

**SPORTS OPERATIONS
of AMERICA**



ADULT SOCCER RULES

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Adult Soccer Rules

Sports Operations of America is committed to providing an exemplary soccer experience. This is accomplished by the enforcement of the following rules:

1. ROSTER

Players are required to register before playing in a season game. Players are not allowed to register after the season's seventh game. Player registration fee is nonrefundable. Players are required to have played at least 3 season match games for the privilege of participating in playoffs. Guest players can play season games by paying a \$3-\$5 temporary permit. Permits are nonrefundable and expire on the issuing date. Any team found playing an unregistered player without a permit will result in a forfeit. **ALL PLAYERS MUST SIGN SPORTS OPERATIONS OF AMERICA'S OFFICIAL WAIVER (17 & YOUNGER PLAYERS MUST ALSO RECEIVE A PARENT OR GUARDIAN SIGNATURE) AND BECOME *SPORTS OPERATIONS OF AMERICA VERIFIED* © BEFORE BEING ALLOWED TO PLAY – NO EXCEPTIONS.**

* Players can switch teams by paying a \$25 transfer fee.

* Players can play in different divisions during the same season.

2. SUSPENSIONS

Players will receive a red card, a \$15 fine, and a 1 game suspension for any verbal abuse made to a referee (including but not limited to offensive, insulting, or abusive language.), charging or pushing an opponent with both hands, or threatening to hurt another player. Players will receive a red card, a \$20 fine, and a 2 game suspension for touching a referee in a threatening way (including but not limited to finger pointing anywhere on body, pushing, arm grabbing, or slapping a card from a referee's hand.), and any abusive language made to a staff member. Players will receive a red card, a \$50 fine, and a 3-game suspension for any racial abuse or a deliberate foul play. Players will receive a 6-month suspension and a \$100 fine for any retaliation fighting (including but not limited to kicking, punching, or spitting), and touching a referee in a violent manner, making violent threats, accumulating 3 Red Cards within the same season. Players will receive a 1-year suspension and a \$200 fine for violent conduct (including but not limited to fighting, kicking, punching, or attempts to hurt another individual), spitting on another individual, hitting a referee. Any team found having played any suspended player will result in a forfeit.

*NO FIGHTING. No warnings will be given. All offenders will receive a 1-year suspension.

3. SEASON & PLAYOFFS

Season schedule will be published on the first week of the season (however, the schedule may be adjusted throughout the season). Each season is 10 weeks long, followed by 2 weeks of playoffs. The top four teams of the season will advance to playoffs. The lower ranked team in the top four will compete with the highest ranked team. Season point tiebreakers will be broken in the following order

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(1) goal difference, (2) goals for, (3) goals against, or (4) LIVE drawing. A penalty shootout will directly take place if a semi-final game is finished with a draw.

4. REFEREES

All decisions made by the referee are final. All players entering the field must receive permission by the game's assigned referee.

5. UNIFORMS

A team is required to have their players wear matching uniforms. Matching jerseys (no t-shirts allowed) are required and must be numbered. All teams must fulfill this requirement no later than game 3. Shorts and socks must at least be of similar color. The visiting side team will wear pennies/bibs if opposing team has a similar or same colored jersey.

6. SUPPORTERS

Supporters will be asked to leave the facility if they enter the field during a live game. Supporters will be asked to leave the facility if they disrupt an opponent during a live game. Supporters will be asked to leave the facility if they use inappropriate language or make inappropriate gestures.

7. SERVICE MEMBER TEAM (SMT)

A Service Member Team (SMT) receives accommodation, including, but not limited to pricing, scheduling, and the official rules. A team can only be designated as a SMT by the league's General Manager. A SMT must abide by the following rules and the requirements listed below:

- a. Verification – Each player registering as an active military player must present a U.S. military ID card to league coordinators for verification. Failure to verify a player(s) may result in a playoff disqualification.
- b. Season Scheduling – A SMT may only play up to 2 official season matches in one given day.
- c. Roster – A SMT must meet the league's roster requirements.
*Non-military player – A player that is not currently serving in the United States Armed Forces.

