



**Murrieta Modified  
8 V 8 Adult Soccer**

**Rule Book**

## **GENERAL RULES FOR**

### **CITY OF MURRIETA**

#### **I. QUALIFICATIONS**

- A. The City of Murrieta Adult Sports Leagues are open to all persons 18 years of age and over.
- B. Team managers are responsible for the enforcement of and adherence to all eligibility rules.
- C. Team fees are to be paid in full, with a single check, money order, cash, or credit card.
- D. The City of Murrieta does not carry insurance on adult sports participants; therefore, players are participating at their own risk. Should teams wish to purchase insurance for their players, they must seek that insurance on their own.
- E. A player's name on a team's roster confirms his/her full understanding of the above rules. Managers are responsible for bringing this to the attention of their players.

#### **II. DEFINITIONS**

- A. Resident Player: is any player who resides within the City of Murrieta limits. Any resident player whose Driver's license/ Picture Identification (I.D) doesn't reflect their current address, additional proof of residency will be required.
- B. Non-Resident Player: is any player who does not reside within the City of Murrieta limits.

#### **III. REGISTRATION PROCEDURE**

- A. All teams interested in participating in the upcoming season must register, **online or in person**, in order to sign-up a team, you must pay in full all-league corresponding fees on the time of registration, on the appropriate registration dates. **IF FEES NOT PAID IN FULL, REGISTRATION IT WILL NOT BE ACCEPTED AT THAT TIME. NO EXCEPTIONS!!!**
- B. Registration procedures will be as follows:
  - a) All teams have equal opportunity to register for any league once registration dates are open. Spots if available are taken on a first come first serve basis.
- C. There is no priority given to returning teams

#### **IV. LEAGUES FEES**

- A. The City of Murrieta's Adult Sports Program is self-supporting; all fees are subject to adjustment every season.
- B. Each non-resident player on the final team roster will pay a \$10 non-resident fee.
- C. Teams that drop out of the league once it has started will not receive a refund.
- D. Any teams registering after the designated registration dates will be charged a \$100 late fee.

#### **V. ROSTERS**

- (1) Women's 8v8 Soccer 16 players max. (6 to start)
- (2) \*Coed 23 and up 8v8 Soccer 16 players max. (6 to start) (5 guys max and 1 girl minimum)

- A. City of Murrieta softball league will have open rosters for the first 8 weeks of the season. Teams may allow any person to take the field during the games, as long as the set person has signed the team roster before the start of the game.
- B. Only players that have signed the team roster before the start of the game, maybe eligible to play in league games.
- C. All players must submit copies of a picture I.D. after the 8th week to the finalized roster to be eligible for playoffs.
- D. Each player is required to have a picture I.D. in his or her possession during all game times. Failure to produce an I.D. at any given time will result in the player being declared ineligible and a possible forfeit may be given to the team.
- E. Signatures are required for all players. Any player who has not signed the team roster before the start of the game will automatically be ineligible to play a league game. Any team is founded to be playing a player that hasn't signed the team roster, they may be subject to forfeiture.
- F. Team Rosters will be verified by officials before the start of each game, to ensure all players have signed the roster.

#### **VI. LINE-UP CARDS**

- A. Line-up cards (if required) must be given to a scorekeeper prior to the start of the game.
- B. The first and last names of each player are to be placed on the line-up card before game time. Failure to do so will result in an ineligible player.

#### **VII. ADD/DROP POLICY AND ROSTER CHANGES**

A. After the 8th week of the season, every player listed on the finalized roster will be eligible for the remaining regular-season games and playoffs.

B. No additional adjustments may be made once the finalized roster has been submitted.

### **VIII. ILLEGAL PLAYERS** (please read this section carefully)

**(Section B- E applies to the final 2 regular games of the season and playoffs.)**

A. Any player that has not signed the team roster before the start of any league game.

B. The scorekeepers will be provided a score sheet with each team's legal players printed on it. Please see section **X. ILLEGAL PLAYER PROTEST** for procedures. It's the manager's responsibility to sign the lineup sheet and give it to the scorekeeper before the start of each game.

