



LAWS OF THE GAME

ADULT OUTDOOR SOCCER LEAGUES

(Modified: Aug 13, 2018)

POSTINGS: Schedules and Results for the league will be posted online at www.uscore-soccer.com

RESPONSIBILITIES OF TEAM CAPTAIN/MANAGER/COACH

1. Read and know the rules. Have a team meeting to ensure all members of the team know the rules.
2. Control teammates and your spectators.
3. Represent your team at any league meetings and during games. There may or may not be league meetings.
4. Team Uniform Colors are left to the discretion of the team. All players must have the same color jersey, with permanent jersey numbers that match the roster. The home team must change if there is a color conflict.
5. Teams do not pay referees.
6. Ensure that all team members have a Player Pass. Players must have the pass before they can be added to the team roster.
7. Team Rosters should be submitted 5 days before the team's first game.
8. Assume responsibility for the team's Entry Fee. Entry Fees must be paid in full before the completion of the first game.

ENTRY FEE PAYMENTS

1. The Team Deposit must be paid to hold the team's spot in the league. This deposit is non-refundable unless the league does not form.
2. The team's Entry Fee balance must be paid prior to the first game. We will accept **one** Credit Card payment per team, or individual cash payments. If a team needs to make multiple credit card transactions, then a fee of \$3 per transaction will be added.

PERFORMANCE BOND

1. If a team reaches 12 Penalty Points in one season, then the team will be on probation and must pay a \$75 performance bond to register for a new season. For more about Penalty Points, read that section below.

UNIFORMS

1. The HOME team must change shirts if there is a conflict. We encourage teams to bring an alternate jersey.
2. Vests can be rented for \$20 for a set of 10. Team jerseys with numbers can be purchased from uScore Soccer with a 10-day notice.
3. All players must have a "permanent" jersey number to participate (not taped on). Players without a permanent jersey number will not be eligible to participate, and/or the team may forfeit.
4. Dry Fit jerseys with numbers may be purchased at the front desk for \$20. For team orders, contact us 10 days prior to your first game.

ROSTER AND ELIGIBILITY

1. To be eligible for a league, a player must meet the league criteria, must be on the roster, and must possess their Player Pass.
2. All eligibility protests must be settled within 24 hours of the game's conclusion. The protest fee is \$50 and if you win the protest, you will get the money back.
3. Players can only play for one team in a given league. There is no limit to players playing in multiple leagues.
4. Violation of any of the above may mean forfeiture of the game and/or season.

ROSTER DEFINITIONS

Active Roster – Shows eligible players for a specific game. Anyone on the Active Roster, must also be on the Team Roster. The Active Roster is limited to 15 players – anyone not eligible or present for a game should be scratched by the referee at half time.

Team Roster – This is the roster that shows your eligible players for a season. There is no limit to this roster. Once on a Team Roster, players cannot be dropped until the league ends. They may be scratched from the Active Roster if they are no longer player.

TEAM FORMATION

1. Fielding Your Team: 6 Players Total on the field (5 plus 1 GK)
2. Players may not be added to the team after the 5th game of the season.
3. A game may start with as few as 4 players. There is no grace period for late teammates.
4. In Adult Coed Leagues, teams must have a minimum of 2 females on the field, and/or no more than 4 males.
5. House Leagues – In House Leagues, uScore attempts to create balanced teams based on a pre-season evaluation.

GAME SCHEDULE

1. Game Schedules are released 3-5 Days prior to kickoff.

2. Once the schedule is released, there is a \$25 fee for rescheduled games. When a schedule request is made, the fee must be paid before the game is changed.
3. The opponent may decline the reschedule and accept the forfeit win. If that is the case, there is no fee charged.
4. Re-schedule requests must be submitted 72 hours (3 Days) before the originally scheduled kickoff.

PRE-GAME

1. Teams must check-in with the Official before the scheduled game or before they enter the competition.
2. The Home Team kicks off the first half. The Away Team chooses side to defend. Teams switch sides at halftime, and the Away Team kicks off the second half.
3. Games will start on time. If a team does not have 4 players (3 plus a GK), then a forfeit win will be awarded to the team that is prepared to play.

