

Catawba Valley Adult League 8V8 RULES

- I. **MATCH LAWS All FIFA** Laws apply with the exceptions as outlined in the League Rules below. The Offsides Rule will not be enforced.
- II. **GAME LENGTH** 2 x 25 min. halves with a 3-minute halftime. In case of a tie the game will finish as a tie.
- III. **GAME TIME** Game time as scheduled is forfeit time. There is no grace period for no-show teams. League reserves the right to review circumstances of delay and override any forfeits.
- IV. **REFEREES** One referee will be assigned to each match.
- V. **SUBSTITUTIONS** Teams may have unlimited subs. Subs can be made at any stoppage of play and must always be made with Referee approval. Players enter and exit field of play at midfield of bench side.
- VI. **NUMBER OF PLAYERS** Games are played with 7 field players plus a goalie. Min. of 7; Max. of 12 players on any team's roster are allowed for the season. Minimum number of players on the field to start a game is 6. Only the players registered on the team roster are eligible to play. Players are not eligible to compete on more than one team in the same division. Teams with an ineligible player on the field will FORFEIT that match (0-3 Loss). *Goalkeepers may play on more than one team per division, but can only play in the field for one team.
 1. Eight players, one of whom shall be a goalkeeper.
 2. Minimum of SIX players needed to start and continue a game.
 3. If a team does not have SIX players to start a game, or wishes to add a player that is not a current member of their team, the following rules apply: a) The opposing team will decide if they want to accept a 3-0 forfeit win, or they can allow the opposition to add players, play out the game, and accept the final result. This must be decided before the game starts, and the decision is final. b) If a team is short on players or does not have any subs and wishes to recruit additional players from another team they must first notify the referee and also inform the opposing team. The opposing team will have the following choices i) They may agree to allow the team to recruit additional players, but accept a 3-0 forfeit win ii) They may agree to allow the team to recruit additional, and accept the final result of the game iii) They may not agree to allow additional players, and accept the final result of the game iv) Regardless of decision game will be officiated
 4. Unlimited substitutions allowed at all times during the game.
 5. Any player may change places with the goalkeeper, provided that the referee is informed before the change is made, provided also that the change is made during the stoppage of the game, and provided the new goalkeeper is wearing colors that are distinguished from the other players and the referee.
 6. Only players, substitutes and coaches (no more than 2 coaches) are allowed in the players' team bench area. A team having a nonparticipating person in the players' box will be awarded a two-minute penalty. Absolutely no spectators are allowed in the team bench area. All spectators are on the opposite side of the bench area.
 7. Once the goal differential reaches five, the losing team may add one player, if they wish, until the difference becomes less than five.

VII. PLAYER CONDUCT Players ejected from a match will leave the playing area and bench area immediately. Team will play down a player for every Red Card issued. Ejections for fighting or

attempting to strike another person will result in suspension from any further play in the League. Offensive language towards a teammate, opponent, spectator, or a referee can result in automatic red card. Protests will be entertained for rule violations only. Referee judgment is final and cannot be protested. All protests must be on the official form and include a \$50 fee (payable to the league; CVYSA) and delivered to the league administrator within 48 hrs of the game. A club official must approve any potential protest before it is submitted to the league. If you win the protest, your fee will be returned.

FOULS AND MISCONDUCT

1. All free kicks will be DIRECT free kicks. There will be no indirect free kicks.

2. Fouls

- a) Kicking or attempting to kick an opponent
- b) Tripping or attempting to throw an opponent
- c) Jumping at an opponent
- d) Charging an opponent in a violent or dangerous manner
- e) Charging an opponent from behind
- f) Charging a goalkeeper within penalty area
- g) Charging an opponent when the ball is not in playing distance
- h) Striking or attempting to strike an opponent
- i) Spitting at or on an opponent, coach, spectator or referee
- j) Holding an opponent
- k) Pushing an opponent
- l) Intentionally handling the ball (except a goalkeeper within their own penalty area)
- m) Playing in a dangerous or reckless manner
- n) Fair charging an opponent when the ball is not in playing distance
- o) Obstructing an opponent
- p) Sliding; No Slide Tackles (knee touching the turf) - exceptions for goalkeeper within his/her own penalty box.

3. Misconduct

- a) A free kick shall be awarded if he/she:
 - i. Illegal equipment
 - ii. Any major foul
 - iii. Delay of game

- iv. Unsportsmanlike conduct
- v. Encroachment
- vi. Bench misconduct
- vii. Intentionally playing after the whistle has blown
- viii. Upon arriving late to the game, enters the field of play without the referee's permission and at a time when play is not stopped.

b) A player shall be cautioned (Yellow Carded) if he/she:

- i. Persistently infringes the laws of the game.
- ii. Shows by word or action dissent at any referee decision.
- iii. Guilty of unsporting behavior.

c) A player shall be ejected (Red Carded) if he/she:

- i. Guilty of violent conduct or serious foul play.
- ii. Uses foul or abusive language.
- iii. Persists in misconduct after being cautioned.
- iv. Receives a second Yellow Card penalty.

d) Players receiving a red card must leave the facility in an orderly and timely fashion.

e) The referee may eject a player or coach for any of the above actions.

