



2009 WIDEWORLD SPORTS CENTER 8V8 OVER 35 OUTDOOR SOCCER RULES

MATCH LAWS

All FIFA Laws apply with the exceptions as outlined in the League Rules below.

GAME LENGTH

2 x 35 min. halves with a 10 min. halftime. In case of a tie the game will finish as a tie.

GAME TIME

Game time as scheduled is forfeit time. There is no grace period for no-show teams. League reserves the right to review circumstances of delay and override any forfeits.

REFEREES

One referee will be assigned to each match.

SUBSTITUTIONS

Teams may have unlimited subs. Subs can be made at any time the game is stopped and always with a Referee approval. This includes goal kicks, free kicks, after a goal is scored, during an injury time-out, throw-in, corner kicks, before the start of a new half, etc.

NUMBER OF PLAYERS

Games are played with 7 field players and a goalie. Minimum of 8, Maximum of 15 players on any team's roster are allowed for the season. Minimum number of players on the field to start a game is 6. Only the players registered on the team roster are eligible to play. Players are not eligible to compete on more than one team in the same division. Teams with an ineligible player on the field will FORFEIT that match (0-3 Loss).

PLAYER CONDUCT

Players ejected from a match will leave the playing area and bench area immediately. Team will play down a player for every Red Card issued. Ejections for fighting or attempting to strike another person will result in suspension from any further play in the League. Offensive language towards a teammate, opponent, spectator, or a referee can result in automatic red card.

Protests will be entertained for rule violations only. Referee judgment is final and cannot be protested. All protests must be on the official form and include a \$50 fee (payable to the league) and delivered to the league administrator within 48 hrs of the game. A club official must approve any potential protest before it is submitted to the league. If you win the protest, your fee will be returned.



PENALTIES FOR EJECTIONS

The following are the penalties that have been established by the league for a coach or player receiving an ejection.

(Red Card) in conjunction with any league game.

The following penalties may also be imposed on a coach or player based on the referee's report even though an ejection (red card) was not issued at the time of the incident.

All suspensions are in addition to the game in which the person was ejected. All suspensions shall apply to the next physically played league game, whether or not such game is within the same season. A forfeited game, cancelled game, or postponed game is not considered a played game. Suspensions that are not served do carry over to the following year or season.

Behavior towards referee(s)

- Continuous criticism/harassment (dissent): 1 Game
- Offensive, insulting or abusive language, obscene gesture: 2 Games
- Assault (as defined by USSF): See section on "Special Hearing"

Behavior towards another player, a substitute, or a coach

- Offensive, insulting or abusive language, obscene gesture: 2 Games
- Inciting a fight: 2 Games
- Violent conduct (as defined by USSF): 2 Games
- Intentional foul play where there is an obvious attempt to inflict serious bodily harm: 4 Games
- Fighting: Season (minimum of 8 games)
- Intentional foul play which results in serious bodily harm: See section on "Special Hearing"

Behavior towards a spectator

- Offensive, insulting or abusive language, obscene gesture: 2 Games
- Violent conduct (as defined by USSF): 3 Games
- General misconduct
- Repeated misconduct in a game: 1 Game
- Additional suspensions
- If a player is suspended a second time in the same season for any reason, two (2) additional games shall be added to the suspension.
- If a player is suspended a third time within a period of the current season plus the three preceding seasons, three (3) games shall be added to the suspension.



FIELD DIMENSIONS

- Field Dimensions: Length: minimum 70 yards maximum 80 yards
- Width: minimum 40 yards maximum 50 yards
- Markings: Center circle: 8 yd radius
 - Corner arc: 2 ft radius
 - Penalty area: 14 yards **Goal Area: 6 yards**
- Goals: 7 ft x 21 ft (recommended) (Penalty mark is 8 yards from the goal line)

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