ADULT LEAGUE
RULES & PROCEDURES

RULES OF PLAY:
1. The league will follow all USSF rules regarding the use of registered officials. FIFA laws shall apply, with modifications used by USSSA, and the following exceptions and additions.
2. Any matters not provided for in these rules shall be determined by the Arsenal Colorado (AC); those decisions shall be final.
3. Participants are expected to abide by the rules at the site facility.

STANDARDS OF CONDUCT: All participants in the league will be expected to maintain high standards of conduct on and off the field. Should it come to the attention of AC that a person (or persons) has failed to observe these guidelines AC reserves the right to take remedial action. Said action, depending upon the circumstances, may range from a warning, a reduction in points in the current standings, or suspension of the team in question from further league play.

PLAYING CONDITIONS:
1. In the event of inclement weather, games may need to be cancelled or suspended. For updated cancellation information on game day, please refer to the club website. From time to time games may need to be cancelled, delayed, or suspended at the fields due to weather conditions. Any games that are not completed but have started the 2nd half will be considered final. Other cancelled or suspended games will be replayed if possible.

TEAM AND PLAYER REQUIREMENTS:
1. Before the start of every game players will check-in with the referee. All players must be on the official roster and present a current player pass in order to play.
2. If a team fields a player who is not properly registered, the game in question shall be an automatic forfeit. In addition, the team may face further disciplinary action depending on the nature of the violation.
3. A team unable to supply a valid roster and passes may be subject to a forfeit.
4. At the conclusion of the match the Referee will complete the game card in detail; this will include information regarding cautions or ejections issued and any unusual circumstances that may have occurred during the match. The game card and player passes of ejected players/coaches, if applicable, will be turned in to AC.

UNIFORMS: All teams shall have an alternate color jersey. **If both teams are wearing similar color jerseys, the home team shall change.** Players must wear numbered jerseys with no duplicate numbers. For player equipment refer to the FIFA "Laws of the Game".

START OF PLAY: Any team not ready to start play with at least seven (7) properly uniformed players at the scheduled or rescheduled game time shall be deemed to have forfeited. The referee may exercise discretion to delay a start if a legitimate reason exists.

Scoring System		
Win	=	3 points
Tie	=	1 points
Loss	=	0 points

SCORING: There will be no overtime or tiebreakers in regular league play. A team awarded a forfeit will be scored 6-0. Depending on the number of teams in a division there may or may not be playoffs. All games played will count toward playoff qualification, including any cross-play games. If teams are tied after the preliminary round, these tiebreakers shall be used:
1.) Head to head competition
2.) Goal differential (up to 6 goals per game)
3.) Goals Against
4.) Most Shutouts
5.) Coin flip

FOULS & MISCONDUCT: In accordance with USSSA Rules, referees will report all misconduct and disciplinary activity to AC. Any player receiving a red card will receive a one or two game suspension depending on the severity of the offense. AC may choose to add additional suspensions for repeat offenders. Players receiving 3 yellow cards in a specific season (fall or spring) or 4 yellow cards over the course of the year (fall and spring) will be required to sit a game. When a player receives two yellow cards in a game, that equals a red and only the red card punishment applies. A player's yellow card tally resets to 0 after a yellow card suspension or at the completion of the spring season.

MATTERS NOT PROVIDED FOR: Extraordinary circumstances or matters not specifically address in the rules shall be considered by AC.