



**Player Eligibility/Roster**

1. To be eligible for Adult Soccer, a player must be 16 years of age.
2. To become eligible for participation, each player must sign the official adult roster of the team he/she is playing on. A player can become eligible by signing the original team roster in person at the Branson RecPlex office during office hours (Monday through Friday, 8:00 a.m.-4:30 p.m.) or by signing the original roster in person prior to a game.
  - a. PENALTY: Teams that have not completed rosters by the due date are subject to forfeit any games played without such legal roster on file. Incomplete rosters render players ineligible, which are grounds for forfeit.
3. To be eligible for post-season play, a player must be legally registered with a team and must have played in at least 50% of their team's regular season scheduled games. If a team wins via forfeit, all players on the roster will be credited with a game played for the winning team.
4. Roster fraud will result in forfeit and/or suspension.
  - a. Players participating without having legally signed a team roster are considered ineligible and will be considered ineligible until either process is completed.
  - b. Upon legal protest, any team that uses an ineligible player will be subject to forfeiture of any game that the ineligible player has played.
  - c. Any team that puts an ineligible player on the score sheet will be subject to an administrative technical foul or suspension at the discretion of the league manager.
5. All players on a team must wear a numbered team jersey that is the same or similar primary color as the rest of the team. Beginning with the second week of scheduled games, if a team shows up to play with a member of their team that is not wearing a matching numbered jersey, a blue card will be issued prior to kick-off for each player out of uniform, but no time penalty needs to be served.
6. The league manager has the right and authority to move a team to a higher or lower division if that team is noticeable too strong or too weak for their division.
  - a. The team manager will be notified in writing and by phone in the event of such decision.
    - i. Managers and players may not protest decisions made to move their team to a new division.
    - ii. Refunds will not be granted to teams that are moved to a new division.
  - b. The team's record from the past division will carry over to the new division for seeding in the tournament.
7. Any team that wins their division, and brings back 50% of their team, will be moved up one division the next season. A team will not be forced to move up more than one division in one calendar year defined as September 1-August 31.
  - a. Ex: Team A wins the Fall 2022 Recreation Championship. Team A registers for the Winter 2023 basketball season and has 50% of the same roster from the Fall 2022 season. Team A will be placed in the next higher division.

## Game Rules

1. FIFA/IFAB rules will be followed except for rules covered in these by-laws.
2. This is a 5v5 (4 field and 1 keeper) league played on a field 85' wide x 125' long. Goals shall be 6.5'x12.5'.
3. Game time is forfeit time. The referee/game supervisor will be the official timekeeper in this situation.
4. Coin flip to determine defending sides and first possession.
5. The game will consist of two 20-minute halves with running time. If a visible clock is not available, the referee will keep official time.
6. Overtime will only be observed in the playoffs. Any game that ends in a tie after 40-minutes during regular season play will be declared a draw.
  - a. Three minutes will be placed on the clock for overtime and played in full. If the score remains tied after the first overtime period, a 3-man shootout will determine the winner.
7. Mercy Rule – The game will be terminated by Mercy Rule if the following conditions are met:
  - a. If a team is ahead by:
    - i. 10 goal difference with 10 minutes or less remaining in the second half
    - ii. 5 goal difference with 5 minutes or less remaining in the second half
  - b. Once mercy is met, the game score is finalized. Teams may continue to play without officials for the duration of the clock running.
8. The following Foul/Card Rule will be in effect (see **Misconduct** section for violations that would result in a card being issued):
  - a. After the third team foul in a half, all following fouls will result in a blue card issued to the offender. The player receiving the blue card will serve a 2-minute penalty, and the team must play a man down. At the expiration of the 2-minute penalty, or after conceding a goal, the team may play at full strength.
  - b. Any player that receives two blue cards in a game will be issued a yellow card. The player receiving the yellow card will serve a 5-minute penalty, and the team must play a man down for the full duration of the 5-minute penalty.
  - c. Any player that receives a second yellow card will be issued a red card. The player is expelled from the game, and the team must play a man-down for the full duration of the 5-minute penalty. The player expelled is subject to a 1-game suspension.
  - d. Any player that receives a red card, excluding two yellow cards, will be expelled from the game, and the team and subject to a minimum 1-game suspension.
9. Substitutions are “on the fly” including any restart.
10. A team who unnecessarily delays the game on a restart is subject to a blue card regardless of the foul count.
11. Slide tackling is not allowed. **EXCEPTION:** a goalkeeper who starts their slide inside their own box. If a defensive player attempts a slide tackle and does not contact the offensive player, a referee may play advantage at his discretion.
12. All penalty kicks, including those in playoffs, will use the “true shootout” in which a player will start at midfield and have a maximum of 10 seconds to attempt a single shot against the goal keeper. This is also known as the *Classic MLS Penalty Shoot-Out*.
13. On restarts, defensive players must be positioned no closer than 15 feet to the ball.

