



RULES OVERVIEW

Players: 8 players (men) on the field per team (including goalkeeper).

Subs: maximum 4 subs per team per game.

Duration: Two 25-minute halves. Running Clock.

Tackling: No slide tackling allowed. FIFA Laws will be followed with certain exceptions listed below.

THE PLAYERS

- Each team will field 8 players at any one time.
- The minimum number of players allowable would be 5 people.
- All players are obligated to sign a waiver before the season starts.
- All players from each team must have coordinating jerseys with unique number on the back.
- Team Captains are responsible for filling out before each game a roster of their players and numbers.
- The referee will keep roster.
- A Drivers license may be requested from the referee or league administrator to review and verify identify if it is in question.

SUBSTITUTIONS

- All substitution requests must be made to the referee and the referee must give his authorization prior to the substitution being made.
- All substitutes must be behind their defensive goal and within 3 yards of the goal line when asking for a substitution.
- Substitutions may be done on an unlimited basis, after authorization from the referee and may be requested on any dead ball.
- Teams have the right to invite up to two new players per game. Each new player will be asked to sign the waiver before they take the field. A new player is someone who has never played for a team during the current season. Once a player plays for one team, he cannot be invited to another team from the same division.

SUBSTITUTION VIOLATIONS

- A team fielding too many players during play will be penalized with a five minute penalty by playing short for 5 minutes. If the referee can identify which player entered the field without authorization, he will be cautioned.

UNIFORMS

- Each player must have matching uniforms to their teammates and the appropriate numbers.
- Matching jerseys, shorts, and socks are desired.
- Age and/or size appropriate shin guards are desired. This will be determined by the referee or by a league administrator.
- Appropriate soccer footwear and tennis shoes are required. No metal studded shoes allowed.
- Casts, splints or body braces made of hard materials are not allowed, unless they are padded to the satisfaction of the referee or league administrator.
- Hats and headgear with any hard surface are not allowed.

THE REFEREE

- Enforce the "Laws of the Game" and all league rules.
- One man systems will be used. On some cases, at the discretion of the referee assignor or league administrator a two man system may be used.
- The authority of the referee starts when he enters the field of play.
- The referee shall adjust the length of the match to ensure the next match starts as scheduled.
- All decisions of the Referee shall be final so far as the result of the game is concerned.
- The referee shall submit the game record and results to the league director at the end of the game, including all pertinent information, such as goals, misconduct, injuries, etc.).
- Referees should get both team rosters filled and signed before the start of the match.



- Referees should choose best player of the game and submit the information together with info regarding yellow cards, red cards and goals.

GAME LENGTH

Each game will be divided into (2) 25 minute halves, separated by a brief halftime of approximately 3 minutes. A running clock will be maintained by the referee. The clock will not stop during injury time-outs. The actual playing time may be reduced by the referee, at his or her discretion, to compensate for any late starts, so that the next game can start on time.

START TIME

All games should start at their scheduled time. If a team is not ready to start play after 10 minutes, then the team can be required to forfeit.

PENALTY AREA

Penalty shots will be enforced if a player is fouled within the penalty box. The penalty will be taken approximately 10 yards from the goal.

FREE KICKS

Free kicks are direct following FIFA rules.

GOALKEEPER POSSESSION AND DISTRIBUTION

The keeper cannot use his hands out of the penalty box. Goalkeepers cannot use his hands if he is passed the ball from his teammate with the foot.

STOPPAGE IN PLAY

If the referee should call for a stoppage in play, if there was a team in clear possession at the time of stoppage, then they will restart with an indirect free kick. If there was no clear possession, the game will be restarted with a drop ball at the location where the ball was when the stoppage occurred.

OFFSIDE

There is no OFFSIDE.

