

# City of Chino Hills Adult Soccer

## Rules and Regulations

**Revised Fall 2021**

The City of Chino Hills Adult Soccer League adopts the rules as stated by the Federation International De Football Association (FIFA), except where the City of Chino Hills' rules modify or supersede those rules, as outlined in this document.

### **Objective:**

To provide a family-friendly, safe and enjoyable environment for all levels of soccer participants who wish to participate in an organized, recreational program, emphasizing sportsmanship and fair play.

### **Liability:**

The City of Chino Hills, game officials, employees and/or agents are not liable for injuries, losses, and/or damages to a person or property occurring from their participation in the Adult Soccer Program.

### **League Fees:**

League fees cover the cost of one (1) season.

- Priority Registration
  - Resident: \$55
  - Non-resident: \$70
- Open Registration
  - Resident: \$65
  - Non-resident: \$80

**NOTE:** Returned checks result in an additional insufficient funds fee. Players are not allowed to play until full payment is made to the City of Chino Hills.

### **Refunds:**

A refund request form must be filled out and turned into the Grand Ave Park sports office by the conclusion of the third (3<sup>rd</sup>) game of the season. A \$5 processing fee per player will be deducted from all requested refunds and/or household credits.

**DISCLAIMER:** The City of Chino Hills reserves the right to terminate or alter a game, discipline or suspend a player and/or coach for any action against the league or its participants, for the purpose of maintaining a safe and secure atmosphere at all times.

## **Rosters:**

- 1) Teams must register a minimum of eleven (11) players to **secure a spot** in the league. Players may register for one (1) team per division.
- 2) Teams must register a minimum of thirteen (13) players or a maximum of twenty-two (22) players before the conclusion of the third (3<sup>rd</sup>) game of the season.
- 3) **Team rosters become final before the conclusion of the third game of the season, unless the Hardship Rule applies.** Roster changes must be submitted to the Grand Avenue Park sports office prior to any new players taking the field. The Community Services Coordinator or Recreation Specialist will approve or deny all requested roster changes.
- 4) Players will NOT be permitted to play without showing a **valid photo I.D.** (confirming address and birthdate) and **jersey number** at the check-in table prior to the start of each game.
- 5) **Hardship Rule:**  
**Men's and Women's 30+ League:** Any team that has their official roster drop to 13 or less players after the third game may be allowed to add players to a maximum of 16 on the roster.

**Coed 30+ League:** Any team that has their official roster drop to 4 females or less are allowed to add additional female players to a maximum of 6 on the roster. An official roster that drops to 7 males or less are allowed to add additional male players to a maximum of 9 on the roster.

- All roster changes made under the Hardship Rule must be approved by the Community Services Coordinator or Recreation Specialist prior to the next game.
- Any players dropped under the Hardship rule are eligible to receive a refund. Added players will be required to pay league fees in full.
- Request to qualify for the Hardship Rule must be submitted to the Community Services Coordinator or Recreation Specialist 3 business days prior to the next scheduled game. If approved, all additional players must register before the next scheduled game.
- Managers may exercise the Hardship Rule this procedure once per season and no Hardship Rule request will be accepted after the eighth game of the season.

6) **Men's and Women's 30+ League Roster:**

Teams may roster **two** (2) players under 30; must be **18** years of age or older by the first game (1<sup>st</sup>) of the season. All other players must be 30 years of age or older by the first game of the season.

**Ineligible Players:**

- If an opposing manager suspects an illegal or ineligible player on the field, they must **notify City staff** immediately. Referees will not remove questionable player(s) until directed by staff. Play and game clock do not stop during the questioning and/or removal of illegal or ineligible player.
- For verification, the player in question must be a registered player on their team's roster and show proof of identification with a valid photo I.D.
- In the event the player cannot prove their identity when requested, the player will be removed from the game and remain out until verification is provided. If the player is deemed ineligible, the game will be forfeited and further disciplinary action will be taken against the player and team.
- First offense will result in a forfeit of that game along with a forfeit of the next scheduled game. Second offense will lead to a team's dismissal from the league.
- If staff verify the player in question is a legal player, play will resume.

**Game Time:**

- 1) Games consist of two, forty (40) minute halves, running time for all divisions. Halftime will not exceed 10 minutes in length unless altered by the game officials.  
**Game officials are the official timekeepers.**
- 2) Lights at Grand Avenue Park must be turned off no later than 10 p.m. Due to this time restriction, game delays are not allowed for any of the following reasons:
  - Substitutions
  - Wasting time
  - Injury to a player(s), unless granted by an official
  - Removal of injured player(s) from the field of play for treatment, including the use of EMS

- 3) Team captains, game officials and City staff are required to meet at the center circle for a coin toss five (5) minutes before game time. **Both teams must remain on their respective sidelines.**
- 4) Home team will provide three (3) game balls to be approved at the center circle meeting five (5) minutes before the game.

