



City of Los Angeles
Department of Recreation and Parks
Municipal Sports Section



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2009 Winter / Spring Regulations Governing Play For Municipal Sports Soccer Program

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

I. RULES OF PLAY

The current FIFA regulations book will govern play in the Municipal Sports Soccer Program with the following being the exceptions.

II. ELGIBILITY

- A. Participants must be at least 16 years of age, with parent consent at the time of player(s) registration .In the 30+ Division, participants must be at least 30 years of age or older at the time of player(s) registration. In the 40+ Division, participants must be at least 40 years of age or older at the time of player(s) registration.
- B. Participants must have completely filled out the TEAM ROSTER Form or a PLAYER REGISTRATION Form. The team roster form or the player registration form along with a clear copy of a valid picture ID must have been received by the League Administration before participating in any league games.
NOTE: Failure to comply will result in forfeit.
- C. Participants must show valid form of picture ID upon request and their League issued ID card given to the Head Official upon signing in on Game Score Sheet. NOTE: It is preferred that Valid form of picture ID be either a Driver's License or State ID Card however, the following forms of picture ID will also be accepted: Military ID, Municipality ID, foreign country ID.
- D. Participants may participate on multiple teams providing that the teams they play on are not in the same list below:
LIST "A" First Division, Minor Division, Major Division, Metro Division, Super Metro Division.
LIST "B" 30+, 40+ Divisions
LIST "C" Women's Divisions.
NOTE: Players must have completed the Roster Form or the Player Add / Drop Form and the player Has a valid I.D. Card for each of the teams he/she is registered with. Suspensions for players who play on Multiple teams apply to all the teams that the player is registered with.
- E. List of suspended players will be posted on the League's Web Site ASAP or can be obtained by calling the League Office.
- F. It is the responsibility of each Team Manager to know who from his team is not eligible.
- G. If a suspended player(s) participates in a game, all the games that the player(s) has participated in will result in a forfeit and the Manager will be suspended for 2 games.

III. TEAM ROSTER

- A. Fully completed Team Roster or Player Registration Form must be submitted to League Office prior to the start of the league. NOTE: Only players who have fully filled out their Team Roster and have fulfilled ID card policy may participate in League Games.
- B. Roster is limited to 26 players.
- C. Additions to Roster will be allowed up until the point where only 4 games remain in the season providing that you have not used up on 26 player slots.
- D. Once a team's roster is maxed out (26 players), no more players may be added.
- E. Please use the PLAYER REGISTRATION FORM for Adding Players after the 1st game. .
- F. In order to be eligible for Post Season play, players must have played in at least 4 regular season games. If a team is found to have played a player that has not played in four regular season games, the team will forfeit the game and will be eliminated from post season play.
- G. All players must have valid signatures on roster and Referee's Report Sheet. The signature may **NOT** vary.

- H. Player(s) wishing to transfer from one team to another must be dropped by their original team; and his/her current players ID card must be turned in to the league office before the new add form can be accepted and a new players ID card issued.
- I. Any change of address for managers or players MUST be reported to the League Office at soccer.munisports@lacity.org or (818) 246-5613 IMMEDIATELY.

IV. I.D. CARDS

- A. ID Card rule mentioned in ELGIBILITY section will be in effect starting with the 1st game.
- B. It is the responsibility of the Team Manager to make sure that their team's ID Cards are obtained on time.
- C. Manager must also have a valid ID Card.
- D. **Falsification of ID card or misrepresentation by a player(s) or manager shall result in Forfeiture of all the games that the player(s) participated in. Furthermore, the player(s) whose players ID is being used by another player will be taken and the player(s) will be suspended from the league, the Team Manager shall be suspended for 5 games and the team bond will be suspended. Additionally, if the team bond is not replenished by 5:00pm on the next upcoming Wednesday, the team will be dropped from the league.**
- E. In the case of a lost ID card, the player may not play until a new player's ID card is issued.

