

Rules of Play for the City of Smyrna's Adult Soccer League
Written 10/14/2021
Effective for Spring 2022 season and beyond unless modified

1. Facility Rules

- a. Absolutely no alcohol, tobacco, drugs, weapons, or glass bottles are allowed on the facility
- b. All animals must be on a leash and under the control of the owner
- c. Any foul or abusive language, fighting, or any threatening behavior that can be deemed as such, can be subject to removal from the facility by Park staff. Their decision is considered final and failure to obey their order to leave can lead to arrest and prosecution
- d. Lightning
 - i. Any lightning delay is an automatic 20 minutes off the facility, which may lead to a termination or shortening of the current game.
 - ii. All players and spectators must vacate the fields to their vehicles. Sheltering under a gazebo does not qualify and players will be asked to leave the facility
- e. All decisions of the facility staff are final
- f. In the event of any emergency please dial 911
- g. Field status will be posted on the following avenues by 3:30 each gameday
 - i. The NASATophat website (under field status)
 - ii. The NASATophat social media channels (Facebook and Instagram)
 - iii. The NASATophat weather hotline

2. Rosters

- a. All players must be registered with the City of Smyrna's registration website
 - i. Fill in players are permissible for league games with the opposing captains consent before the match
 - ii. Only registered players will be eligible to partake in playoff games
- b. All players must bring photo identification to every game. If a player is unable to identify themselves, they will be considered not on the active roster and may not be able to participate in that game
- c. Coed leagues
 - i. Teams must have a minimum of 1 female player to start a game
 - ii. Fill in players must follow the rules as laid out above
 - iii. A team without a female player within 5 minutes of kickoff forfeits their game
- d. Rosters can have a maximum of 10 players and must be finalized by the second game
 - i. Rosters will not be considered finalized until all players have signed the waiver and the team is paid in full

3. Laws of the Game

All games will be governed by FIFA's Laws of the Game unless otherwise modified as below. All captains are expected to know the laws of play and have their teams adhere to the accordingly

a. Field of Play

- i. The field will consist of a midfield line with kick off circle, a goalkeepers box, and two blue lines which will be equidistant from the midfield line and the end line.
 1. Players will not be allowed to pass or shoot a ball directly across all three lines. Violation of this rule will result in an indirect free kick from the defending team's half
 2. Each blue line will have a dot in the middle where penalty kicks will be taken from

b. Ball

- i. The designated home team is responsible for providing a primary match ball. The designated away team may provide a secondary ball at their discretion.
- ii. Retrieval of the ball to be put back into play will be considered part of the pace of play
- iii. Referees and league officials are not responsible for any soccer balls

c. Players

- i. All players must have a signed waiver on file with the league
- ii. All players must have identification to verify their position on a team
- iii. Substitutions are unlimited, but must be made with the consent of the referee

d. Equipment

- i. Each team is responsible for providing their own uniforms
 1. Uniforms may be shirts of a similar color, with the goalkeeper wearing a different color to designate themselves the goalkeeper
 2. In the event of two teams wearing the same shirt for a game, the away team will be responsible for changing their uniforms into a different color
 3. All captains must report their team's preferred color so it can be published in advance on the league website
 4. Any questions pertaining to uniform colors shall be decided by the referee on the field, whose decision will be final
 5. If the away team is not able to provide a secondary shirt, they will be declared to have forfeit
- ii. All players must wear shin guards
- iii. Players may play with a cast as long as its deemed safe by the referee and league staff
- iv. No jewelry is allowed, except for life saving medical information
- v. Players may not wear any item which may be considered a hazard to themselves or others, at the sole discretion of the referee or league staff