**Forfeits:**

- 1) If either team is not on the field ready to start the match at the scheduled time, the referee will start their watch. A team may play with a minimum of seven (7) players.
- 2) If a team does not have seven players on the field ready to play, the ***grace period*** will begin. Teams will be given a ten (10) minute grace period by the game officials. **Grace period time is deducted from playing time.** If either or both teams are not ready to play after the grace period has expired, the game will be forfeited.
- 3) The forfeiting team will lose the match with a score of 2-0. If both teams have less than 7 players at the end of the grace period and/or are not ready to play, then the game will be declared a double forfeit with a score 0-0. Neither team will receive points in the standings and both teams will be charged with a forfeit fee.
- 4) If a team is unable to play, they must notify the Grand Ave Park sports office by **TELEPHONE at least 24 hours in advance of the scheduled game.** They will receive a “NO CONTEST” bye and will not be charged a forfeit fee. A “**NO CONTEST**” is recorded as a loss, and the forfeiting team will lose the match with a score of 2-0.

**Forfeit Fee:**

- 1) A team’s first forfeit of the season will result in a \$25 team fee. Every forfeit after results in a \$50 team fee.
- 2) The forfeit fee must be paid before the team’s next scheduled game. If the forfeit fee is not paid, the team will forfeit the next game and be charged with an additional forfeit fee.
- 3) Teams with two (2) or more forfeits will be removed from playoff contention.

**Standings:**

- 1) A win is awarded three (3) points, a loss is rewarded zero (0) points and a draw is worth one (1) point.
- 2) In the event of a tie in the standings, the following ties breaker(s) will be used:
  1. Head-to-head record between tied teams

2. Goal differential between tied teams
  3. Fewest goals allowed during season
  4. Goal differential during season
- 3) If at the end of the season team's finish with an uneven amount of games played, overall win percentage is used to determine standings. In this case, each tie is awarded a half-win toward their overall win percentage.

### **Cap Rule**

- The final score will be capped by a difference of five (5) goals (ex: 2-7, 10-5)

### **Playoffs (if applicable):**

Playoffs are determined after the regular season. Seeding is determined by the total points accumulated during the season. Playoffs may vary for each league. Please refer to the season schedule for more information about playoffs and seeding.

**Ties:** If the score is tied after regulation, the game moves to a five (5) player penalty shootout. If a tie remains after the five-player penalty shootout, the game moves into sudden death. Sudden death consists of 1 shooter from each team at a time. The first player to score, while the other player misses will determine the winner.

**Coed 30+:** Coed penalty shootouts must consist of **3 male** and **2 female** players. If the score remains tied after the five-player shootout, teams will alternate between a male and female shooter.

### **Coed 30+ Player Ratio:**

- Teams must meet the requirement with a minimum of one (1) female on the field and a maximum of six (6) male players to start the game.
- Once the minimum player requirement has been met, teams may play with a maximum of seven (7) male players on the field.
- In the event that a team uses a female goalie; teams must play short one (1) male player or with a maximum of six (6) male players on the field.

### **Coed 30+ Gameplay:**

- **Live Ball Rule:** In order for the ball to become live and scoreable, a female player must touch the ball in the offensive half of the field. Once the ball becomes live in the offensive half, it remains live until the ball crosses back to the defensive side of the field. The ball remains live during out of bounds or foul stoppage. If a female player throws in a dead ball from the offensive half of the field, the ball will be considered live and scoreable.

### **Team Uniforms:**

- 1) Teams will be required to supply their own team uniforms which consist of matching shirts and shorts.
  - If there is a jersey color conflict, it is the responsibility of the **visiting team** to reverse their jerseys, wear back up jerseys or borrow pennies provided by staff.
  - Teams must have a home and away jersey.
- 2) Jerseys are required to have a 6"-8" number on the back of each player's jersey. All players must have a consistent jersey number different from their teammates throughout the entire season.
  - If a player is caught playing with a different jersey number than the one written on the official game card, they will be removed for the remainder of the game.
  - If a player receives a red card while wearing an unassigned number, that player may receive an extra game suspension on top of the red card infraction received.
  - The Community Services Coordinator and/or Recreation Specialist reserves the right to permit players to play with a substitute number and/or jersey.
  - Goalkeepers are not required to have a numbered jersey. However, they must wear colors which distinguish them from the other players and referees.
- 3) Shin-guards are required. Metal cleats are prohibited.
- 4) Players are not allowed to wear jewelry or dangerous equipment (i.e. earrings, rings, chains, protective metal braces, etc.)
- 5) Players are permitted to wear non-metal protective braces that are concealed with a protective covering.