MISCONDUCT

- Slide tackling is not permitted. We want to reduce the potential for injuries to players. We want to discourage players from slide tackling and enforce the following penalties.
- Any non violent slide tackle to a player will result in the player receiving a warning or caution and a restart with an indirect free kick awarded to the affected team.
- Any player who should create a violent slide tackle to an opposing player that would be considered either as serious foul play and/or violent conduct, in the opinion of the referee, then the player committing this type of slide tackle will receive an ejection, with a suspension of minimum of 1 game. Additionally, the team manager will receive a warning for this incident as well, for not reminding and enforcing this with his/her player. The restart will be an indirect free kick.
- Verbal abuse (within or after the match), such as taunting of players, referees, and/or spectators by players, substitutes, coaches or spectators are cause for caution (yellow), expulsion and/or suspension. The written report of the referee will determine if an extension to the minimum suspension will be added.
- Verbal abuse or abusive language or dissent or threatening actions used by a player to a referee or official, before or after they have been ejected from a game, will carry additional suspensions, up to and including expulsion from the league. Such penalties will be determined by the league director(s), basing decisions on the referee report and any other comments from league officials who witnessed the incident.

PENAL TIMES

- All Cautionable offenses (Yellow Card) will be punished by a 3 minute penalty for the player and the team will play short during that 3 minute penalty.



- All Sending-Off offenses (Red Card) will be punished by ejection of the specific player for the rest of the game, and the team will play short by one player for the rest of the game.
- If a player receives 2 cautions in one game and thus 2 each 3 minute penalties, he will sit out the rest of the game and his team will play short by one player for the rest of the game. An ejection, resulting from 2 cautions can carry a suspension of one additional game, but could be more, depending on the review by the directors of the referee report.
- An ejection resulting from a red card carries a minimum suspension of one additional game, but could be more, depending on the review by the directors of the referee report.

PLAYER EJECTIONS

- An ejected player must exit the field immediately.
- An ejected player must exit the field prior to commencing the game and may not return prior to the League Director's approval.
- Upon return, the player will serve a probationary period determined by the League Directors.

PROGRESSIVE FINES AND SUSPENSIONS

If the same player commits serious fouls and misconduct again in a season, that result in his second sending off (second ejection), then this offense will be at minimum double the suspensions. If the same player commits serious fouls and misconduct again in a season, that result in his third sending off, then this offense will be at a minimum triple the suspensions and he will be suspended from the league for the remainder of that season and depending on the decision of the league directors, he may be suspended for additional times in future seasons, up to and including permanent suspension from all future play in the Playa Champions Adult Soccer Leagues. A player ejection from one league, such as a 8 vs 8 league, will jeopardize his eligibility in other leagues organized by Playa Champions, such as an 8vs8 tournaments, clinics or other event.

CUMULATIVE CAUTIONS

Should any player receive 4 cautions in a season (yellow card), he will be suspended for 1 game subsequent to their receiving the 4th caution. Should any player receive 8 cautions in a season, he will be suspended for 2 game subsequent to their receiving the 8th caution. Cautions are cumulative throughout all the season (playoffs included).

IMMEDIATE EXPULSION FROM THE LEAGUE

An ejected player is also subject to additional fines and additional multiple game suspensions, up to and including banishment/expulsion from the league, depending on the nature, severity and impact of the incident they were involved in and/or created. To be clear, a single and first incident by itself, could possibly warrant permanent expulsion and fines up to and including the amount of the bond, for such things as fighting, referee assault, threatening a player, official, or spectator. The league directors will make such a determination by a number of factors including, but not limited to, the referee report, any witness testimonies, and any other information that an investigation may reveal.

SIDELINE AND SPECTATOR CONTROL, FINES AND SUSPENSIONS

It is the responsibility of the team manager and coach of each team to control himself and his sideline, including his substitutes, bench personnel and spectators. Any of these individuals, who may cause the sideline to behave in an inappropriate manner, such as causing the sideline behavior to be considered as bringing the game or sidelines into disrepute, this includes any substitutes or non-playing personnel, when ever they exhibit misconduct, be it at the start, during or at the conclusion of the game, the referee shall document the incident or incidents and inform the league directors. If the offenses are ejectionable in nature, and if they are committed by registered players, they will be suspended and fined accordingly. If they are not registered players then other remedies may need to be taken.