C. Any player using an assumed name will cause his/her team to forfeit. In addition, the coach will be subject to suspension for the season. Should this occur more than once during the season, the team will immediately be ejected from the league for the remainder of the season and will forfeit all rights and fees.

D. Staff can randomly spot-check I.D.'s, and if the Recreation Staff finds that a player is participating illegally, their team will forfeit the game.

E. Any player in question, who does not have a picture I.D. in their possession during the game time will be declared ineligible and the team may possibly forfeit.

### **IX. FORFEITURE**

A. A ten (10) minute grace period will be given from the start of all scheduled game times and will come off the game time. The official's watch is the official time.

B. When a forfeit is declared, teams involved may use the field, however, the official does not have to officiate the game.

C. After the second forfeit, the team may be ejected from the remainder of the season, they will forfeit all rights and fees paid.

D. Any team using tactics noticeably designed to delay or to hasten a game will receive a forfeit.

E. Teams cannot ask for a game to be rescheduled.

### **X. ILLEGAL PLAYER PROTESTS**

**(Section A- B applies to the final 2 regular games of the season and playoffs.)**

A. If there is a question involving the eligibility of a player; the opposing manager may make an illegal player protest at the appropriate time as outlined below.

(1) Softball-Before conclusion of the said player's first at-bat.

(2) Baseball- Before the conclusion of the said player's first at-bat.

B. The game shall be delayed until the player in question submits proper I.D. to the game official, and signs the score sheet. If a player cannot provide I.D. acceptable to the game official, the said player may not participate further in the game.

C. If proper I.D. and signature are submitted, the said player's name shall be verified using the team's roster, the following working day. If the said player's name does not appear on the roster, the game is an automatic forfeit.

D. Additionally, if a team is found to have used an illegal player, the said team's manager shall be ejected for a minimum of one week's scheduled game.

E. All illegal player issues shall affect only the game in which the matter was raised. Protests will not be retroactive.

## **XI. PROTESTING (non-illegal player protests)**

A. The final score, as approved by the official at the end of the game, is the official score. Protests about the accuracy of the final score shall not be received or considered.

B. Procedure regarding an alleged discrepancy on the official score sheet during the game:

a) The Official is to suspend play until he/she rules on the official score.

b) The Official will examine the official score sheet. If the error cannot be found, the Official accepts the record of the official score sheet, unless he/she has the knowledge, which permits him/her to decide otherwise.

c) All protests must be filed in writing on an official protest form by 5:00 p.m. the following business day after the game at the Community Services office located at the Murrieta Youth Center.

d) All protests need to be accompanied with a \$25 protest fee, which is returned if the protest is granted; retained if found invalid. Checks or money orders should be made payable to the City of Murrieta.

e) Protests filed late and/or without the protest fee will not be accepted.

C. Any protest of a misinterpretation of the rules must be filed in writing and received by the league director by 5:00 p.m. the next working day. A \$25.00 protest fee is required and will be returned if the protest is upheld. The decision of the league director is final.

The decision shall be made within seven (7) working days.

## **XII. EJECTIONS AND SUSPENDED PLAYERS**

A. The official is in complete control of the game. Unsportsmanlike conduct by a player, manager, coach, team sponsor, attendant, or spectator necessitates ejection from the game by an official. The official's decision is final and will not be reviewed by the staff or the League Director.

B. Any player ejected from a game must leave the facility immediately or a forfeit will be called against their team.

C. Any ejected player must sit out during the next scheduled game and will not be allowed onto the facility. Exceptions: If infractions are covered in the Code of Conduct, which may necessitate harsher penalties.

D. The team manager or acting manager is responsible for giving the official the name of an ejected player. Any manager or acting manager giving a false name will be penalized and his/her team will receive an automatic forfeit.