## **Misconduct:**

- Blue Card – 2 minute player penalty and team plays down for 2 minutes or until opponent's score.
  - Reckless Foul
  - Substitution Violation (6<sup>th</sup> player on the field interfering with play)
  - Any player who commits a fourth or subsequent team foul in a half
  - Unnecessary delay of game
  - Encroachment (within 15 feet or intentionally interfering with a restart kick) after warning
  - Intentional handling of the ball to prevent a goal scoring opportunity
  - Slide tackle without contact of an opposing player
- Yellow Card - 5 minute player penalty and team plays down for full duration of penalty
  - Game Misconduct, including dissent and aggressive behavior that is “off the ball.”
  - Slide tackle with contact of an opposing player and/or ball
  - 2 Blue Cards to the same player
- Red Card (Minor) – 5 minute time penalty, player is expelled from the game and the team must play a man-down for the full duration of the 5 minute time penalty
  - 2 Yellow Cards or any combination of 3 cards (2 blue and 1 yellow or 3 blue)
- Red Card (Major) – Player is expelled from the game and team must play a man-down for the remainder of the game.
  - Serious foul play, violent conduct, using offensive, insulting or abusive language/gestures
- **Miscellaneous notes**
  - A goalkeeper does not serve a blue card time penalty; however, the team must play man-down.
  - A blue card issued for intentional handling of the ball to prevent a goal scoring opportunity will result in a penalty kick regardless of where the infraction occurs on the playing surface.

## **Playoffs Standings and Tie-break procedures**

1. In a two-team situation, the following order will be used:
  - a. Overall W/L
  - b. Head-to-Head Results
  - c. Head-to-Head Points Differential
  - d. Overall Points Differential
  - e. Overall Points Allowed
  - f. Sportsmanship Rating
  - g. Random Draw
2. In a multi-team situation, the lowest team will be eliminated if other teams are tied and the remaining teams will start from the top of the order. The lowest team eliminated will be the lowest eligible seed.
  - a. Ex – Team A, Team B, and Team C all finish with a 3-3 intra-divisional record:
    - i. Head-to-Head, Team A is 1-1, Team B is 1-1, Team C is 0-2.
      - (1) Team C is eliminated and awarded Seed 3; Team A and Team B will restart from the top of the order.
    - ii. Head-to-Head, Team A is 2-0, Team B is 1-1, Team C is 0-2.
      - (1) Team A is awarded Seed 1, Team B is awarded Seed 2, and Team C is awarded Seed 3.
  - b. Ex – Team A, Team B, Team C, and Team D all finish with a 3-3 intra-divisional record.
    - i. Head-to-Head, Team A is 3-0, Team B is 1-2, Team C is 1-2, Team D is 1-2.
      - (1) Team A is awarded Seed 1; Team B, Team C, and Team D will restart from the top of the order.

## **3. PLAYOFF RULES**

- a. Game time for non-championship games shall be a single 20-minute half with the higher seed starting the game with kickoff. Championship game will be a full game. All other rules listed above shall apply.

### **Cancellations**

In the case of inclement weather, all decisions to cancel games will be made by the Branson Parks & Recreation Department. Notifications will be made through email to team managers, and through the Branson Parks & Recreation Facebook account [www.facebook.com/Branson.RecPlex](http://www.facebook.com/Branson.RecPlex)

### **Code of Conduct**

1. Any player or coach who verbally or physically threatens a referee, scorekeeper, or supervisor by using obscene language or repeatedly arguing and complaining with the referee, etc. will be ejected from the game and is subject to a suspension from the basketball program for the season or longer. Also, you must apply for reinstatement to the basketball program. All team managers will be held responsible for their players.
2. Fighting will not be tolerated. Spectators involved in fighting will be asked to leave the gym and could result in being barred from the gym for the remainder of the season.
3. Players who engage in fighting will be penalized as follows:
  - a. First Offense – Immediate ejection from the game and suspension from the league.
4. Any player receiving a red card must leave the facility. The game will be forfeited if a player refuses to leave the gym. The team will be notified in writing and by phone call prior to their next game of any suspensions.
  - a. When a player, coach, manager, or spectator is ejected from the gym, they have 90 seconds to leave the gym “sight and sound.” Refusal to leave the gym “sight and sound” will result in a forfeit by his/her team.
  - b. Additional games may be added to the one game suspension dependent on the severity of the offense.
5. Any player that receives three yellow cards in a season will be suspended for the next game. Subsequent yellow cards on that player will result in additional game suspensions.
6. Any player that receives two red cards in a season will be suspended for the duration of the season.
7. A team will forfeit if they receive two red cards in one game.
8. Anyone sitting with a team is considered part of the team, and can be issued a card.
  - a. Non-team members shall not be allowed on the bench. If a non-team member is issued a card, it will be put towards the team captain.
  - b. All bench personnel shall be listed on the official roster.
9. No tobacco, alcohol or controlled substances are allowed in the facility. Violation of this rule will result in the team being ejected from the league. Managers will be held responsible for their players.
10. All rule violations and judgment decisions made by the game officials will be final.
11. Team captains are responsible for the conduct of their fans/spectators in attendance.
12. Any fan or spectator who comes out of the stands onto the court to confront a game official or RecPlex staff shall be immediately expelled from the facility. This includes before, during, and after a game.
13. Any team who forfeits two games in a season will not be eligible for the playoffs. No refund will be granted.
14. The league manager in charge of the program reserves the right to issue disciplinary action, including suspensions, when deemed necessary for the overall health and benefit of the league. Disciplinary action cannot be appealed. All decisions are final.

### **Sportsmanship/Conduct Rating**

1. Sportsmanship will be rated on a 1-5 rating scale. Scorekeepers and officials will have input into the team's rating and are encouraged to uphold good sportsmanship from each participant, spectator, and team. A sportsmanship rating will be given to each team following every contest. The team rating is final, even if the game is not completed due to any circumstance.
2. In order to make the playoffs for the season, a team must finish the season with no less than a 3.75 sportsmanship rating. Any team with less than a 3.75 rating will not be allowed to participate in the playoffs and will receive no refund.

### **Miscellaneous**

1. Any rule not covered in these rules will be left to the discretion of the league manager.