

Federal Triangle Soccer Club  
FTSC Summer of Freedom League 2010

The objective of the League is to have fun! These rules will keep the games safe, fair, and fun for everyone.

Short rules summary and important points:

Games are **9v9**. 6 players are required to start or continue a match. A maximum of **6** players of a particular gender are permitted on the field at a time. Substitutions are unlimited, and may occur before a kickoff, goal kick, own throw-in, or opposing throw-in if opponents are also substituting, and may occur when play is stopped for an injury, caution, or send off.

Games are played as **two 25 minute halves**, with no more than 5 minutes for halftime. A 5 minute grace period is permitted, but the referee will start the clock at the scheduled kickoff time.

**All jewelry is prohibited.** This includes all piercings, bracelets, and necklaces. Covering jewelry with tape is **not** sufficient.

**Smoking and consumption of alcoholic beverages are prohibited** (this is a condition of using Bell field, and we do not want to lose the privilege of playing at this location).

Players, substitutes, coaches, and spectators **must behave in a responsible manner.**

Irresponsible behavior will not be tolerated; this includes but is not limited to

- using abusive or degrading language, including racist and sexist comments,
- verbally or physically threatening or assaulting anyone,
- entering the field of play except for substitution or injury and with the prior permission of the referee,
- harassing the match officials (including referees and the field marshal),
- disputing or attempting to influence the referee's decisions.

Teams will be held responsible for the conduct of their spectators.

No offside, but cherry picking is not allowed.

No slide tackles.

Federal Triangle Soccer Club  
FTSC Summer of Freedom League 2010  
— Rules —

The objective of the League is to have fun! These rules will keep the games safe, fair, and fun for everyone.

Games will be played according to the *Laws of the Game* as published by FIFA,<sup>1</sup> except where modified as follows:

Law 1 - The field of play

- 1.1 The length of Bell field is 90 yards. The width is 55 yards.
- 1.2 All other markings of the field are unchanged.

Law 2 - The ball

- 2.1 The home team (listed first on the schedule) must provide a match ball that is acceptable to the referee. If the home team does not have an acceptable ball, the referee may ask the visiting team to provide a ball.

Law 3 - The number of players

- 3.1 Each team may have a **maximum** of **9** players, one of whom must be a goalkeeper. A goalkeeper may be male or female.
- 3.2 A **minimum** of **6** players are required to start or continue a match. If a team has fewer than 6 players able to play (for example, because of injuries or red cards), the match will be abandoned. The Disciplinary Committee will evaluate an abandoned game, and will declare a forfeit and record a score of 3-0 if a team is unable to field the minimum number of players. If neither team has the minimum number of players, both teams will be declared forfeit and the score recorded as 0-0. The teams may elect to play a scrimmage; the results of a scrimmage do not count in the standings.
- 3.3 A **maximum** of **6** players of each **gender** are permitted on the field at a time. If a team does not have enough players of a particular gender, the team may play short. At the option of the opposing team captain, this rule may be suspended.
- 3.4 Rosters
  - 3.4.1 The League will provide a roster for each team. Only players listed on the roster may play for a team. A field marshal will check that only properly rostered players participate.
  - 3.4.2 If a team does not have at least 9 players and 2 substitutes of each gender, that team may add guest players to the roster for that game. A team may only use guest players to achieve 9 players and 2 substitutes of each gender. Guest players who start a game with a team may continue to play even if regular players arrive late. A guest player must be a player on another League team or a member of FTSC (to assure the player is covered by League insurance). A player may play for no more than 2 teams on a given day.
- 3.5 An unlimited number of substitutions are permitted; a substituted player may re-enter the match an unlimited number of times.
- 3.6 A team may substitute when play is stopped at the following times:

- 3.6.1 before a kickoff (i.e. after a goal, at halftime)
- 3.6.2 before a goal kick
- 3.6.3 before a throw-in to be taken by a teammate
- 3.6.4 before a throw-in to be taken by an opponent, provided the opponent's team also chooses to substitute at that time
- 3.6.5 when play is stopped to attend to an injured player (both teams may substitute an unlimited number of players)
- 3.6.6 when play is stopped to caution or send off a player (both teams may substitute an unlimited number of players)
- 3.7 The referee must be informed before any substitution takes place. The substitute becomes a player when he enters the field of play after receiving permission from the referee.

