



City of Los Angeles Department of Recreation and Parks

Municipal Sports Section

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Revised
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Regulations Governing Play For Municipal Sports 7 V 7 Soccer Program

(All forms mentioned in this rules packet may be downloaded from the League Website)

The current FIFA laws will govern play in the Municipal Sports Soccer Program with the following exceptions:

I. ELGIBILITY

- A. Participants must be 18 years of age or older at the time of player(s) registration.
- B. Players must have completely registered with the Municipal Soccer Program and also with Cal South, including the team manager and coaches, and have received their soccer player ID cards, before participating in any league games.
- C. All players must present their soccer ID card to the Head Official and sign-in on the Game Score Sheet. On request, players must provide an additional photo ID. The preferred form of additional photo ID is a valid Driver's License or State ID Card. However, the following forms of ID will also be accepted if necessary: Military ID, Municipality ID, Foreign Country ID, or Passport.
- D. Participants may participate on multiple teams providing that the teams they play on are not on the same day of the week.
NOTE: Players must have completed the online Cal South Player Registration, and received a soccer ID card, for **each** team they are playing for, in order to be eligible to play.
E. The list of suspended players will be posted on the League's website ASAP.
- F. **It is the responsibility of each Team Manager to know who is not eligible on his/her team.**
- G. If a suspended player(s) participates in a game, all the games that the suspended player(s) has participated in will result in a forfeit, and the team will be fined **\$50.00** per player for every game that the suspended player(s) participates in.

II. TEAM ROSTER

- A. Fully completed Player Release of Liability and Registration Form must have been submitted prior to the start of the league.
NOTE: Only players who have received their soccer player ID card may participate in League games.
- B. **Rosters are limited to 14 players.**
- C. The last date to add players to your team roster will be posted on your league schedule.
- D. Cal-South will be processing all of the player adds and drops. Contact Anthony Morales or Jorge Sotelo at Cal-South via e-mail (amorales@calsouth.com or jsotelo@calsouth.com). The Municipal Sports Office will need the Add / Drop Form to be filled-out and submitted to validate the player(s) being added and/or dropped. These forms are kept on file at the Soccer Office. Only originals will be accepted (no faxes or scanned copies). Only the manager's signature is needed if the player is to be dropped from the roster. If the player is to be added to the roster, both the player **and** the manager must sign the form.
- E. **Once a player is removed (drop) from a team he / she can not return to the same team roster in the current season.**
- F. All players must have valid signatures on the Referee's Report Sheet. The name and signature may **NOT** vary (the name the player registers with is the name they should sign...please do not add or delete middle names or "second" last names if they are used to register).
- G. Player(s) wishing to transfer from one team to another must be dropped by their original team.
- H. Any change of address for managers or players **MUST** be reported to the League office at soccer.munisports@lacity.org or mailed in to the office **IMMEDIATELY**.

III. I.D. CARDS

- A. ID card rule, listed in ELGIBILITY section, will be in effect starting with the first game (all players must have soccer player ID card to be eligible to play).
- B. It is the responsibility of the Team Manager to make sure that their team's ID cards are obtained on time.
- C. Managers and coaches must also have a valid ID card.
- D. **Falsification of soccer player ID card, or misrepresentation, by a player(s) or manager shall result in forfeiture of all the games that the player(s) participated in. The team will be fined \$50.00. Furthermore, the player(s) whose player ID card is being used or attempted to be used by another player will be taken and the player(s) will not be able to play until the team fine of \$50.00 is paid. Additionally, if the team fine is not paid by 4:30pm by the designated date, the team will forfeit any and all additional games until the fine is paid in full. The team will also lose priority for the next season.**
- E. In the case of a lost soccer player ID card, the player may not play until a new player's ID card is issued. Replacement cards must be obtained through the Cal South office during regular business hours.

- F. At the conclusion of each game, the team manager is responsible for picking-up their team ID's from the officials and verifying the final score.

IV. REFEREES

- A. One (1) official will be assigned to each game.
B. Officials' fees are as follows:
1. The officials' fee is \$25.00 per game, per team. This fee will be paid in the form of **cash** prior to the start of the game.

V. EQUIPMENT

- A. In every league game the Home Team and Visiting Team shall furnish a ball, with both balls meeting the approval of the assigned official(s).
B. The ball shall be spherical, with the outer covering being leather or other material approved by F.I.F.A.
C. The size of the field of play is 90 meters in length and 50 meters in width.
D. Smaller goals will be used.
E. Metal cleats will **not** be allowed in any of the Municipal Sports Soccer Leagues.