E. Any player ejected for the remainder of the season will be suspended from all teams they are currently participating in within the City of Murrieta.

F. Any player or coach ejected for inflicting unnecessary bodily harm to any player, official, or spectator shall be suspended for not less than four (4) games and cannot play until the League Director makes a final decision. The presiding official shall provide a written report to the League Director stating the cause of the ejection.

G. The League Director will hear and decide on suspensions and protests.

### **XIII. NO OFFICIAL**

A. If an official does not show up, games may be played with a volunteer official as long as both coaches agree to a volunteer official. Volunteer officiated games will be official. If the coaches do not agree to a volunteer Official, the games will be rescheduled.

B. No protest will be allowed on games using a volunteer official. The game will stand as played and both coaches, as well as, the volunteer official must sign the score sheet.

C. City employees may act as an Official in the event that an Official does not show up.

### **XIII. PLAYOFFS**

A. The team's overall record throughout the season will determine playoffs seeding. #1 seed has a choice of 1st game time, Must notify league director by 12pm the following day.

B. If any team finishes the regular season undefeated; that team will be crowned the champion for that league and no playoffs will be played.

C. Playoff notifications will be done both by e-mail and phone; however, it is the ultimate responsibility of the manager to contact the Community Services Department for details.

D. In the event of a tie in the standings, the following formula will be used to determine the playoff schedule.

- a) Head to Head competition
- b) Run differential
- c) Fewest runs allowed

D. If possible, **playoffs are always scheduled the week following the conclusion of league play**, on the regular league day/night. It is possible for make-up games and playoff games to be

scheduled on the same night. It is also possible for a team to play more than one playoff game on the same night.

E. Playoff Formats- Playoff will typically consist of the top four teams in each league.

(To be eligible for the playoff, your team's record must also be at or above .500)

Game #1 1 v 4 typical time limit, not ties

Game #2 2 v 3 typical time limit, not ties

Game #3 Winners of game 1 and 2 full game, normal mercy rule throughout playoffs.

a. Exception: Leagues that are split into two divisions will take the top two teams from each division.

F. In unusual league circumstances, other means of determining a league champion may be utilized.

G. CSD Staff will verify all rosters prior to the start of playoffs; a list of verified players will be at the field in the event of a player protest. If a player is not listed on the roster, they will be considered ineligible and not able to play. Please see Section X for additional information on the determination of an illegal player.

## **XVII. MANAGER'S RESPONSIBILITIES**

A. Each team shall have one permanent manager listed on the roster. Duties of the manager shall include, but are not limited to the following:

B. Report and keep current the phone numbers and addresses of both the manager and assistant manager.

C. Call the Community Services office and verify make-up games whenever your game has been canceled or postponed. Failure to appear for a make-up game shall be declared a forfeit and will not be rescheduled.

D. Ensure that each team member has read and understands the rules.

E. Ensure that each team member signs and prints his/her name on the team roster.

F. Filling out accident forms if an accident or incident happens involving your player.

G. Informing the Recreation Staff of the injured player within 24 hours of the incident.

## **XVIII. LEAGUE STANDINGS**

A. Standings will be based on the best record of the season.

B. Standings will be posted each week on the City's web site at [www.MurrietaCA.gov](http://www.MurrietaCA.gov).

C. If any errors are noticed in the standings, please notify the League Director.

## **XIX. THE CODE OF ETHICS FOR PLAYERS AND COACHES**

( *Code of Ethics can be found on the City website [www.MurrietaCA.gov/adultsports](http://www.MurrietaCA.gov/adultsports) )*

### **Appendix A - Soccer Rules**

#### **Equipment**

**Each player must be prepared to show a valid photo ID when asked at any point.**

Each player must wear shin guards and matching colored jerseys. The home team must bring an alternate jersey in the event of conflicting colors. The home team must also provide the game ball.

Headgear is not allowed to be worn by any participant during games, except for one piece head/sweat bands that do not have to be tied or do not have any form of knot(s). Illegal headgear consists of any hats, bandannas, baseball caps, and any other such similar headgear.