RULES

1. **Players and Game Length**
 - a. Substitutions are made at any stoppage with the referees approval.
 - b. A game consists of 2 x 25 minutes halves. There is a 5-minute break between halves.
2. **Ties and Overtime**
 - a. During league play, ties are official results. In tournament/post-season play, where a winner is needed, there will be a 3 minute Golden Goal period (no half time). If still tied, the teams then play a 2 minute Golden Goal period with only 4 players on the field (a GK plus 3).
 - b. If still tied, repeat the 2 minute Golden Goal period with only 3 players on the field (a GK plus 2). Please don't tie after that, but if so...the process continues until its 1v1 with no GK.
3. **League Champions**
 - a. Champions will be determined based on Total Points or Playoff Games. If your league has playoff games scheduled, then those will determine the Champion.
 - b. In the event that your team is tied in Total Points at the end of the regular season standings, the tie break procedures are as follows.
 - i. Head to Head Results
 - ii. Head to Head Goal Differential (MAX 9 per game)
 - iii. Most Wins
 - iv. Fewest Red Cards
 - v. Goals Against (MAX 9 per game)
 - vi. Goals For (MAX 9 per game)
 - vii. Management Decision
4. **Restarts**
 - a. A kick-off is used at the beginning of each period and after each goal. The first touch does **not** have to go forward. Kick-offs are indirect.
 - b. Fouls in Men's Leagues are called as Indirect or Direct based on the infraction. All fouls in Coed Leagues are Indirect (except Penalty Kicks from the mark).
5. **A Ball Out of Play** is restarted with a throw-in, corner kick or goal kick.
6. **Goals**
 - a. Goals are scored as one point. A goal is scored when the entire ball has passed over the goal line, between the goal posts and under the crossbar, provided it has not been intentionally thrown, carried, or propelled by the hand or arm of a player on the attacking side.
7. **Fouls**
 - a. **No Slide Tackles** - Slide tackles are defined as a player leaving their feet, and finishing the play on the ground, in an attempt to challenge an opponent with a ball. When it is determined that a player is extending their leg(s) to block a shot or a pass, and there is no danger of collision with an opponent, the referee may not call a violation. Slide tackles do not pertain to goalkeepers within the Goalkeeper Area. When a goalkeeper leaves the area, they are treated like a field player. (Restart Result = Direct Kick)
8. **Goalkeepers**
 - a. Goalkeepers may only throw the ball, or set it down to play it. Punts and Drop Kicks are not permitted. (Restart Result = Indirect Kick – or a redo at the referee's discretion)
9. **Yellow Cards**
 - a. Yellow Cards can be given by the referee for the following infractions:
 - i. Serious or Intentional Foul (Restart Result = Direct Kick)
 - ii. Use of foul language after a verbal warning is given to the entire team. (Restart Result = Indirect Kick)
 - iii. Show of Disrespect to officials, fans, the facility, or opponents. (Restart Result = Indirect Kick)

- iv. Persistent violation of game rules.

10. Red Cards

- a. Red Cards will be given to players for:
 - i. Fighting, Retaliating, or Attempting to Start a Fight
 - ii. Violent conduct: kicking or striking another player
 - iii. Verbal or physical abuse of a referee, teammate, opponent, fan, or employee of uScore Soccer
 - iv. Spitting at an Opponent
 - v. A Second Yellow Card
- b. If a red card is shown, the receiving player is suspended for the remainder of the game, and the team must play down a man for the remainder of the game. The Red Carded player must leave the premises once ejected from a game.
- c. Red Carded players MUST sit out the next game. No Exceptions!
- d. In Adult Leagues (18 or older), **any player red carded for fighting or retaliating will be fined \$50** and must pay that fee before they are re-instated.
- e. The management may issue a multiple game suspension for any action that the management deems as appropriate. These actions include, but are not limited to: fighting, retaliating, foul and/or abusive language directed at another player, referee, manager, or patron, or conduct detrimental to the business. These suspensions will be in addition to any \$50 fine which is assessed for fighting. If the management deems necessary, they may ban a player from the facility for multiple weeks which would mean the player would miss all games in all leagues for that period of time.
- f. If the **Red Card** is issued in the team's final game of the season, then the player will serve his suspension during his next game, regardless of the team or league.