VI. GAME

- A. Prior to start of the game, each team manager must lead his/her team to the center of the field where each player shall give his/her soccer player ID card to the Head Official. Each player must also sign the Game Score Sheet.
B. There shall be two (2) halves of twenty-five (25) minutes each, with an intermission of five (5) minutes between halves. In order to prevent shaving of time by the Officials, Team Managers are encouraged to confirm the official starting time of each half with the game's Head Official. NOTE: Occasionally, there may be a circumstance (injury, field problem, etc.) where game time will be required to be shortened. Officials shall inform both teams if such a case exists.
C. Team must have five (5) players present to start a match, one of whom is the goalkeeper. Failure to field at least 5 will result in forfeiture of the game. NOTE: The team that forfeits is responsible for the full officials' fees (\$50.00).
C1. In the 7v7 co-ed division teams may start with (5) players present to play the match.
Male – Female ratio for the co-ed division:
7 players present – 3 must be female
6 players present – 3 must be female
5 players present – 2 must be female
D. **NOTE: THERE IS NO GRACE PERIOD. GAME TIME IS START TIME.**
E. Red Cards are subject to fines. Fines are to be paid to the league office in the form of a check, money order or by credit card before the next scheduled game. **NOTE:** Please be sure to keep your receipt to show proof of your payment. **Payments are accepted Monday through Thursday only**, from 8:00am until 4:30pm. Credit card payments can be made over the phone, but ID's will **not** be mailed out or delivered to the field. Please leave sufficient time for the card to be picked-up during normal office hours.
F. The referee can terminate a game due to the actions of a player(s), manager or team spectators. In the event that such a case exists, the team at fault will be issued a forfeit for that game regardless of the score at the time of the incident. Additionally, the team will be put on probation and may be fined.
G. Home team determines which sideline to occupy. Home team is denoted on the League schedule.
H. Spectators shall be confined to areas at least 10 feet from the touch line; no one shall be permitted directly behind either goal unless seated in bleachers.
I. There will be no offside offense in 7 v 7 games.
J. All fouls and misconduct will be penalized with an INDIRECT FREE KICK. Teams have 5 seconds to put the ball into play. This does not apply to penalty kicks.
K. Goalkeepers, when in control of the ball, must put the ball back into play on their side of the field. They cannot kick or throw the ball into the other half of the field.
L. Sliding tackle is a maneuver in which one or both feet slide on the ground in an attempt to tackle the ball, which is in possession of an opponent. **This will not be allowed.**
M. The minimum distance on the wall for any free kick is 7 yards.
N. When the goalkeeper puts the ball back in play past the halfway line, the restart is an indirect free kick at the halfway line for the other team.
O. The penalty spot for all penalty kicks will be 7 yards from the goal line.
P. When the game is stopped due to malfunction of the lights or any other unforeseen circumstances, it will be considered an official game when at least half of the game has been played.

VII. STANDINGS

- A. The following point system shall be utilized for standings:
Win = 3 points Tie = 1 point
Loss = 0 points Forfeit = -1 point
B. First means for breaking ties in the standings shall be average of goals for, vs. goals against.
C. If tie still exists, second means for breaking ties will be head to head competition.
D. If tie still exists, third means for breaking ties will be record vs. teams with winning records.
E. If tie still exists, fourth means for breaking ties will be a coin toss.

VIII. SUBSTITUTION

A. Either team may substitute an unlimited number of players from the bench at anytime during the game. Teams will be placed on the opposite sides of the field; each team area shall be located directly behind team's goals.

IX. UNIFORMS

- A. All players must be in **complete matching** color uniform (jersey, shorts **and** socks). In addition, teams must carry a 2nd jersey or "like" colored t-shirts. These back-up jerseys should be of different uniform color.
- B. In the event that both teams have the same color uniforms, the Visiting Team shall have to wear their second (2nd) jersey or t-shirt. Your team can also use Pinnies as the second set as long as the numbers can clearly be seen through; if the numbers can not be seen, the numbers must be permanently marked on the Pinnies. Failure to do so will result in a forfeit of the game.
- C. Officials will enforce numbering on the back of all players' shirts, including the goalie. Team managers are reminded that all participating player's shirts must be numbered with at least eight-inch (8") high numbers. NOTE: Back up t-shirts must also be numbered.
- D. The goal-keeper's shirt color must be different from both the referee's and the player's shirt colors.
- E. **NO taped, written or duplicate numbers are allowed on team jerseys or t-shirts.**

