

City of Boerne Parks & Recreation Adult Soccer 7v7

A. ELIGIBILITY OF PLAYERS/TEAM ROSTERS

All team registration is done by the team manager. All teams must follow the proper registration procedure to be eligible for league play. An official roster is a form provided by BPARD that includes team manager, assistant manager, and all players first and last names. Rosters could also include email, phone numbers, etc. Completed rosters are due prior to the first game and will result in forfeit should it not be turned in by deadline. Rosters are kept at the BPARD. It is the manager's responsibility to make sure a roster is current. In the event a player is suspended and not listed on the team roster that is on file with BPARD, the entire team could also be suspended. A roster MUST be turned in to the Recreation Coordinator on the FIRST NIGHT OF LEAGUE PLAY. Coordinators will have the rosters at the field each night. All players MUST sign the roster before they can play. A team may not add new player(s) to their roster after their 4th regular season game.

B. All league teams will have a roster on record with the BPARD. If a roster is incomplete, protests may result in a forfeit.

C.

City league rosters may carry a maximum of fifteen (15) players.

D. All players participating must be 17 years or older. 17 years of age must have parent's consent form filled and turned in to the BPARD office.

E. A player, who has been suspended from league play for any reason and who has not been reinstated, shall be considered an ineligible player until he/she schedules a meeting with the Director of Parks and Recreation to discuss the suspension.

F. To become eligible for participation, each player must be listed on the official adult team roster of the team he/she is playing on. A player becomes eligible immediately upon completion of this process and payment in full.

G. A player can participate on only one team at a time, that being the team for which he/she is listed on the official team roster. Players found to be playing on a team other than the team for which he/she signed the team roster will be dropped from the program. The team(s) found to be using ineligible player(s) must forfeit all games in which the ineligible player(s) participated.

II. PLAYERS AND EQUIPMENT

A. A player cannot wear anything that is dangerous to another player. Headbands may be worn as long as there is no knot in it. Hair-clips made of metal will not be allowed, but "scrunchies" or other elastic hair retaining devices are acceptable. No hats or knotted bandanas will be allowed. Failure to remove the article at the referee's request may disqualify that player from the game. Under no circumstances will a player wearing a cast or splint be allowed to play.

B. NO Jewelry.

Participants are NOT permitted to wear any visible jewelry. This includes any metal or plastic hair bands and bobby pins.

** Exceptions to the jewelry policy are medical alert bracelets and necklaces, but they have to be taped down as not to be a hazard to other players. The player must supply his/her own tape. BPARD WILL NOT provide band-aids or athletic tape to cover jewelry items. If covered, jewelry must remain flush with the skin and not be protruding out; this is for the protection of all participants.

C. Shoes/Shin Guards

Each player must wear shoes. The shoes must cover the feet and be made of a soft pliable upper material (canvas, leather, or synthetic) attached to a molded bottom which may or may not have rubber cleats. No exposed metal may appear on the shoe. Shoes must be worn at all times. Shoes with front toe cleats, softball cleats, shoes with a raised heel, sandals, boots or hiking boots will not be allowed. No metal or steel cleats or spikes will be allowed to be worn. All cleats must be rubber or plastic or some other similar acceptable material. The referee has the authority to make a ruling regarding the legality and safety of a player's shoes, and illegal shoes must be changed before the player is allowed to continue playing. In addition, shin guards are highly recommended. If shin guards are worn, they must be completely covered with socks.

D. Teams must register their team color with the Boerne Parks & Recreation office. In the event two teams have a duplicate color jersey, the home team will be required to change jerseys. A player must have sleeves on his/her undershirt if he/she is wearing a jersey from the BPARD Office. If a team does not choose to wear the jerseys provided for it, the team must all wear jerseys of the same color and that will distinguish it from the other team. The jerseys must have different numbers. Goalkeepers will wear colors that distinguish them from other players and referees. Opposing goalkeepers may wear the same color.

E. Teams must provide their own soccer balls for warm-up. The game ball must be provided by BPARD.

F. BLOOD RULE – Players who sustain injury causing an open wound will be required to leave the game. A player may not re-enter the game until the flow of bodily fluids is stopped and the wound is covered.

III. THE GAME

- A. Boerne Parks & Rec Adult Soccer games will consist of two, 20-minute halves, with a five minute halftime. Ends will change after each half and the team that received the kick-off in the first half shall kick-off to start the second half
- B. In Boerne Parks & Rec Adult Soccer, GAME TIME IS FORFEIT TIME! A team must have at least five eligible players available at game time, or a forfeit will result. The referee will be the timekeeper in this situation. NOTE: To be considered "available" for a game, a player must be on the playing field, in sight of the referee.
- C. Pick up players: A maximum of three (3) pick up player(s) can play and be protected from any protests from the opposing team IF the manager picking up the player(s) approaches the Recreation Coordinator and referee before the game begins so that opposing team can be informed. The opposing team will then be given the choice to allow play or take the forfeit. Opposing team will have no say in who pick up players can/will be. Pick up players must be on a current BPARD league roster. Teams will not be allowed to pick up beyond a 7 player line-up.
- D. Goalkeepers can only use their hands inside the penalty area.
- E. Goals may be scored from anywhere except directly from goal kicks, kick-off, throw-ins, indirect free kicks and goalkeeper throws.
- F. There is no offside in this league.
- G. There is no slide tackling for any purpose. This considered an automatic **YELLOW CARD** infraction
- H. A coin toss will decide the kick off and which goal each team is to defend. Scheduled home team will call for coin toss.
- I. MERCY RULE: If a team is up 10 or more goals at halftime or any time thereafter, the game will end. If a team is up 5 or more goals with 5 minutes or less left in the second half, the game will end.
- J. FORFEITS: No forfeit shall be declared earlier than the scheduled time. TWO EXCEPTIONS:
 - 1. Team suspension from league.
 - 2. Advance notification to the BPARD Office by team manager that his/her team is unable to play as scheduled. This must be completed by 4:00pm.
 - 3. A score of 3-0 shall be recorded for all forfeits.
- K. All games in the regular season that end in a tie will remain a tie.