#### Law 4 - The players' equipment

- 4.1 Shin guards that provide adequate protection, covered by socks, are required to play.
- 4.2 **All jewelry is prohibited.** This includes all piercings, bracelets, and necklaces. Covering jewelry with tape is **not** sufficient.
- 4.3 Jerseys with numbers will be provided by the league. The field marshal will have spare pennies in case there is a color conflict.

#### Law 5 - The referee

- 5.1 The referee files a full match report after each game. Pre-filled match reports for each game will be available from the field marshal. Match reports will include the following:
  - the final score
  - the name/number of goalscorer(s) and minute of goal (the field marshal and team captain can assist with correct identification)
  - the name/number of players cautioned (yellow card), minute, and reason
  - the name/number of players sent off (red card), minute, and reason
  - a sportsmanship rating for both teams
  - a separate supplementary report is required when a player is sent off (red card), a player is seriously injured, the match is suspended, abandoned, or terminated, there is any other unusual incident.
- 5.2 The decisions of the referee regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final.<sup>1</sup>
- 5.3 Substitutes, coaches, and spectators must behave in a responsible manner.<sup>3</sup> Irresponsible behavior will not be tolerated; this includes but is not limited to
  - using abusive or degrading language, including racist and sexist comments, verbally or physically threatening or assaulting anyone,
  - smoking tobacco products or consuming alcohol,
  - entering the field of play except for substitution or injury and with the prior permission of the referee,
  - harassing the match officials (including referees and the field marshal),
  - disputing or attempting to influence the referee's decisions.If there is interference by spectators or other outside agents, the referee will stop the match; if the interference can not be resolved, the referee will terminate the match and submit a full report to the Disciplinary Committee. Teams will be held responsible for the conduct of their spectators.

- 5.3 If there is lightning, referees will follow the "30-30" rule: 30 seconds = 30 minutes. If lightning is observed and thunder is heard within 30 seconds, the match will be suspended for at least 30 minutes. The match may not be resumed until 30 minutes after the last flash of lightning or sound of thunder.
- 5.4 Before the match begins, the Assignor, Commissioner, field marshal or referee may cancel a match if field conditions are unsafe. After the match begins, only the referee may abandon or terminate a match if field conditions become unsafe (e.g. lightning, standing water on the pitch, extreme heat).
- 5.5 If an assigned referee does not show, the teams may agree to use another person to officiate a match. If the teams can not agree on a replacement referee, or whether to count the game in the standings, then the teams may play a scrimmage. A scrimmage will not count in the league standings.

#### Law 6 - The assistant referees

- 6.1 Assistant referees will not be used for these games.

#### Law 7 - The duration of the match

- 7.1 The match lasts two equal periods of 25 minutes. The half-time interval must not exceed 5 minutes.
- 7.2 The length of the match may be shortened by the League or the referee, or by mutual agreement of the team captains prior to the start of the game.
- 7.3 If a match is temporarily stopped or suspended for any reason, the referee will adjust the remaining time so it does not interfere with a subsequent match (or the end of a field's availability)
- 7.4 Allowance for time lost is at the discretion of the referee, provided it does not interfere with the start of a subsequent match.
- 7.5 An abandoned or terminated match will be reviewed by the Disciplinary Committee. In most cases, the Committee will record the score as final if at least one half of the match has been completed. However, after review, the Committee may chose to award a forfeit to one or both teams, or order the match replayed in its entirety, or order the match replayed from the point where it was abandoned or terminated.

#### Law 8 - The start and restart of play

- 8.1 Games must start on time. If a team does not have enough players to start, the clock will be started at the designated kickoff time. As soon as the team has the minimum number of players, play must begin. If a team can not field the minimum number of players within 5 minutes, the match will be abandoned.

#### Law 9 - The ball in and out of play

- 9.1 No change.

#### Law 10 - The method of scoring

- 10.1 No change.

#### Law 11 - Offside

- 11.1 The offside law will not be enforced.

11.2 "Cherry picking" (loitering near an opponent's goal when no other opponents, other than the opposing goalkeeper, are nearby) is not permitted. In the event a player who is obviously "cherry picking" interferes with play,<sup>2</sup> interferes with an opponent,<sup>2</sup> or gains an advantage from being in that position,<sup>2</sup> the referee will award an indirect free kick to the opposing team from where the offense occurred.

