

League Coordinator: Tyler Burnett | 425-560-6867 | tburnett@redmond.gov

Redmond Parks and Recreation Soccer League rules will be consistent with current FIFA rules except for the following modifications and clarifications. Any situations that arise during a game that are not covered in the League rules are at the discretion of the game official.

I. EQUIPMENT

- a. No metal spikes are allowed.
- b. Shin guards are REQUIRED.
- c. Prosthetic devices must be worn with the manufacturer's protective sleeve.
- d. Teams are required to wear alike colored shirts. #'s on the back of the shirts are strongly encouraged. In the event that two teams have the same color of shirt, it will be the responsibility of the home team to change to another color. Teams must carry alike-colored shirts and white shirts. If there is a duplication of color between the teams it is the responsibility of the home team to change shirts.
- e. Goalies must wear a different colored shirt "Goalie Shirt".
- f. The home team is responsible for providing the official with a game ball. The visiting team is responsible for a back up ball at the start of the game.
- g. Game balls are to be referee approved.

II. LEAGUE PARTICIPATION

- a. *Players must be 40+ years old, no exceptions, in the Men's 40 & Over League. If you are not 40 years old at the start of the game, you cannot play. If caught with a player that is not 40 years old or older, league coordinator reserves the right to forfeit the game for the offending team.*
- b. All players must register for the **Participant Code of Conduct** to play in the league. Rosters will be kept by the league coordinator. Additions to the roster must be made prior to a team's second to last scheduled game (additions after can be approved by league coordinator). *If a team is caught using a non-rostered player they are subject to forfeiture of the game and losing their returning team status in the league.*
- c. If given permission by the opposing manager, a player in the league (who has registered for the **Participant Code of Conduct**) may substitute on another team.
- d. **All players must have a WSSA player card** to play in any game. <http://www.wssa.org/REGISTER>
- e. Players may appear on only one official roster form within the league.
- f. Rosters must have a minimum of 11 players listed.
- g. Please bring your official roster to each of your games.

III. GAME PARTICIPATION

- h. **Teams MUST have at least 7 players on the field to start and finish a game.** If at any time during a game a team has fewer than 7 players present, the game will be considered a forfeit.
- i. If a team begins with fewer than 11 players, players that arrive late may participate immediately.

IV. SUBSTITUTIONS

Either team may substitute an unlimited number of players at any stoppage of play with the permission of the referee.

V. GAME STRUCTURE

- a. Games are scheduled 1 hour and 45 minutes apart.
- b. **There is a 20-minute grace period!** Teams not ready to begin play 20 minutes after their scheduled start time will forfeit the game.
- c. Each game will consist of two 45-minute halves with a 5-minute intermission.
- d. If a game starts after the scheduled start time the halves will be reduced equally to compensate for the late start.
- e. Incomplete games of less than 1 half will be rescheduled and must start from the beginning of the game. Games of over 1-half will not be rescheduled.
- f. Playoff games resulting in a tie will be decided by 'Kicks from the Mark' directly after the conclusion of the game. This process involves alternating players who are playing on the field at the end of regulation in the taking of Penalty kicks.

VI. PLAYING THE GAME

- a. **Slide tackling will be allowed.**
 - i. Slide Tackles are when you play a player, or attempt to play a player with the ball by going to the ground.
 - ii. Playing a ball while on the ground with nobody around (within 1-2 yards) is not a foul.
 - iii. GK is allowed to go to the ground to retrieve the ball as long as contact is not initiated with an opposing player.
- b. **NO GOALIE CONTACT.** Players may challenge the goalie for the ball but no contact will be allowed with the goal keeper within the penalty box. If the goalie initiates the contact then it will be called dangerous play and an indirect free kick will be awarded to the attacking team.

VII. RED CARD POLICY

- a. Two yellow cards in one game equals one red card. One red card requires you to sit out one week of play. Two red cards in one season requires you to be suspended for the balance of the season and possibly the next season, based on severity of the fouls, as determined by the League Coordinator.
- b. Three yellow cards in one season will result in a one game suspension. Anything more than three yellow cards in a season could lead to additional disciplinary action, which could result in a player being suspended for the season.
- c. If a red-carded player does not sit out their one week of play, the red-carded player will receive a second red card AND the team that he plays with will automatically forfeit their game.

VIII. STANDINGS

- a. Standings will be posted on the website, www.redmond.gov/sports
- b. Standings are determined as follows:
 1. Total Points (win=3 points, tie=1 point, loss=0 points)
 2. Head to head win loss %
 3. Head to head goal differential
 4. Fewest goals against (season)
 5. Coin flip

IX. FORFEITS/PROTESTS

- a. If a team forfeits two games during the course of one season, they will automatically be dropped from the remainder of the schedule. They will also lose their "returning team" status for the following season and paid league fees.
 1. For forfeits/cancellations teams must notify League Coordinator no later than 6:00pm the day before the scheduled game. This will give the League Coordinator time to communicate with the official's association so that the league does not get charged for a last-minute cancellation.
- b. All games that are officiated by an East King County Referees Association approved official will be considered legitimate contests. If no official is present but the teams elect to play, the results are not legitimate.
- c. Intent to protest must be made by the team manager immediately after the questioned incident. The official, and the opposing manager must be formally notified, and the intent to protest must be written in the official scorebook.
- d. Teams may not protest judgment calls.

X. PARK & CONDUCT RULES

- a. Please be cautious of other park users.
- b. Physical or verbal abuse of officials will not be tolerated. Physical abuse and excessive verbal abuse will result in the offending player and/or coach being suspended from the league pending a hearing. SEE PLAYER CODE OF CONDUCT.
- c. An ejection will result in a player being ineligible for the remainder of the current game, as well as the entire next scheduled game. The offending player must be out of sight and sound of the field.
- d. There are **NO ALCOHOLIC BEVERAGES ALLOWED ON PARK PREMISES**.
- e. Field closure information will be available after 3:30pm on weeknights. The information number is:

Grass Lawn & Perrigo Park	425-200-0076
Hartman Park	425-200-0076
- f. The winning team is responsible for reporting the scores to the League Coordinator either by phone 425-556-2379 or email at tburnett@redmond.gov by 5:00 p.m. the next business day following the match.
- g. Managers are responsible for communicating the league rules and the code of conduct to their players and spectators. Please bring a copy of the league rules and code of conduct to all games.