IV. SUBSTITUTIONS

- A. Unlimited player substitutions is permitted.
- B. Substitutes may enter the game and goalkeepers may change with the referee's consent, at the following times:
1. On goal kicks by either team
 2. After a goal is scored by either team
 3. When play is stopped for an injured player from either team. (SEE BLOOD RULE EX)
 4. On throw-ins by either team.
 5. **The official must beckon the player onto the field before the substitution may occur. ALL SUBSTITUTIONS must be made at the half line with the permission of the referee.**

V. PLAYER/TEAM CONDUCT

A. Any player receiving a yellow card is subject to a mandatory substitution until the next available substitution opportunity. If a substitute is not available, the player must still leave the game until the next regular substitution. The offending player's team will play one player short until the player is allowed to return.

Yellow card: A player will receive a yellow card if the player -

Clearly disrespects the rules of the game

Disapproves with gestures or words the decisions of the referee

Touches the ball with his hands, clearly avoiding an opportunity of a goal

Impedes the progress of the game, interrupting, grabbing or tripping the opposing player, not directly being an aggression but clearly avoiding an opportunity of a goal

Behaves unsportsmanlike

A player will be sent off indefinitely, not being able to be replaced if the player:

Gets a second yellow card

That acts violently, brutal or offensive, to another player, referees, coaches and any person on the benches or in the stands

Uses offensive, insulting or abusive language and/or gestures, actions or attitudes, etc, that result to be intolerant, racist or xenophobic

Serious foul play

Violent conduct

Spitting at an opponent or any other person

A player, substitute or substituted player who has been sent off must leave the vicinity of the field of play and the technical area

B. RED CARDS - The names of the players who receive red cards will be kept on file at the BPARD Office. Any player who receives a red card will be suspended for the rest of that game and the next scheduled game. Any player who receives two (2) red cards for violent play / misconduct during the season will be banned from play for the remainder of the year. After receiving a red card, the player has 60 seconds to leave the field and surrounding area. Failure to do so will result in a forfeit of that team's game.

1. **Red card:** examples are but not limited to: fighting, excessive rough play, and arguing of calls with officials. One red card equals ejection from the game.

C. Any player who starts a fight will automatically be suspended for the remainder of the season. Other players who are involved in a fight will draw an appropriate suspension as determined by the BPARD Director by recommendation of the referee.

D. Any intentional physical contact to the referee or field supervisor will result in immediate suspension for the season from all BPARD soccer programs.

E. Unsportsmanlike behavior may result in penalties being imposed upon the offending individual, including coaches, participants, or spectators. Penalties may include banishment from further participation in Boerne Parks & Rec Soccer activities. Penalties will be decided by a committee made up of the Boerne Parks & Rec Director.

The authority of the referee- Each match is controlled by a referee who has full authority to enforce the rules of the game in connection with the match to which he has been appointed.

Powers and Duties - The Referee:

- Enforces the rules of the game

- Controls the match

- Acts as timekeeper and keeps a record of the match

- Stops, suspends or abandons the match, at his discretion, for any infringements of the rules

- Stops, suspends or abandons the match because of outside interference of any kind

- Stops the match if, in his opinion, a player is seriously injured and ensures that he is removed from the field of play. An injured player may only return to the field of play after the match has restarted

- Allows play to continue until the ball is out of play if a player is, in his opinion, only slightly injured.

VI. OTHER INFORMATION

A. Games may be canceled due to:

1. Hazardous weather conditions. (Severe thunderstorm warnings, tornado warning, lightening etc.)
2. Hazardous field conditions. If the status of a game is changed, an automated message will be sent to the phone number listed on your registration.

B. Once a game is scheduled, it will be played according to the date, time and place that is listed. Games will not be rescheduled for any reason except for weather and field related conditions.

C. Referees and Recreation Coordinators are to be obeyed at all times.

D. Alcoholic beverages and smoking are not permitted in the playing area, including the team bench area.

DETERMINATION OF CITY DIVISION WINNER:

The team with the best overall record will win first place. The team with the next best record will be second place. Exceptions:

In case of a tie for the league winner, the following tie-breaker procedure will be used to determine the order: 1) Head-to-Head results between teams, 2) Head-to-head goal differential, 3) Average goal differential for season, 4) Total goals for.

TOURNAMENT PLAY –

- A. The top four teams in each league that have won the most games between contending teams will go to a top four team playoff single elimination tournament.
- B. This tournament will be held the week(s) following the last regular season night.
- C. Team ranked 1 will play 4 and 2 will play 3.
- D. In the event of two (2) or more teams in the same league having the same win/loss record at the conclusion of the scheduled season, the results of head-to-head competition during the regular season will be used. If still tied, the team scoring the most points during regular season will be ranked above the other team.
- E. Awards: The team that wins the single elimination tournament will receive championship shirts and trophy.