V. DIVISIONS

- A. The Divisions are as follows:

- 1. 40+ - All Participants must be 40+ years of age or older at time of registration.
- 2. 30+ - All Participants must be 30+ years of age or older at time of registration.
- 3. Women's Division -
- 4. First Division - (lowest skilled / F League)
- 5. Minor Division - (D League)
- 6. Major Division - (C League)
- 7. Metro Division – (B League)
- 8. Super Metro Division - (Highest skilled / A League)
- 9. Players who are proven to be ineligible under any criteria will be immediately expelled from the league and all the games in which they participate will be forfeited.
- 10. Unless stated otherwise above, Players must be 16 years of age in order to participate. A parental consent form is required for players under the age of 18 years old to be submitted to the league office before he/she is allowed to participate.

- B. Sub Divisions may be formed if deemed necessary by the League Administration.
- C. Returning teams who finish in the Top three positions may be placed in the next higher division.
- D. Returning teams who finish in the Bottom three positions may be placed in the next lower division.
- E. The League Administration ultimately has the authority to placed teams into divisions as we deem necessary.

VI. REFEREES

- A. Three Officials will be assigned to each game.
- B. Officials fees are as follows:
 - 1. Official Fee is \$50.00 per game per team. This fee is to be paid in form of cash prior to the start of the game.
 - 2. In the event that only 2 Officials work the game, the official fee shall be \$42.00 per team.
 - 3. In the event that only 1 Official works the game, the official fee shall be \$27.00 per team.

VII. 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. At the conclusion of each game, balls will be returned to the original owner. Team Manager needs to see the Referee immediately after the conclusion of the game to receive his team's ball. Municipal Sports, its staff or Officiating staff are not responsible for balls that are not pick up promptly.
- B. The ball shall be spherical, the outer casting shall be leather or other material approved by F.I.F.A.
- C. Under some circumstances, nets for goals or perhaps the entire goal will need to be set up prior to the start of the first game and then broken down at the conclusion of the last game. In the event that your team is scheduled for either the first or last game, game Official will inform you as to your team's responsibilities.
- D. Any team who refuses to cooperate with "C" will forfeit that game thus your forfeit bond will be charged accordingly.

E. Metal cleats will not be allowed in any of the Municipal Sports Soccer Leagues.

VIII. GAME

- A. Prior to start of the game, each team manager must lead his team to the center of the field where each player shall show their valid form of picture ID and forward his League issued ID card to the Head Official. Each player must also sign the score sheet.
- B. There shall be two (2) halves of forty-five (45) minutes each with an intermission of ten (10) 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 you if such case exists.
- C. Team must have seven (7) players present to start a match. Failure to field at least 7 will result in forfeiture of the game.
- D. A 10 (ten) minute grace period will be allowed. NOTE: Total amount of Grace period minutes utilized (not to exceed 10) shall be deducted from first half.
- E. Red Cards are subject to be fined. Fines are to be paid to the league office in the form of a check, money order or by credit card. NOTE: Please insist on receiving a receipt to show proof your payment was made. **Under no circumstance should red card fines be paid on the field or payment be given to the officials to bring in to the league office.**
- F. The referee can terminate a game due to the actions of a player(s) or manager after being Red-carded. In the event that such 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, forfeit bond may be charged for at least 1 game and up to its entirety pending severity.
- G. Home team determines which sideline to occupy. Home team is denoted on the League Schedule.
- H. Team's extra players, managers, coaches and spectators must be on the opposite side of the field from their opponents.
- I. If a Regular Season Game ends in a tie, it shall remain a tie.
- J. If a Playoff Game ends in a tie, the means for breaking the tie will be Penalty Kicks.
- K. If a Championship Game ends in a tie, the means for breaking the tie will be Sudden Death (15 minute periods).
- L. Slide Tackling is not allowed in the following divisions: First "C", 30+, and 40+.

