

California Soccer Park

SEVENS Adult League

Silver League

Summer 2024

I. **Registration**

- A. All registration is first come first serve with registration fee required to guarantee a position in the league.
- B. All players must be **15 years of age, or older**, at the start of the season to be eligible to play. If a player is under the age of 18, they will require a parent signature on their waiver of liability.
- C. Refund requests must be submitted 5 business days prior to Game Week 1.
- D. Late Registration refund requests must be submitted within 5 business days after your first Game, up to Game Week 3, in order to obtain a partial refund.
- E. The California Soccer Park reserves the right to shut down registration at any time.

II. **Schedule/Rosters**

- A. Each team shall have a chosen 'Team Manager', who is responsible for team conduct, attendance & communication.
- B. Individuals must register and have 9 members on their team no later than 7 days prior to Game Week 1.
- III. Any **team caught with non-rostered player(s)** will forfeit the game.
- IV. If a team is **caught a second time**, the game will be scored a forfeit and the Team Manager will be suspended for 1 game.
- V. If a team cannot field the minimum legal number of players, they must forfeit the game. They are then allowed to borrow players to play an unofficial game without penalty. No forfeited games will be rescheduled. – *see section VII*
- VI. Players **MUST** check in with Program Director prior to kick off.
 - C. League Schedules will be finalized by Game Week 3. Weekly game times may be emailed to the players and be available inside the CASP office. *(Some exceptions may apply)*
 - D. Teams are allowed to have any number of guest players each week. Guest players must pay a \$16 single game fee and sign a waiver in the office upon arrival. No guest players are allowed the last week of the season.
 - E. In the event a player cannot continue to attend the season, a replacement player may take their registered slot for a \$15 fee.

Any further fund exchanges may be sorted out between players.

III. **League Play**

- A. The league will consist of a 6 week season. The **number of games will be determined by the number of teams entered.**
- B. In case of an **uneven number of teams, byes will be selected by computer randomly.**
- C. Standings will be kept and be posted regularly.
- IV. Games will be scored 3 points for a win, 1 point for a tie, and 0 points a loss.
- V. Goal Differential will be kept and used as a tie breaker, if needed.
- VI. Forfeits will be scored as a 3-0 win for the non-forfeiting team.
- VII. A team may have a maximum of +5 goal differential per game.
- VIII. Red cards (ejections) will result in 1 point being subtracted from the overall standings.
 - D. In case of a tie in league points following the completion of season, league standings will be determined based on the following criteria in the order specified:
- IX. Overall record - The team with the most wins will win the league.
- X. Goal differential - The team with the greatest positive goal differential will win the league.

- iii. Goals Against – The team with the least goals against will win the league.
- iv. Head-to-Head – The head-to-head match result will determine the winner of the league.

IV. **Rules of Play**

- A. Current FIFA Rules will govern play with modifications as stated herein unless otherwise stated in the league rules.
- B. Illegal throw-ins will get one (1) chance for a re-throw; if another illegal throw-in happens again after the (1) chance for a re-throw the ball is turned over to the other team for a throw-in at that location.
- C. All free kicks awarded are **DIRECT**.
- D. There are no offsides

V. **Participant Requirements**

A. **Player Eligibility**

- VI. Any player questioned by a Team Manager or Program Director who is suspected of playing under false pretenses or a rule violation must prove his/her identity to the Program Director present with any form of ID before the end of the game or the game will be forfeited, and the player and the Team Manager will face suspension.
- VII. Players are not allowed to play for a different team without approval from both team managers in a game.
- B. **Player's Equipment**
- VIII. Players shall not wear anything that is dangerous to another player including jewelry. This will be determined by the Program Director
- IX. Players must have stamp on wrist / hand provided by California Soccer Park at check in.
- X. All players must wear shin guards. **NO EXCEPTIONS**

