



Adult Soccer League Rules

Administration:

The Liberty Parks and Recreation Department and Fountain Bluff Sports Complex supervise the adult soccer program. Decisions that are rendered by the Parks and Recreation Department are final. The National Federation of State High School Associations (NFHS) Rule Book and the Fédération Internationale de Football Association (FIFA) is the governing body of rules for our league unless superseded by specific youth soccer program rules as set forth by this league.

Objective and Goals:

The Liberty Parks and Recreation Adult Soccer program is designed to give all players, through participation in competitive games, the opportunity to learn and improve the fundamentals of the game of soccer as well as growth of social skills.

Coaches:

1. Shall, above all, have the welfare of each child as his or her main objective.
2. Must have reasonable knowledge of the game.
3. Shall act as an example of good conduct and sportsmanship to his or her team in all league matters.
4. Shall place emphasis of coaching on learning rules and fundamentals, participation, and personal enjoyment.

Rules and Regulations:

Law I – The Field of Play:

Dimensions: The field of play must be rectangular and the length must exceed the width.

Length:	minimum 100 yards	maximum 120 yards
Width:	minimum 60 yards	maximum 75 yards

Field Markings: Distinctive lines not more the five (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. There is a center circle with a ten (10) yard radius. Four corner arcs each with a two (2) foot radius.

The Goal Area: Two lines are drawn at right angles to the goal line six (6) yards from each goal post and extend six (6) yards into the field of play joined by a line drawn parallel with the goal line.

The Penalty Area: Two lines are drawn at right angles to the goal line eighteen (18) yards from each goal post and extended eighteen (18) yards into the field of play joined by a line drawn parallel with the goal line. Within each penalty area a penalty mark is made ten (10) yards from the midpoint between the goal posts

Goals: The size of the goals will be 24 feet wide x 8 feet tall.



Law II – The Ball: Size five(5).

Law III – The Number of Players: A match is played by two teams, each consisting of not more than eleven (11) players, one of which is a Goalkeeper.

Minimum number of players to start or continue a game is seven (7).

The maximum number of players on a roster should not exceed twenty (20).

Substitutions: At any stoppage with the permission of the referee and unlimited.

If the referee stops the clock for an apparent injury to a field player or goalkeeper, and a coach enters the field to check on said player, the player must come off the field.

Playing time: Teams and games will be coed.

Law IV – The Players Equipment: Conform to FIFA

Shin guards are recommended

No metal cleats

A player must not use equipment or wear anything that is dangerous to himself or another player (including any kind of jewelry).

Law V – The Referee: An official licensed referee will be assigned to each game.

Law VI – The Assistant Referees: Two (2) official licensed assistant referees will be assigned to each game.

Law VII – The Duration of the Match: The match will be divided into two (2) equal halves. There shall be a half-time interval of five (5) minutes. And two 20 minute halves.

In the event a game must be suspended because of conditions which make it impossible to continue play, the head referee or league supervisor shall declare it an official game if one complete half or more of the game has been played. If less than one-half has been played, the game will resume from point of interruption. If the game is unable to resume that day and is not considered a complete game, the game will be rescheduled and will start all over.

Law VIII – The Start and Restart of Play: Before a kick-off at the start of the match, a coin is tossed and the team that wins the toss decides which goal it will attack in the first half of the match or if it would like to start with the ball.

Kick-off: All players must be in their own half of the field of play. The opponents of the team taking the kick-off are at least 10 yards from the ball until it is in play. The ball must be stationary on the center mark. The ball is in play when it is kicked and moves forward. The kicker must not touch the ball again until it has touched another player.

Law IX – The Ball In and Out of Play: The ball is out of play when it has completely cross line. The ball is in play at all other times.



Law X – The Method of Scoring: Ball must completely cross goal line between post and beneath crossbar to be a goal.

Law XI – Offside: In accordance with FIFA, it is not an offense in itself to be in an offside position. A player is in an offside position if he is nearer to his opponents' goal line than both the ball and the second-last opponent.

A player in an offside position is only penalized if, at the moment the ball touches or is played by one of his team, he is, in the opinion of the referee, involved in the active play by interfering with play, interfering with an opponent, or gaining an advantage by being in that position.

Law XII – Fouls and Misconduct: Conform to FIFA.