Players must REMOVE ALL JEWELRY prior to participating, including any viewable body piercing.

#### **Field**

##### **8v8 Soccer Field Dimensions**

<b>Length</b>	Aprox. 100 yards
<b>Width</b>	Aprox. 50 yards
<b>Goal</b>	7'h X 24'w

#### **Players**

A team will consist of 8 players.

A team may start the game with as few as 6 players. (5 guys max and 1 girl minimum)

Coed teams must have 3 women on the field to field a full team.

**Substitutions must be approved by the official before they are made following FIFA guidelines. (Only during a stoppage in play)**

All added players must submit the appropriate paperwork one business day in advance see rule VI.

#### **The Game**

There will be two 30 minute halves with a continuous running clock.

Officials can account for stoppage time.

5 minute half time

Each team will have one time out (lasting one (1) min), for the entire game.



## **Tie Breaker- Playoffs Only**

If at the end of a match the score is tied there will be one 5 minute sudden death overtime.

If at the end of sudden death overtime the score is tied there will be a penalty style shoot out.

5 shots will be taken on the goalie that was in the goal the last 5 minutes of the game  
Players may be chosen before the shootout begins, all other players must move beyond midfield.

The 5 shots will be taken from 12 yards out.

## **Goal**

A goal is scored when the ENTIRE ball has crossed the goal line between the goal posts and under the cross bar; provided it has not been thrown, directly propelled by hand, arm, or carried by a player of the attacking team. A female goal will count as **TWO (2)** goals/ points (EXCEPTION: Any penalty kicks goals scored, regardless of sex, will count as ONE (1) point). The last **offensive** player to touch the ball dictates how many points are awarded.

## **Goalie Play**

Goalies may use their hands anywhere inside their goal box.

Goalies have 5 seconds until they are required to release a controlled held ball.

A punt and goal kick must touch the ground or a player before crossing mid field.

Goalies may throw the ball past mid field.

Goalies may not **slide tackle**. (A slide tackle is defined as making a defensive play on the ball and offensive player by sliding feet first. Goalies may slide using their upper body to defend a player.) If a goalie is found guilty of slide tackling an offensive player the penalty will be an indirect free kick.

Once a goalie has controlled and then released the ball he/she may not touch the ball again using their hands until another player has touched the ball.

Goalies may play the ball from being on the ground within their goal box. The ball or any part of the goalie's body must be touching the goalie box.

To change goalies, the relief goalie must enter the field and previous goalie must exit the field immediately. Once off the field this person may sub in for teammates, but they must leave the field first.

Prior to the last five (5) minutes of the game, if a team wants to exchange goalies they must do so because after the five (5) minute mark the goalie will not be allowed to change positions. Therefore, the goalie that is in the last five (5) minutes of the game will be the goalie that against defends penalty shots.

## **Fouls**

Slide tackling: There will be no slide tackling in 8v8 play.

- Slide tackling is defined as a player making a defensive move by sliding feet first in an attempt to take away the ball from an offensive player.
- If a goalie slide tackles the penalty will be an indirect free kick.

**A player (offensive or defensive) may slide to prevent a ball from going out of bounds so long as no other players are in their vicinity.**

Handball: a ball touched with a hand or arm by any player other than the goalie.

Any roughness: tripping, pushing, holding

Illegal substitution (substitute entering the field before the player he/she is replacing is off). Must gain approval from official.

## **Offside**

There will be **NO OFFSIDES** in 8-on-8 soccer

## **Penalties**

Goalies must keep their heels on the goal line. Once the kicker has begun his/her attempt the goalie may move laterally, but not until then.

Once a kicker has kicked a penalty shot then a goalie may move forward/backward, but not until the ball has been kicked.

The kicker has only one attempt to score. The attempt must be in one motion. If the kicker stops the penalty shot it is considered a missed shot.

The goalie may not move from the end line until a ball is kicked.