11. Penalty Points

- a. Penalty Points will be assessed to each team and these penalty points accumulate over the course of the season.
- b. Penalty Points are awarded as follows.
 - i. 1 point – Yellow Card
 - ii. 3 points – Red Card
 - iii. 7 points – Forfeit
- c. Penalty Point Punishment
 - i. Team Accumulation of Penalty Points
 - 1. 12 Penalty Points = The team will be ineligible to compete in the Championship game and must pay the \$75 performance bond to register for the next season that team chooses to compete in.
 - ii. Individual Accumulation of Penalty Points
 - 1. 3 points = player must sit out one game.
 - 2. 6 points = player must sit out two games.
 - 3. 9 points = player is disqualification from league.

12. Fighting and Violence

- a. Any physical abuse of another will be prosecuted to the fullest extent of the law. The building and parking lot are equipped with video cameras if a prosecutor needs to view them.

13. Complaints

- a. Use the complaint form at the front desk to issue your formal complaint. All complaints must be supported by matters of "fact" and not opinion based judgments. For example, "we think the ref called too many fouls", is not a matter of fact, but rather an opinion. "The ref doesn't like me," is an opinion.
- b. The front desk staff are not able to solve many problems immediately. Please write down the complaint, and it will be read by the management; provided it is a fact-based complaint validated with supporting evidence.

14. Refunds

- a. There are no refunds given for games missed due to injuries, illnesses, suspensions, or travel.
- b. Deposits are non-refundable unless the league does not form.

Glossary of Fouls

D = Direct; I = Indirect

Delay of Game is called when a player or team is deliberately trying to slow down the progress of the game. Holding the ball after a goal and kicking away the ball after a foul are examples of delay of game. Other "Delay of Game" calls may be determined as necessary by the referee. The referee may add time after this infraction is called. (I)

Double Touch is the violation that occurs when a player taking a kickoff or other restart plays the ball a second time before it is touched by another player (teammate or opponent). You cannot double touch the ball on a kickoff or restart (including goalkeeper throw in) even if it hits the wall or referee before it comes back to you. (I)

Hand Ball is a foul that is called when a player intentionally hits the ball with his hand or arm or when it is unintentional but causes a direct advantage for said player. A player may not deliberately carry, strike, or propel the ball with his hand or arm (except the goalkeeper inside his own 18 yard box). A player who prevents a goal being scored by intentionally handling the ball is given a yellow card 2 minute time penalty, and a Penalty Kick is awarded. (D)

Obstruction is impeding the progress of an opponent when not being able to play the ball yourself. You are obstructing if you run between your opponent and the ball or use your body as an obstacle but cannot play the ball yourself. (I)

Offside (I)

To be offside, a player must:

- Be in the opposition half.
- Be in front of the ball.
- Have fewer than two opposition players between himself and the goal line when the ball is played to him by a teammate. The goalkeeper can count as an opposing player in this instance. To be offside, any part of the attacking player has to be beyond the part of the second-last defender closest to his goal line (excluding the arms) and past the part of the ball closest to the defenders' goal line.
- A player cannot be offside when receiving the ball directly from a goal kick, corner kick, or throw-in.

Slide Tackling is not allowed. In the interest of safety, if a knee touches the ground in a player on player contact scenario, a "slide" may be called based on referee discretion. The result is a restart and possibly a Yellow Card if the referee deems the foul to be severe. (D)

Violent Conduct is physical force that injures or abuses any individual or damages facility property. Violent Conduct is also any verbally or physically threatening action towards any individual. Violent Conduct may lead to the removal of a player from the game and the league. (D)