## Law 12 - Fouls and misconduct

### 12.1 Fouls

12.1.1 Slide tackles are not permitted.

12.1.1.1 A slide tackle is defined as a slide (when the knee makes contact with the ground while sliding with one or both feet) with a tackle (challenging an opponent for the ball). Sliding when no opponent is nearby is permitted, as this is not a "tackle." Goalkeepers may dive for a ball; however they may not slide feet first.

12.1.1.2 The referee will award an *indirect* free kick to the opposing team when a player commits a slide tackle that does not otherwise violate Law 12.<sup>1</sup>

12.1.1.3 Note that the opposing team is awarded a *direct* free kick if a player tackles (sliding or not) an opponent in a manner that is careless, reckless, or using excessive force.<sup>1</sup>

12.1.1.4 A player who commits a reckless<sup>2</sup> tackle should be cautioned (yellow card).

12.1.1.5 A player who commits a tackle with excessive force<sup>2</sup> or who endangers the safety of an opponent<sup>2</sup> must be sent off (red card) for serious foul play.

12.1.2 Referees will be instructed to protect goalkeepers.

12.1.2.1 The referee will award a direct free kick to the opposing team when a player carelessly, recklessly, or with excessive force pushes or tackles a goalkeeper.

12.1.2.1 The referee will caution a player who recklessly tackles a goalkeeper, this includes any time a goalkeeper has the ball in his hands.

### 12.2 Misconduct

12.2.1 A player who is cautioned may be substituted, but this is not required.

12.2.2 A player who is sent off and shown the red card must leave the field and its vicinity and may not be replaced.<sup>1</sup> The maximum number of players of that gender is reduced. (e.g. if a male player is sent off, the team can not replace a female player with a male player because the maximum number of male players is reduced from 6 to 5)

### 12.3 Suspensions

12.3.1 A player who accumulates three (3) cautions (yellow cards) in three matches must not play in the next match. If a player is cautioned twice in the same match (and thus sent off and shown the red card), neither caution will be considered for the purposes of accumulation.

12.3.2 A player who is sent off (red card) for any reason must not play in the next match at a minimum.<sup>1</sup>

12.3.3 A player who is sent off (red card) for serious foul play<sup>1,2</sup> must not play in the next two matches at a minimum.

12.3.3 A player who is sent off (red card) for violent conduct<sup>1,2</sup> must not play in the next three matches at a minimum.

- 12.3.4 A player who is sent off (red card) for any reason in three games will be suspended for the remainder of the season.
- 12.3.5 A coach or team official who is expelled by the referee for any reason must take no part in that team's next match.
- 12.3.6 The Disciplinary Committee will review reports of all players sent off and coaches expelled, and may chose to *increase* the suspension above the minimum.

Law 13 - Free kicks

13.1 No change.

Law 14 - The penalty kick

14.1 No change.

Law 15 - The throw-in

15.1 No change.

Law 16 - The goal kick

16.1 No change.

Law 17 - The corner kick

17.1 No change.

League Standings & Championship

18.1 Standings

18.1.1 A team receives 3 points for a win, 1 point for a tie, and 0 points for a loss or forfeit during a regular season game

18.1.2 Tiebreakers:

1. Most points in head-to-head competition (if only 2 teams tied)
2. Highest average sportsmanship points
3. Fewest forfeits during the regular season
4. Most goals scored  
(a max differential of 3 goals per game, goals scored minus goals allowed)
5. Highest goal differential across all games  
(goals scored minus goals allowed, max differential of 3 per game)
6. Fewest goals allowed (no maximum)
7. Fewest players sent off (red cards) during the season
8. Fewest players cautioned (yellow cards) during the season
9. Drawing of lots

If more than two teams are tied, tiebreakers begin with #2 and continue until one team is eliminated. After one team is eliminated, the remaining teams begin at #1 and progress through all tiebreakers.

18.2 Playoffs format – *to be determined*.

Miscellany

19.1 Each team captain should submit to the field marshal a sportsmanship rating for their opposing team after each game.