e. Referees

- i. All games will have a single, center referee

- ii. All decisions made during the course of play by the referee are final
- f. Game Length
 - i. Games will have 25 minute halves with a running clock
 - ii. The halftime interval will be 3 minutes long
 - iii. All games will be running clock regardless of stoppages
 - iv. Any game that reaches one half played will be considered final in the case of inclement weather
 - v. League officials will be responsible for ensuring games run on time. This may include, but is not limited to, shortening the halftime interval or declaring a game final after a half
 - vi. Any game that does not reach a half played will be considered null and void, and will be rescheduled in its entirety
- g. Ball in and out of play
 - i. Any ball out of play for what would be considered a throw in will instead be a kick in.
- h. Scoring
 - i. All goals scored by any players will be worth one point
 - ii. Regular season games can end in a tie
 - iii. In the event of a tie in league standings, the following criteria will be used to determine rankings
 - 1. Head-to-head results (not used if more than one team tied, may be combined if the teams played more than once)
 - a. E.g Team A played Team B twice. Team A won the first game 5-1, Team B won the second game 2-1, Team A will advance based on an overall score of 6-3
 - 2. Goal differential (capped at +5)
 - 3. Cumulative points from cards throughout the season
 - a. A team's yellow cards will count as one discipline point, a team's red cards will count as three discipline points
 - 4. Goals allowed
 - 5. Goals scored (unlimited)
 - iv. Playoff scoring
 - 1. If a playoff game ends in a tie during regulation, teams will play a 5 minute golden goal overtime, followed by FIFA kicks from the mark
 - a. In a Coed league, if its 5v5 one female must shoot at any point. If its 6v6, the shooters must go alternating male-female
- i. Offsides
 - i. There will be no offsides in this league
- j. Fouls
 - i. Contested sliding - No one, except the goalkeeper, is allowed to slide while an opponent is within 2 yards of them
 - 1. The restart for this foul will be an indirect free kick

2. A slide is defined as the whole of a lower leg (knee cap to ankle) touching the ground in an attempt to win the ball
3. A contested slide is called by the referee and advantage may be applied
4. Any player guilty of contested sliding may be guilty of other, more serious offenses as determined by the referee on the field
- ii. Three line rule - a ball may not be played from a team's defensive third through to the attacking third without touching another player on either team
 1. The restart for this foul will be an indirect free kick
 2. The ball does not have to be in the air throughout the pass. It may be played on the ground without a touch to be a three line violation.
 3. The three line rule does not apply to a ball played backwards, meaning from the attacking third back to the defensive third
- k. Free Kicks
 - i. There will be both direct and indirect free kicks
 1. Any foul within the goalkeepers box by the defending team is a penalty kick, which will be taken at the penalty spot from the attacking blue line
 2. The following league fouls will result in an indirect free kick. All indirect free kicks will be taken from the spot of the foul unless the following criteria are met
 - a. Three line violation
 - i. Indirect free kick taken from the defensive blue line where the ball crossed the third line
 - b. Contested sliding
 - i. If the foul occurred inside the attacking box, the ball will be brought to the edge of the goalkeepers box where an indirect free kick will occur
 - ii. If the foul occurred inside the defending box, the ball will be brought to the edge of the goalkeepers box as if it's a goal kick
 - ii. Defensive teams may establish a wall 5 yards away from the kick. The attacking team may not be within 1 yard of the defensive wall
- l. Goal Kicks
 - i. Goal kicks may be taken anywhere within or on the edge of the goalkeepers box
 - ii. Goal kicks are subject to the three line rule
- m. Red and Yellow Cards
 - i. Any player receiving a red card is automatically suspended from the next league game his/her team is eligible for
 - ii. Any player ejected for violent conduct or serious foul play will serve an additional two match ban

- iii. Any player who receives three yellow cards in a single season will serve a one game suspension
 - 1. Yellow card accumulation resets at the end of the regular season for each season

4. Fighting

- a. Any player judged to be fighting will be banned from the league for one calendar year
 - i. The judgement of fighting will be solely determined by the referee and the league official on hand
 - ii. The team that player was rostered to will not be allowed to replace that player for the remainder of the season
 - iii. If the player is a replacement player, the team captain will serve a one game suspension
 - 1. If the replacement player is rostered to another team in the league, he will be removed from that team and suspended for a calendar year, but the team may replace the player
- b. Any team judged to be fighting will be removed from the league for one calendar year
 - i. A team is judged to be fighting at the discretion of the referee and the league official on hand
 - ii. The team will lose their registration fee for that season
 - iii. Any team found to be fighting will be suspended from the league for one calendar year, and can not receive more than two yellow cards in their return season or be subject to another year's ban
 - iv. Players on the team judged to be fighting may not join another team for 6 months at a minimum, at the discretion of the league administration