will have to play down a player in this case for the current game.

A player receiving a red card in a game will be ejected from the current game and their next game, and the team will have to play down a player in the current game. Yellow cards will carry over throughout the season. A player receiving 4 total yellow cards in a season will be allowed to continue playing the current game where they received their fourth card but will have to sit the next game. The number of cards carrying over will reset for the playoffs, and then the same rule applies to the playoffs (1 red card equals 2 yellow cards).

### **NO SLIDE TACKLING**

There is NO SLIDE TACKLING, period. This rule applies to all players including the goalkeeper. A slide tackle MAY result in a yellow card.

(Definition) A slide tackle occurs when a player leaves his/her feet and leads with his/her feet to play the ball while the ball is in the proximity of another player. A slide tackle does not require that any contact occur between players.

Sliding to keep a ball from going out of bounds, or to stop a ball that does not endanger another player is not a foul. It will be up to the referee's discretion as to whether or not a player's participation from the ground is dangerous.

(Goalkeepers) A goalkeeper may leave his/her feet to play the ball inside the penalty box. A goalkeeper leaving his/her feet within 6 feet of another player must do so with their legs in a safe position (not pointed at an opposing player) and may not at any time attempt to kick at the ball with their feet while on the ground. Doing so will be deemed a slide tackle.

### **LAW 13: Free Kicks**

All fouls outside of the penalty area will be awarded a free kick.

\*All free kicks are indirect with the exception of corner kicks.

The defensive players can be no closer than 4 yards to the ball

### **LAW 14: The Penalty Kick**

Fouls/Infractions inside the goal box will result in a penalty kick.

Penalty kicks will be taken from 8 yards out from the goal line with one goalie who is allowed to use their hands. The spot for the kick will be indicated on the field. The player may take as many steps as they want in their run-up but must start inside the goal box.

### **LAW 15: The Throw-in**

There will be no Throw-ins. All balls that go out of bounds on the touchlines will be put back into play via a **Kick-in**. This is treated like an indirect free kick (defenders must give 4 yards).

### **LAW 16: The Goal Kick**

Ball may be kicked from on or anywhere within the goal box (6 yard box). A goal may not be scored directly from a goal kick.

Goalkeepers are not allowed to punt the ball, but they are allowed to kick or throw the ball as far as they please considering the ball is either on the ground or in their hands.

### **LAW 17: The Corner Kick**

A corner kick is the only free kick that is considered direct.

Players of the defending team shall be at least 4 yards from the ball until it has been kicked.

In regular season play, there will be NO overtime games. Standings in the league will be determined by:

GAME POINTS: 3 points for a win, 1 point for a tie, 0 points for a loss.

TIEBREAKERS: 1) Head to head competition 2) Goal Differential 3) Coin flip