### **Captain Policy:**

Only the designated captain of the team is permitted to discuss any disputes on the field with the head referee.

### **Substitutions:**

The names of substitutes must be stated on the official line-up card when being submitted to the game official prior to the beginning of the match. The following conditions must be observed when substitution occurs:

- Substitutions may occur for an unlimited number of players during ANY stoppage of play at the referee's discretion.
- Substitutes must be signaled into play by the head referee.
- Substitutes become an eligible player on the field only when signaled by the head referee.
- Goalkeepers may be replaced only after notifying the head referee.
- Players who exit the field from the opposing team's sideline must return to their own team's sideline immediately.

### **Sidelines:**

Home team sideline is on the north/east side of the field and the visiting team will be on the south/west side of the field.

### **Sliding:**

The City of Chino Hills defines sliding as playing or attempting to play the ball while a knee or hip is on the ground.

- Sliding is **NOT** permitted in any league. Only goalkeepers may slide within the 18-yard box.
- If a defending player illegally slides and attempts to prevent the ball from entering the goal; it is considered preventing a goal scoring opportunity. Player will be shown a yellow/red card and a penalty kick will be awarded to the attacking team.
- If a defensive player slides in the 18-yard box, a penalty may be issued to the offensive team based on the referee's discretion.

### **Disciplinary Action:**

Referees can issue yellow or red cards to any players, managers and/or spectators on the field of play or sidelines before, during and/or after a match.

#### **Yellow Card**

1. Any player, including the goalkeeper, who receives a yellow card must sit out for a period of five (5) minutes. The official time will be kept by the referee. The offending team will be able to substitute in a player during the five (5) minute sit out period for their carded player.
2. Any player receiving two yellow cards in a single game will receive a red card and a minimum one (1) game suspension. After the ejection, the offending team will play short.
3. Any player who receives five (5) yellow cards during the season will receive a one (1) game suspension. Suspension will take effect the next scheduled game.

#### **Red Card**

1. Any player who receives a straight red card for unsporting behavior (violent conduct, serious foul play, abusive language, taunting etc.) will result in a suspension of a minimum of two (2) games. Suspension length may vary depending upon the severity of the offence.

2. Any player receiving a second red card for unsporting behavior will result in a suspension of a minimum of three (3) games.
3. Suspended players/managers are not allowed at Grand Avenue Park during the term of their suspension or their team will forfeit the game.
4. Managers, players, or spectators who are ejected from a game must leave the park premises. If the individual does not comply within five (5) minutes after being ejected, their team will forfeit the game.
5. Intentionally striking or physically attacking another player, game official, staff or spectator results in an **expulsion** from the City of Chino Hills Adult Soccer League.

**Probation:**

- Any player accruing 5 yellow cards and/or 2 red cards during the same season will be placed on probation. While on probation, any further player actions deemed inappropriate by the City will result in further disciplinary action.
- The City of Chino Hills reserves the right to place any player with multiple offenses or constant unsporting behavior on probation. If behavior does not improve, the player will be permanently removed from the City of Chino Hills Adult Soccer Program.

**Cheating:**

- If a team is caught cheating (checking in an unregistered player, swapping jersey numbers, swapping wrist bands, etc.), the team will forfeit the current game, the following game and be subject to further disciplinary action to the discretion of the Community Services Coordinator and Recreation Specialist.
- Cheating may result in **expulsion** from the Adult Soccer program.

**Profanity:**

- The use of profanity at Grand Ave Park will **NOT** be tolerated.
- Use of profanity on or off the field will result in a yellow/red card contingent upon the discretion of the game official.

**Alcohol/Smoking:**

- **Smoking and the consumption of alcohol is prohibited at Grand Avenue Park.**
- Players or teams under the influence of any substance will be removed from the game. Non-compliance may result in forfeiture of the game. The first offense results in a minimum two (2) game suspension. A second offense will result in suspension from the season and possible dismissal from the league.

**Park/Turf Rule Infractions:**

Infractions for violating park/turf rules will be reported by City staff. Disciplinary action will be taken by the Recreation Specialist and/or Community Services Coordinator which may result in:

- A one (1) game suspension for the entire team resulting in a loss of points for the next game scheduled. The suspended team must pay a forfeit fee of \$25 for the first forfeit offence or \$50 if it is their second forfeit offence.
- Teams scheduled to play a suspended team because of a park or turf rule violation will be informed in advance.

The Recreation Specialist or Community Services Coordinator will inform the team manager of any infractions reported by City staff. Refer to the Grand Ave Park and Turf Rules for more information.