IX. STANDINGS

- A. Point system shall be utilized for standings.
 - 1. Win = 3 points
 - 2. Tie = 1 points
 - 3. Loss = 0 points
 - 4. **Forfeit = 0 points**
- B. First means for breaking ties in the standings shall be average of goals for vs. goals against. EXCEPTION: This tie breaker does not apply to Women's Divisions.
- 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 up ties will be a coin toss.

X. SUBSTITUTION

- A. When a goal-keeper or any other player is to be replaced by a substitute, the following conditions shall be observed:
 - 1. The referee shall be informed of the proposed substitution before it is made.
 - 2. No substitute shall enter the field of play until the player he is replacing has left, and only after having received a signal from the referee.
 - 3. **The substitute shall enter the field during a stoppage in the game at the half-way line.**
 - 4. Teams can substitute anytime the game is stopped.
 - 5. Each team may substitute a maximum of five (5) players at one time.
 - 6. The player must report to the nearest linesman in order to enter the game.
- B. Substitutes can re-enter the game after he is replaced.
- C. The number of player substitutions is unlimited during a game.

XI. UNIFORMS

- A. All players must be in complete uniform (jersey, shorts and socks). In addition, teams should also carry a 2nd jersey or "like" colored t-shirts. These t-shirts should be of different uniform color.

- B. In the event that both teams have same color uniforms, the Visiting Team shall have to wear their 2nd jersey or t-shirts.
- 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 tape or written numbers or duplicate numbers are allowed on the back of the jersey or t-shirts.

XII. PROTEST

- A. Protests may be filed providing that all the following are met.
 - 1. Your complaint is not based on a judgment call.
 - 2. Head Official is to be notified of your protest immediately after the issue being protested surfaces.
 - 3. A written protest statement stating your grounds for protesting 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.
 - 4. The League's Executive Committee shall review your protest and rule accordingly.
 - 5. Your \$25.00 fee will be returned if a decision is rendered by the Soccer Executive Committee in your favor.

XIII. OTHER INFORMATION

- A. League maintains a ZERO TOLERANCE RULE for any acts of physical and malicious aggression. Any player involved in a fight will be automatically suspended from the league, the game shall end in forfeiture and their team's entire bond will be forfeited. This applies to ALL, INSTIGATOR, AND RETALIATOR.
- 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 or urinating in public. Failure to comply will result in suspension for the remainder of the league.
- F. Los Angeles City laws prohibit consumption of alcoholic beverages at the site or grounds of the facility where the game is played.
- G. When a team has money drawn from their forfeit bond for whatever reason, the team must replenish whatever amount was taken from their bond by 5:00 PM the Wednesday before their next game. Teams failing to replace their bond, will not be scheduled any more games until bond is paid. The game/s that was scheduled will be listed as a forfeit and points will be given to the opponent. NOTE: IF entire bond has been lost, it will need to be replenished by 5:00pm on the next upcoming Wednesday or the team will be dropped from the league.
- H. **Municipal Sports Soccer Program reserves the right to exclude teams from participating in the Soccer Programs 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: Forfeiture of game(s), loss of Team Bond, suspension from game(s) and up to 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 the refund deadline date and time.
- L. In the event that a team drops out of the league, League Administration shall make determination as to how proceed with the remainder of the season. I.E. Add team to replace them, 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 yet received an e-mail messages regarding game status, then call the Soccer Office at (818) 246-5613.
- N. League Office is located at: Municipal Sports Office; 3900 West Chevy Chase Drive; Los Angeles, CA 90039. soccer.municipalsports@lacity.org or 818-246-5613.
- O. Failure to attend meetings or to send a representative will result in your team not having any games scheduled and \$25.00 dollars fine. The fine must be paid in the form of a check, money order or credit card within 5 business days. If the fine is not paid within the 5 business days it will be deducted from your bond. If the fine is taken from your bond it must be replaced. See letter (G) above.
- P. This is not an all inclusive set of rules. League Administration reserves the right to amendment rules as necessitated for the overall benefit of the league.