8. 11v11 SEASON & PLAYOFF GAME LAWS

Sports Operations of America's game laws follow those prescribed in FIFA. While this may be true, the following laws have been altered:

- a. Roster – Teams are permitted to register up to 23 players in a season. SMTs are permitted to register up to 28 players in a season. SMTs are only permitted to have up to 23 players in attendance for an official match. A SMT must have at least 20 players rostered that are actively serving in the United States Armed Forces at time of registration and playoffs. A SMT can only register up to 4 non-military players.
- b. The Number of Substitutions – Unlimited substitutions are permitted during a match. Players subbed out can reenter the field.
- c. Forfeit – Teams must always have no less than 7 players on the field during the match period. Any failure to have at least 7 players to show-up will result in a forfeit. Each team is privileged a 10-minute grace period from the scheduled time to field the field with at least 7 players. The team that wins by default will add 3 points to their season standing and 3 goals to their season

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goal count. Teams that forfeit will be fined \$150. Teams must provide at least a 2 week notice to avoid the \$150 fine.

- d. Duration of the Match – Season and playoff matches have a match duration of 80 minutes (two 40-minute halves). Duration of match may be shortened due to uncontrollable reasons including but not limited to poor weather conditions or if aggressive game activity becomes dangerous.
- e. Extra Time – A 20 minutes extra time (two 10-minute extra halves) will be played if a *Final* ends in a draw. A penalty shootout will take place if extra time ends in a draw.
- f. Field Size – Field size may at times be slightly different from a FIFA sanctioned field.
- g. Referee – One referee will be assigned for each season game. Three referees will be assigned for playoff games; one center referee and two linesmen.

9. 7v7 SEASON & PLAYOFF GAME LAWS

- a. Roster – Teams are permitted to register up to 15 players in a season. SMTs are permitted to register up to 18 players in a season. SMTs are only permitted to have up to 15 players in attendance for an official match.
- b. The Number of Substitutions – Unlimited substitutions are permitted during a match. Players subbed out can reenter the field.
- c. Forfeit – Teams must always have no less than 4 players on the field during the match period. Any failure to have at least 4 players to show-up will result in a forfeit. Each team is privileged a 10-minute grace period from the scheduled time to field the field with at least 4 players. The team that wins by default will add 3 points to their season standing and 3 goals to their season goal count. Teams that forfeit will be fined \$80. Teams must provide at least a 2 week notice to avoid the \$80 fine.
- d. Duration of the Match – Season and playoff matches have a match duration of 50 minutes (two 25-minute halves). Duration of match may be shortened due to uncontrollable reasons including but not limited to poor weather conditions or if aggressive game activity becomes dangerous.
- e. Extra Time – A 14 minutes extra time (two 7-minute extra halves) will be played if a final ends in a draw. A penalty shootout will take place if extra time ends in a draw.
- f. Slide Tackling – Slide tackling is strictly prohibited. Slide tackling will result in a yellow card for the offending player.
- g. Halfway Line Rule - Keeper cannot kick the ball over the half-way line with a goal kick. Keeper can't throw the ball over the halfway line when the ball is in play.
- h. Freekicks – Defending players must stand at least 5 feet away from the shooting point during a freekick.
- i. No Off-sides – No off-sides.
- j. Penalties – Players shooting a penalty may only take up to 1 step before kicking.
- k. Yellow Cards – A player that receives a yellow card will be disciplined a 2-minute timeout. Players in timeout must receive permission from the game's assigned referee before entering the field.
- l. Field Size – Field size may at times be slightly different.
- m. Referee – One referee will be assigned for each season game and semi-final games. Two referees will be assigned for final games; one center referee and one assistant referee. The assistant referee will monitor substitutions and serve other requests made by the center referee.
- n. Goal Size – Goal size may at times be slightly different. Goal sizes can vary from 12 feet wide by 6 feet tall to 18 feet wide by 8 feet tall.

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