

ARSENAL COLORADO

ADULT COED **CLARIFICATION of RULES**

The Adult Coed League Rules are based on the FIFA laws of the game with a few clear modifications. We have attempted to address some of the more common questions regarding the Adult Coed. If you have any other questions or concerns, please contact the soccer office.

ROSTERS: Only those players listed on the roster may play; 25 players are permitted and any of the players on the roster may play. Players **MUST** register through the soccer office.

PLAYER ID: All players will need to be able to show proper government issued picture identification to verify player matches roster. Players may also use a club issued player pass for identification as well.

PLAYER NUMBERS: In order to play, a coed team must field a minimum of 7 and a maximum of 11 players. A coed team shall not have more than 6 men on the field at any time (even if they are short players). A team may play with less than 11 players as long as there are not more than 6 men. A team that begins with less than 11 players may add players to a maximum of 11 as long as they do not exceed 6 men. A player that is Sent Off may not be replaced; the team must play short and still not exceed 6 men.

SUBSTITUTION: Unlimited substitution may occur on any stoppage of play (EXCEPT corner kicks) and **ONLY** with the referee's permission. **NO** substitutions are allowed "on the fly" while play is going on. Players must have referee's permission to enter or leave the field.

EQUIPMENT: All field players **MUST** wear the same color shirt as their teammates with a non-duplicate number on the back. Goalkeeper must wear a separate color shirt than all other players to identify themselves as goalkeeper. All players are **REQUIRED** to wear appropriate shinguards and they must be fully covered by socks. **NO SHINGUARDS = NO PLAY.**

GAME REPORTS: Game cards with rosters will be emailed to team reps and must be printed and provided to the game referee prior to team check in. It is the responsibility of the Referee to submit the game report within 24 hours. Referee must insure all cautions and send offs be reported with description of incident.

STARTING TIME: Games will begin promptly at 6:30 PM. Late arriving players may enter the game only after checking in with the Assistant Referee. If a team does not have the minimum of 7 players at the scheduled start time, then wait 10 minutes. If enough players arrive within the 10 minutes to meet the minimum of 7, then start the game. As long as all referees are ready to go then the clock starts at 6:30 PM.

“SLIDE TACKLING”: This is a NO slide tackling league. Key word is Tackle. Slide tackling involves the act of sliding on ground to defend play of an opponent. If no opponent is in playing distance then it’s not tackling. It will be AT THE REFEREE’S DISCRETION to what they determine is a “slide tackle”. It is not the players making the decision. If a player commits a slide tackle cleanly, it is still considered “dangerous play” and should restart as an indirect kick for the opposing team. If it’s not a clean slide tackle or involves excessive force then it should be considered a usual foul and will need to restart appropriately as a direct kick and given any appropriate misconduct if needed.

MISCONDUCT: The decision of the referee regarding Misconduct is not subject to appeal, unless you can demonstrate there was a misapplication of law. Soccer is a game that involves physical contact, but fighting will not be tolerated. Referees are instructed to deal with physical confrontations quickly, decisively and severely. Players Sent Off for Violent Conduct will serve a minimum suspension of 2 games. The term of suspension may be extended based on the specific circumstances involved.

CAUTIONS: Any player receiving 4 individual cautions in one season will be required to serve a one game suspension on their next played game. A player shall be cautioned and shown the yellow card if he or she commits any of the following seven offenses:

- C1 Is guilty of unsporting behavior.
- C2 Shows dissent by word or action.
- C3 Persistently infringes the Laws of the Game.
- C4 Delays the restart of play.
- C5 Fails to respect the required distance when play is restarted.
- C6 Enters or Re-enters the field of play without the referee’s permission.
- C7 Deliberately leaves the field of play without the referee’s permission.

SEND OFFS: The report must narrate the incident in sufficient detail to make an evaluation of the penalty to be imposed. A player shall be sent off the field of play and shown the red card, if, in the opinion of the referee, he or she commits any of the following seven offenses:

- S1 Is guilty of serious foul play.
- S2 Is guilty of violent conduct.
- S3 Spits at an opponent or any other person.
- S4 Denies an opponent a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to the goal-keeper within his own penalty area).
- S5 Denies an obvious goal-scoring opportunity to an opponent moving towards the player’s goal by an offense punishable by a free kick.
- S6 Uses offensive, insulting or abusive language.
- S7 Receives a second caution in the same match. (*These two cautions if received will not count towards a players caution card count.*)