Law XIII – Free Kicks: Free kicks are either direct or indirect. The ball must be stationary when the kick is taken and the kicker must not touch the ball again until it has touched another player. Opponents must be ten (10) yards away from the ball until it is in play.

Law XIV – The Penalty Kick: A penalty kick is awarded against a team that commits one of the ten offences for which a direct free kick is awarded, inside its own penalty area and while the ball is in play. The defending goalkeeper must remain on his goal line, facing the kicker, between the goalposts until the ball has been kicked. The players other than the kicker must be located outside the penalty area.

Law XV – The Throw-In: A throw-in is awarded to the opponents of the player who last touched the ball when the whole of the ball crosses the touch line. A goal cannot be scored directly from a throw-in. At the moment of delivering the ball, the thrower must face the field of play, has part of each foot on the line or on the ground outside the line, hold the ball with both hands, and delivers the ball from behind and over his head.

Law XVI – The Goal Kick: A goal kick is awarded when the whole of the ball passes over the goal line having last touched a player of the attacking team and a goal is not scored. The ball is kicked from any point within the goal area by a player of the defending team. Opponents remain outside the penalty area until the ball is in play. The kicker must not play the ball again until it has touched another player. The ball is in play when it is kicked directly out of the penalty area.

Law XVII – The Corner Kick: A corner kick is awarded when the whole of the ball passes over the goal line having last touched a player of the defending team, and a goal is not scored. The ball is placed inside the corner arc nearest to the point where the ball crossed the goal line. Opponents must remain 10 yards from the arc until the ball is in play. The ball is in play when it is kicked and moves. The kicker must not play the ball again until it has touched another player.

Law XVIII – Slide Tackling: Referees are instructed to issue caution to players attempting slide tackles from behind. While slide tackles from the side/front are permitted, referees are nonetheless instructed to consider the safety of the players first. Therefore, even a successful slide tackle that includes excessive physical or reckless contact shall merit either a caution or send-off. 'Getting the ball first' does not equate to a successful slide tackle.



Sportsmanship:

Team members, coaches, and spectators shall exhibit appropriate behavior towards other players, officials, and spectators. Unsportsmanlike conduct from team members and/or associates including spectators will result in being carded accordingly and action taken such as:

1. Player or coach ejection from the game.
2. Player or coach ejection from the league.
3. Player or coach suspension.
4. Forfeit of game.

* An official should not directly interact with a fan that is being unsportsmanlike. Every effort to control the fan should go through that team's head coach. If cooperation does not take place from that head coach, then the official may take action such as head coach ejection and then if the fan continues, a forfeit of the game is well within the rules.

During the game, the officials do have the authority to eject players or coaches. The LPR department has the final authority on determining the duration of the suspension or other penalty. Any player or coach ejected from the game must leave the playing area. Failure to do so may result in forfeiture of the game.

Card Accumulation

Yellow Cards

1. Any player with 2 yellow cards in consecutive games cannot play the next game.
2. Any player with 3 or more non-consecutive cards cannot play the next game.
3. Two yellow cards in the same game means an immediate red card.

Red Cards

1. Red card product of two yellow cards: 1 game
2. Red card for professional foul: 1 game
3. Immediate red card for dangerous play: 2 games
4. Red card for insulting referee or other players: 2-3 games
5. Red card for violent conduct, fighting or trying to physically attack another player: lifetime ban.

Weather:

The official/supervisor has final say on whether a game will be temporarily suspended or postponed due to weather conditions or poor field conditions – once he or she arrives on the field. If lightening is in the immediate area, the game shall be suspended immediately. Everyone should be instructed to take shelter and the official can monitor the situation and determine whether the game should play on. In case of heavy rain, play should be suspended and possibly postponed due to the amount of rain. If field conditions become extremely poor and children are at risk of injury, then play should be postponed. If the playing weather is horrible such as cold, rain, mud, high winds, tornado warnings etc... then play should be postponed. Finally, if the weather is warm and there is a light to moderate rain falling, it is possible to keep playing. Remember, this decision to play or not to play rests with the official/supervisor working the game and his or her call can NOT be disputed. The official/supervisor will always have the safety of the children in mind when making their decision.

For a more detailed version of our weather policy, please visit our website at:

<http://www.ci.liberty.mo.us/index.aspx?NID=2167>

Weather Line: 816-735-4700 or www.rainoutline.com