F) Any player(s) ejected will be reviewed by referee and managers to decide penalty and/or suspension.

g) Any player or team that fights before, during, or after the game will be expelled from the league and will lose their registration fees.

h) Any team that accumulates 2 forfeits in one 8-week session will be expelled from the league and will lose their registration fees.

PENALTIES FOR EJECTIONS: The following are the penalties that have been established by the league for a coach or player receiving an ejection.

(Red Card) in conjunction with any league game.

The following penalties may also be imposed on a coach or player based on the referee's report even though an ejection (red card) was not issued at the time of the incident. All suspensions are in addition to the game in which the person was ejected. All suspensions shall apply to the next physically played league game, whether or not such game is within the same season. A forfeited game, cancelled game, or postponed game is not considered a played game. Suspensions that are not served do carry over to the following year or season.

Behavior towards referee(s):

- Continuous criticism/harassment (dissent): ONE (1) Game
- Offensive, insulting or abusive language, obscene gesture: TWO (2) Games
- Assault (as defined by USSF): See section on “Special Hearing”

Behavior towards another player, a substitute, or a coach.

- Offensive, insulting or abusive language, obscene gesture; TWO (2) Games
- Inciting a fight; TWO (2) Games
- Violent conduct (as defined by USSF); TWO (2) Games
- Intention foul play where there is an obvious attempt to inflict serious bodily harm; FOUR (4) Games
- Fighting: Life Time League Bane
- Intentional foul play which results in serious bodily harm: See section on “Special Hearing”

Behavior towards a spectator.

- Offensive, insulting or abusive language, obscene gesture; TWO (2) Games
- Violent conduct (as defined by USSF); THREE (3) Games
- General misconduct - Repeated misconduct in a game; 1 Game
- Additional suspensions
- If a player is suspended a second time in the same season for any reason, two (2) additional games shall be added to the suspension.
- If a player is suspended a third time within a period of the current season plus the three preceding seasons, three (3) games shall be added to the suspension.

VIII. ADDITIONAL ADULT LEAGUE RULES

1. All players must be at least 18 years of age.
2. Field players can only play on one team per league per night. Goalkeepers are permitted to play on two teams per league per night.
3. NO OFFSIDES.
4. KEEP FEET BELOW the waist
5. Players arriving after a game has already started must get the referees permission to enter the field and may only do so during a stoppage of play. Any player who enters the field without being waved on the referee, or enters the field while play is ongoing, will be issued a yellow card.

6. Absolutely no alcohol is allowed on the field or player benches.
7. Any players that appear intoxicated or impaired may not be permitted to play by either the referee or management.

IX. SPECIAL ADULT COED RULES

1. All players must be at least 18 years of age.
2. Teams are comprised of 2 women on the field at all times. A female goalkeeper counts as one of the two females. Teams may play the game short of 2 female players. For example, a team with only one female can play with four players on the field and not forfeit the game. Teams need a minimum of one female to play.
3. In the event that only 1 female player is fielded and is issued a yellow card penalty, a man must serve her penalty. If the female player is issued a red card, their team will forfeit the game.
4. All bench penalties must be served by a male player.
5. MACHO RULE - If the referee feels that a man attempts through action or words, to threaten or intimidate a woman, the macho rule will be called and a free kick awarded.
6. Teams with out a female must play a player down. 8 vs. 7

X. FIELD DIMENSIONS

Field Dimensions: Length: minimum 70 yards maximum 80 yards Width: minimum 40 yards maximum 50 yards Markings: Center circle: 8 yard radius Corner arc: 2 foot radius Penalty area: 14 yards Goal Area: 6 yards Goals: 7 foot x 21 foot (recommended) (Penalty mark is 8 yards from the goal line)

XI. RAINOUT PROCESS In case of a rainout the following will be adhered to: 1. An Email/Text notification will go out to each respective team manager before 5 p.m. of a normal work day. 2. A note will be placed on CVYSA's website and FACEBOOK page notifying each team of the day's decision.

XII. RESCHEDULE PROCESS 1. Games will be rescheduled by each respective team and League coordinator following the guidelines set forth by CVYSA Adult League. A Google Document, or weblink of field availability, will be provided for each team to pick and choose the best time to reschedule. 2. Once the two team managers have agreed upon a time they will email League Coordinator (.). 3. Each team manager will receive an emailed confirmation within 24-48 hours of their request