Goalies may not be exchanged during penalty shots

## **Direct Free Kick**

A direct free kick is awarded to the opposing team if a player commits 1 of these 6 offences

Kick or attempts to kick an opponent

Trips or attempts to trip an opponent

Jumps at an opponent

Charges an opponent

Strikes or attempts to strike an opponent

Pushes an opponent

A direct kick is also awarded if a player commits any of the following four offences

Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball

Holds the opponent

Spits at an opponent

Handles the ball deliberately

A direct free kick is taken from where the offence occurred

## **Penalty Kicks**

A penalty kick is awarded if any of the above offences is committed by a player inside his own penalty area, irrespective of the position of the ball, provided it is in play.

All goals scored on penalty kicks will be worth one (1) point regardless of scoring gender.

## **Indirect Free Kick**

An indirect free kick is awarded to the opposing team if a goalkeeper, inside his own penalty area, commits any of the following four offences:

- a. Takes more than 5 seconds while controlling the ball with his hands before releasing it.
- b. Touches the ball again with his hands after it has been released from his possession and has not touched any other player. (Exception if a goalie is bouncing the ball)
- c. Touched the ball with his hands after it has been deliberately kicked to him by a team-mate.

- d. Touches the ball with his hands after he has received it directly from a throw-in taken by a team-mate.
- e. Slide tackles an offensive player.

An indirect free kick is also awarded to the opposing team if a player in the opinion of the referee...

Plays in a dangerous manner

Impedes the progress of an opponent

Prevents the goalkeeper from releasing the ball from his hands

Commits any other offence, not previously mentioned

The referee signals when the shot is taken and can only be a goal if the ball touches another player before it enters the goal.

The indirect free kick is taken from where the offence occurred

### **Advantage**

When an official refrains from whistling a violation or foul, he/she will clearly indicate by voice and gesture that it is an advantage so the players know that the penalty has not gone unnoticed. An advantage will be called if, in the judgment of the official, the attacking player has a legitimate shot to make a play.

### **Throw-In**

A Goal cannot be scored from being thrown in.

Ball must pass over the player head

Both feet must remain on the ground

### **Corner Kick**

A goal may be scored off a corner kick

A corner kick is awarded when the whole ball, having last touched a player of the defending team, passes over the goal line either on the ground or in the air, and a goal is not scored.

The ball is placed inside the corner arc at the nearest corner flag

The ball is kicked by the player of the attacking team

### **Player and coach conduct**

Managers are responsible for the conduct of their players and fans

Only the captain is allowed to address an official during play

Acts of unsportsmanlike conduct including unnecessary roughness, arguing with officials, fighting, abusive language directed towards officials/opponents will result in player(s) involved being ejected from the game.

Any player ejected from the game will automatically be suspended for a minimum of one contest.

Any player being ejected twice in a single season must meet with the league director before he/she may return to play. Team captains from other teams will be consulted on their opinion if that player should be allowed to return.

## **YELLOW AND RED CARD VIOLATIONS**

A player shall be issued a **yellow card** (cautioned) if she or he:

- demonstrates unsportsmanlike behavior,
- dissents by word or action,
- persistently infringes the law of the game,
- illegally enters the game,
- illegally exits the game,
- delays the restart of the game (throw in, corner kick, free kick),
- does not assume the 10 yards on a corner kick or free kick,
- any other violation or foul the officials deem as a yellow card violation.
- If the same player is given two yellow cards, that player will receive a red card.

A player shall be issued a **red card** (ejected from game) if she or he:

- demonstrates violent conduct,
- demonstrates serious foul play,
- uses foul and abusive language,
- spits at another player, referee, or spectator,
- receives a second yellow card in the same game,
- intentionally physically impedes a player with an obvious opportunity to score a goal,
- denies his opponent a goal by intentionally handling the ball,
- any other violation or foul the officials deem as a red card violation.

Players receiving a red card will be suspended at a minimum, their next scheduled game.