- 1 – “very poor sports” – multiple instances of dissent, more than two cards, bickering with opponents, etc.
- 2 – “poor sports” – bickering with teammates, one or two cards, little dissent
- 3 – “decent blokes” – about what you would expect, nothing bad
- 4 – “friendly” – a few good sports on the team, would join them for drinks post-game
- 5 – “Miss Congeniality” – entire team made the game safe, fair, and FUN!
- x – n/a – no sportsmanship rating given (e.g. forfeit)

The sportsmanship ratings from opposing captains and referees will be averaged. An award will be given to the team with the highest average sportsmanship points at the end of the season.

- 19.2 Each team captain should rate the referee assigned to their game, and submit this rating, along with any comments, to the field marshal following the game. Ratings and comments will be reviewed by the Director of Referee Development for inclusion in training.
- 19.3 A protest must be submitted to the League Commissioner within 48 hours of the conclusion of the match being protested. A money order for \$50 must be submitted as a protest fee. If the protest is upheld, the fee will be returned. Facts connected with play (including whether a foul should or should not have been called and whether or not a goal was scored) may **not** be protested. Protests will be heard for ineligible players, or misapplication of a Law or rule, or if a player sent off was incorrectly identified.

### **Links and supplementary information**

<sup>1</sup> *Laws of the Game* (English) – Full text of the Laws as written by the International Football Association Board (IFAB) and published by the *Fédération Internationale de Football Association* (FIFA).

<http://www.ussoccer.com/Referees/Laws-of-the-Game.aspx>

<sup>2</sup> *Interpretation of the Laws of the Game and Guidelines for Referees* – Additional information provided by IFAB and FIFA, which includes definitions of some terms found in the *Laws*.

<http://www.ussoccer.com/Referees/Laws-of-the-Game.aspx>

<sup>3</sup> US Soccer Referee Directives – Points of emphasis and instructional materials for referees provided by the US Soccer Referee Department.

<http://www.ussoccer.com/Referees/Referee-Development/Directives.aspx>

## **Definitions, Roles, and Responsibilities**

FTSC Summer of Freedom League (“League”) – An eight week league and playoffs composed of eight co-ed teams.

League Commissioner (“Commissioner”) – Chief executive officer of the League. Appointed by the FTSC Board on the advice of the FTSC President.

League Committee – Standing committee composed of any number of members who are responsible for administration of the League.

Director of Referee Development – Appointed by FTSC Board on advice of the Commissioner. Responsible for planning and execution of referee program, which will include training and mentoring.

Disciplinary Committee – Composed of 5 members plus 2 alternate members who serve when a member has a conflict of interest. Meetings may be in private and/or via teleconference, with 4 members constituting a quorum. The League Commissioner and Director of Referee Development are ex officio members of the Disciplinary Committee. Other members and alternates are appointed by the FTSC Board on the advice of the League Committee. The Disciplinary Committee must review all supplementary reports submitted by referees, including reports of players sent off (red card), as well as games that are suspended, abandoned, or terminated, as well as any other unusual incidents. The Disciplinary Committee reviews all protests. At the direction of the Commissioner, the Disciplinary Committee may open an investigation into any other aspects of player, coach, spectator, team or referee misbehavior. The Disciplinary Committee has the authority to solicit reports from other parties involved. Decisions of the Disciplinary Committee may include the following:

- Levy a suspension, fine, and/or ban against player, coach, or participant. No individual fine shall exceed \$50, and no ban shall exceed 2 years.
- Alter the result of a match and/or declare one or both teams in a match forfeit.
- Add or subtract points for a team.
- Levy a fine and/or ban against a team. No team fine shall exceed \$50, and no team ban shall exceed 2 years.

Decisions of the Disciplinary Committee are final and may not be appealed.

Field Marshal – Appointed to each game by the League Commissioner. Sets up and/or takes down field equipment. Keeps the binder with rosters and match reports. Checks in players before the game. Confirms the match report with the referee following the game.

Assignor – Appointed by FTSC Board on advice of the Commissioner. Schedules referees and Mentors to games. May not be a member of the Disciplinary Committee.

Team Captain – A team leader who can represent the team (for example, at the coin toss). The captain has no special rights or duties under the *Laws of the Game*, but does bear a degree of responsibility for the team.