VI. **Game Play**

- A. If there is a conflict in shirt color, then the Home Team (listed first on the schedule and game card) will be responsible for changing to an alternate color or wearing pinnies (provided from office).
- B. Slide tackling is **NOT** allowed: A caution **WILL** be issued for all slide tackles. If, in the Program Director's opinion, the slide tackle was performed with excessive force and/or endangered the safety of the opponent, then an ejection should be issued.
- VII. A goalie may dive to win the ball from an attacking player by leading with their hands or upper body. They are **NOT** allowed to challenge the ball leading with their feet. Any player may slide to save a ball from going out of bounds when there is a safe distance, in the referee's opinion, between other players.
- C. There will be a **10-minute grace period** for teams without enough players, but teams are able to start early if both teams agree to do so.
- VIII. The lost time is retracted from the halftime.

VII. **Fouls and Misconduct**

All team managers are responsible for team players.

- A. Caution: **Player must give their name to the Program Director.**
- VIII. If a player fails to give their name to the Program Director, that player will be ejected from the park and an additional caution that will be given to the Team Manager. *Note: the player receiving the caution does not need to leave the field.*
- B. Ejection: **Players must give their name to the Program Director and are suspended from further play in that game and a minimum of one additional game.**
- IX. Ejections may warrant more than a one game suspension. This will be determined by the PAD committee.

- ii. Players who have received an ejection must leave the facility.
- 1. Any and all concerns can be directed toward the official complaint form at californiasoccerpark.com/leagues.
- C. Foul and/or abusive language and/or action(s) directed towards a player, spectator or official WILL result in an ejection from the game; plus, additional game(s) suspension depending on severity.
- D. *Note: Only the team manager may consult the Program Director over decisions and calls at the Program Director's discretion.*
- E. A player who accumulates four cautions from the Program Director during the season will result in a one game suspension.
- F. Fighting – Minimum one-year suspension from the time of infraction.
- G. California Soccer Park has a Zero Tolerance Policy for Language.
- H. Dissent may result in an ejection determined by Program Director
- I. If a player is found to have given a false name during check in at the park office, the player will be removed from the game.

VIII. **Forfeits**

- A. Any team **forfeiting two games will be placed on probation** for the remainder of the season. Once on probation for excessive forfeitures, a team that forfeits a third game may be subject to removal from the league and relinquished of all fees.
- B. There will be no postponement of games unless approved by the CASP programs staff. *Playing in another league or tournament shall not be considered sufficient reason to reschedule a game or withhold a forfeit.*
- C. Team manager must provide **24 hours' notice of forfeit.**

IX. **Participants/Team Rosters**

- A. Minimum number of players on roster – 10
- B. Maximum number of players -14
- C. To play with a maximum of 7 players, 1 female must be present.
- D. All games must start with a minimum of five (5) players at the scheduled starting time.
 - i. A game may be played with 6 male players and 0 female players.
 - ii. The “magic ratio” is 6 males: 1 female.
 - iii. Teams are not required to play down in the event that the opposition is playing down.
 - iv. All Players should be given at least 25% playing time.

X. **Officials**

- A. Referees will not officiate any Silver League games.

Game Time

- A. Games will consist of two 35-minute halves with a 5-minute half time.
- B. No overtime periods will. Regular season games may end in a tie.

XI. **Substitutions**

- A. Players may only sub on and off during stoppage of play.
- B. If a team is caught playing with more than the legal number of players, the game will be paused to correct the mistake and the team manager will be issued a Yellow Card (caution).

XIII. **Playoff Procedure**

- A. All games **MUST** have a winner.
- B. If, at the end of regulation time, the game is still tied then it will proceed to one 5-minute **Golden Goal** period.
- C. If, at the end of **Golden Goal** period, the game is still tied then it will proceed to **Kicks from the Mark** following **FIFA** procedures.

XIV. **PAD Committee**

- A. A Team Manager/Captain not involved in the game, a referee not involved in the game, the supervisor, and the CASP Program Director may form the PAD committee to review all Red Card infractions to determine if any additional suspensions should be handed out. The decision of the PAD committee will be **final**.