X. PROTEST

- A. Protests may be filed providing that all the following conditions are met:
 - 1. Your complaint **is not** based on a judgment call;
 - 2. Head Official is notified of your protest **immediately** after the issue being protested surfaces. At the conclusion of the game the manager/coach will need to sign the score sheet stating the protest to be filed;
 - 3. A written protest statement, including your grounds for protest, must be submitted to the League office accompanied by a \$25.00 check payable to L.A. CITY RECREATION AND PARKS within 72 hours from the time of the incident.
- B. Once submitted (following the procedure above), the League's Executive Committee shall review the protest and rule accordingly.
- C. Your \$25.00 fee will be returned if the League's Executive Committee decides in your favor.

XI. OTHER INFORMATION

- A. The Municipal Sports Soccer League maintains a **ZERO TOLERANCE RULE** for any acts of physical and malicious aggression. Any player involved in a fight will automatically be suspended from the league, the game shall end in forfeiture, and the team will be fined \$100.00. **This applies to ALL persons involved (both instigators AND retaliators).**
- B. Legal action will be sought against any individual who physically attacks a game official.
- C. Player suspensions may carry into the next season, so check with the sports office for eligibility.
- D. **Team Managers are responsible for the conduct of their players and fans.**
- E. No dressing, un-dressing or urinating in public. Failure to comply will result in the player being suspended for the remainder of the season and a team fine of \$50.00.
- F. Los Angeles City laws prohibit consumption of alcoholic beverages and smoking at the site or on the grounds of the facility where the game is played.
- G. When a team has money drawn from their forfeit bond, for whatever reason, and the balance amount left in the bond is below the minimum allowed, the team must replenish the amount that was taken from their bond by 4:30pm the Thursday before their next game. Teams failing to replenish their bond will not be scheduled any games until the bond is replenished. If the team does not replenish the bond to the required amount by the second Thursday, the team will be dropped from the league and will lose the remainder of their team bond. The games that were already scheduled will be listed as forfeits and points will be given to the opponents.
- H. **Municipal Sports Soccer Program reserves the right to exclude teams from participating in the soccer program if such teams are not in good standing, either within the Municipal Sports Soccer Program or in other independent soccer programs.**
- I. Failure to comply with any regulation(s) may result in a variety of consequences, including but not limited to, forfeiture of game(s), loss of Team Bond, suspension from game(s), and legal action.
- J. Fees collected as a result of fines, etc., shall be deposited into the Leagues budget account. Such funds shall be utilized for expenses within the league (i.e. awards, nets, field marking paint, etc.).
- K. **See the current league application for refund deadlines and procedures.**
- L. In the event that a team drops out of the league, League Administration shall make a determination as to how to proceed with the remainder of the season (i.e. replace the team, have their games forfeited, etc.).
- M. If inclement weather threatens play, whenever possible, first check your e-mail for game status. If you have not received an e-mail message regarding game status, please call the Soccer Office recorded message at **(818) 246-4088**. Please do not call any other Municipal Sports telephone numbers as they will not have the recorded information.
- N. League Office is located at: Municipal Sports Office, 3900 Chevy Chase Drive, Los Angeles, CA 90039. The league's e-mail address is: soccer.munisports@lacity.org

- O. Teams who fail to attend the Team Manager's Meeting (and stay for the entire meeting) may be dropped from the League. In the event of being dropped, the team's registration fee will be refunded minus a \$25.00 administration fee.**
- P. Payments are not accepted or processed on Fridays. NO EXCEPTIONS!!!**
- Q. If your team will not be able to play a game that has already been scheduled, you must give at least 2 days notice to the Soccer Office to avoid being charged officials' fees. More notice is always preferred. The first occurrence will be considered a "warning", with no fees charged (provided the minimum notice is given). The second occurrence will incur a charge of the equivalent of referee fees for one game (\$60.00). In such cases, the team may lose priority status.**
- R. If a player suffers an injury during the game, He / she must notify the referee so it can be included in the game report. Also Cal-South must be made aware of the injury as soon as possible by the injured player even if no medical attention is needed at that time.**
- S. This is **not** an all inclusive set of rules. League administration reserves the right to amend the rules as needed, for the overall benefit of the league.**