

11 V 11 MEN'S SOCCER LEAGUE - SUNDAY

OVERVIEW

- 11 PLAYERS ON THE FIELD
 - ROSTERS WILL BE FINALIZED BY THE 8th WEEK OF PLAY.
 - TWO 45-MINUTE HALVES/RUNNING CLOCK
 - SHIN GUARDS ARE REQUIRED
 - UNIFORMS ARE REQUIRED
 - SLIDING IS PERMITTED IN 11V11 LEAGUE PLAY.
 - SOUTH BAY SPORTS FOLLOWS THE GUIDELINES OF FIFA LAWS WITH THE EXCPTIONS BELOW.
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1. LAWS OF THE GAME:

All matches will be played in accordance with current IFAB "Laws of the Game" [FIFA Laws](#), except where noted below. The following items will emphasize and/or provide further interpretation of those rules for purposes of this league and/or will provide the administrative framework for the operation of the league.

2. The Kickoff

Winner of the coin flip chooses which side to defend, or kick off

3. The Players

Each team will field 11 players. SBS rules will allow a team to play with 7 people if a team is short on players. Anything less is an automatic forfeit. All teams will be issued players cards. If you do not have a player card, then you cannot play. A picture of a player card or the player card on a phone is not acceptable. Shinguards are required to play.

4. Rosters

If a player would like to change teams, SBS will need written approval from each team before the transfer can take place. Transfer request must be made by Thursday before their Sunday Games. Transfers request will not be allowed on Friday, Saturday, or Sundays.

5. Roster Max

- We will only allow a maximum of 22 players on a roster. Each team can add players to their team, but they must add players by Thursday. Again, teams will not be able to add players on Friday, Saturday, or Sundays.
- Rosters will be locked by Week 8. After Week 8 Teams are not allowed to add players.
- All transfers or new players must be done at the SBS office at Aviation Field.
- Office hours are from 7pm to 10pm.

6. Substitution During Play and Stoppages

Substitutions may occur during any stoppage of play for either team with the permission of the referee. *Teams may not substitute "on the fly"*. All substitute players must notify the referee before entering the game.

Stoppages may include:

- Throw-ins
- Kickoffs
- Goal kicks
- Corner kicks
- Fouls
- Injuries

There is no limit on the amount of substitutions per team/per game. During the course of the regular season teams are allowed to "pick up" players that are not on their roster in order to field a full team. However, the fill in players must have a player card to play.

In playoffs no non-roster players will be allowed to play.

7. Uniform

- **Jerseys:**

Teams are required to have 2 sets of Jerseys – one light colored and one dark. The referee has the discretion to start the game clock if teams are not ready to play due to jersey conflicts, players arriving late, etc.

- **Shorts:**

Soccer shorts colors should match with all team members. If there is an off color, then it is up to the referee to decide if they are ok with the different color short.

- **Socks:**

Players must wear socks that cover their shin guards for safety purposes and all must be the same color. If there is an off color, it is up to the referee to decide that it is ok to play as is.

- **Footwear:**

A player's footwear must conform to local field standards: flat-soled shoes or other footwear designed for artificial surfaces. No metal studded shoes will be allowed. Tennis shoes are acceptable, but not recommended.

- **Shin Guards:**

All players must wear shin guards during play. Under NO circumstances may a player participate without shin guards. Shin guards must be completely covered by socks.

8. Dangerous Equipment

Rings and/or pierced jewelry must be covered by tape per referee's instructions for safety and welfare of all players. Casts, splints, or body braces made of hard materials must be padded to the satisfaction and the permission of an administrator and/or referee.

o Head Gear:

Players are not allowed to wear baseball hats or any other headgear that has a hard surface attached to it. This includes recreation sunglasses. Beanies and sport glasses are the recommended headgear.

9. The Referee

A three man system will be used at the discretion of the referee coordinator or facility administrator (As required by USSF/Cal South).

10. Decisions of Fact and Rule

The authority and exercise of the powers granted to referees by these rules commence when the referee enters the field of play until the referee departs from the field area. The referee is responsible for the record of the game and the control of time keeping.

11. Referees' Powers

Referees' decisions on points of fact connected with play shall be final, so far as the result of the game is concerned. The referee has the following responsibilities:

- o Enforce the rules.
- o Recognize the advantage in play and refrain from penalizing in cases where doing so would take an advantage from the offended team.
- o Use discretionary power to suspend the game for any serious infringement of the rules, interference by the spectators, or interference by other cause. If there is a termination attributed to one specific team, that team shall forfeit the game with the score of 3-0. If both teams are deemed by the referee to be at fault to a serious degree, a double forfeit will be the result, and neither team will receive any points.
- o Allow no person(s) other than the players to enter the field of play without permission.
- o May stop the match if a player has been injured. The referee shall have the player safely removed from the field of play and then resume the game. The restart of the match shall go to the team in possession at the time of the stoppage or the team that last played the ball with a drop ball [FIFA requires one man drop ball to team that had possession] unless the referee has stopped the game for a reason that requires another restart to take place.
- o Penalize or eject any coach, player, non-playing personnel, or spectator.
- o Keep time and ensure the official time is correct and that full time is allowed.
- o Indicate illegal substitutions.

12. Game Report

The Referee shall oversee the goal totals, keep game record, and submit the game record to facility administrator at end of game, including any pertinent information (i.e. misconducts or serious injuries). In addition the Referee is required to complete a Cal South Supplemental Match Report for submission to SBS.

13. Game Time Starts

If a team is not ready to play 15 minutes after the scheduled game time, then the game is an automatic forfeit.

14. Time

Play will be divided into (2) 45-minute halves separated by a 15-minute halftime.

15. The games/scoring

Regular season games ending in a tie score will be recorded as tie games

16. Send Offs / Sent Off

- An ejected player, coach, non-playing personnel or spectator must exit the facility immediately and will not be allowed to return to the facility for a minimum of 1-game.
- **An ejected player must serve an automatic, minimum 1-game suspension, pay the applicable fine of \$50, and must contact South Bay Sports, LLC. for written approval prior to further participation in any league.**
- Upon return, a player will serve a probationary period determined by South Bay Sports management.
- Players shall be ejected for incidents of:
 - Violent conduct or serious foul play
 - Foul or abusive language or action
 - Accumulation of two yellow card (cautions).
- Ejection from facility in one league will jeopardize eligibility in other leagues (i.e. if player is ejected from any SBS or Cal South League, player suspension will include participation in any SBS or Cal South league).
- An ejected player is also subject to fines and possible multiple game suspensions or banishment from facility.
- Additional penalties may be incurred by the team if problems persist in that game or subsequent games.

17. Additional Penalties

If the same player accumulates the following during regular season or playoffs, then that player will be suspended from the SBS or Cal South league for the remainder of that current season. Additional penalties can be assessed:

- 5 - Caution offenses (Yellow Card)
- 3 - Sending-Off offenses (Red Card)

These will be assessed to both players and bench personnel, whether or not they are on the field of play. The penalty may be assessed on a specific offending player or on the coach, if the offense is committed: by unidentified bench personnel, or an unidentified individual on the team. Should any player or non-playing team personnel exhibit misconduct at the conclusion of the game, the referee shall display the appropriate card and inform the facility administration for further action.

18. Points System

To determine league or tournament standings, the following point system will be used:

- WIN: 3
- TIE: 1
- LOSS: 0

19. Tie Breakers

- The following tie breaking procedures will be used to determine league or bracket winners for play-off seeding:
 - Head to head competition
 - Goals Scored Minus Goals Against
 - Coin toss
- If there are 3 or more teams that are tied in points, then the following tie breaking procedures will be used to determine league or bracket winners for play-off seeding:
 - Head to head competition
 - Goals Scored Minus Goals Against
 - Coin toss

20. Overtime Rules:

- **2-10 minutes SUDDEN DEATH (GOLDEN GOAL)**
 - Any 11 players on the field including the keeper - 1st Half
 - Any 11 players on the field including the keeper - 2nd Half
 - Sudden death will be used in playoffs
 - First team to score during overtime play shall win.
 - If neither team scores after two 10 minute overtime periods, then teams will go into Kicks from the Penalty Mark.
- **Kicks from the Penalty Mark Specifics:**
 - Referee decides which goal will be used.
 - A coin flip to decide winner choice of first kick or second kick
 - Only the 11 players on the field when the referee blows the final whistle are allowed to participate in the kicks.
 - Best of 5 kicks will be taken

- If there is a tie after the first 5 kicks, then we will go into a sudden death pk. After all 11 players have kicked, then we will start at the beginning of the order (A different order of kickers may be used once the first 11 has taken their kick).