SIDELINE CONTROL

Cautions, warnings, and/or ejections issued to any sideline personnel of a team, such as coach, manager, spectator or substitutes will result in a report being written by either the referee or the league official, which will then be reviewed and then potential disciplinary actions will be issued, depending on the incident, up to and including expulsion from the league and/or Playa Vista Parks.

POINT SYSTEM

League games will have the following point system applied to game results:

- WIN = 3 POINTS
- TIE = 1 POINT
- LOSS = 0 POINTS

TIE BREAKING METHODOLOGY

The following tie breaking procedures will be used to determine a league winner, in the event teams are tied with the same amount of points at the end of a season.

- Goals For minus Goals Against in the league play, the team with the greater differential wins.
- Total number of goals scored FOR in the league, the team with the greatest number of goals in the league, wins.
- Head to Head competition in common games during the season with the tied team, greater points total wins.
- Goals For minus Goals Against in Head to Head Competition with the tied team, the team with the greater differential wins.
- Rock Paper Scissors (best out of 3).

PLAYOFFS

- If a contest is tied at the end of regulation time, the following procedure shall be used to determine the winner:

- A. The head referee shall choose the goal at which all of the penalty kicks shall be taken.
- B. Each coach shall select any five players that finished the match in the field.
- C. A coin toss shall be conducted. The team winning the toss shall have the choice of kicking first or second.
- D. Teams will alternate kickers. There is no follow-up kick.
- E. The defending team only can use one goalkeeper and can't change him prior to each penalty kick.
- F. Following five kicks for each team, the team scoring the greatest number of goals on these kicks shall be declared the winner.
- G. If the score remains tied after each team has had five penalty kicks continue to sudden victory penalty kicks. Each coach shall select one player at a time. Players can shoot one more time only when all other players have executed same amount of penalty kicks (including GK).
- H. Penalty shootout to be executed from a distance equal to 1.5 times goal width.

- Yellow cards accumulated are reset to zero in semi-finals (suspensions are not reset).
- NO new players accepted in playoffs (a new player is someone who has never played for the team in the same season). Only Goal Keepers can be brought if the regular GK is not available (regular GK is the player with more appearances during league stage).

PLAYER TRANSFERS

No player transfers allowed within seasons.

Once a player is registered (or played) with a team, he may not switch to register with a different team in the same season.



There will be a roster of Goal Keepers available for teams in case they need. These are the only players that are able to play in different teams within a season. 1st goalkeepers of teams are not allowed to participate on this roster. This group of GKs will only be allowed to use on league stage.

NEW PLAYERS

Teams will be able to use new players as far as they haven't played on a different team within the same season. Only Goal Keepers from "sub roster" will be able to switch teams when needed.

No new players allowed after match 7. Only players in roster will be allowed to play.

TEAM ROSTERS

Teams must submit a starting roster before league kickoff with minimum of 10 players. Teams have time to submit their definitive roster of maximum 16 players by match 7.

Any new player invited to fill as a sub will automatically be added to that team's roster.

TEAM PROTESTS

- Protests can only be made by a team manager of one team against a team they are playing against.
- Protests to any league rules must be done immediately, at the start of the game when applicable or immediately following the end of the game, when applicable. For example, if a team wants to challenge the validity of a player registered on a team, they should do so before the game starts and not wait until the end to see the game result. Similarly, if any protest is made, it should be made immediately at the end of the game with the league director on the field, so that proper investigation can occur immediately, otherwise, waiting hours or days later may not allow for proper investigation nor verification, if it requires verification of identification at the time of the occurrence. Thus waiting to register a complaint or protest within a time frame that does not support the proper investigation, may result in the protest being unverifiable and thus, possibly result in no action being taken.

TEAM FORFEITS

- If a team forfeits because it does not have enough players to play at game time, minimum 5, players, grace period of 10 minutes, they can lose the game by a score of 7-0, should the referee or league director indicate this clause has been activated.
- The team that forfeits with no previous advice (72hs before game), 3 points will be automatically subtracted.
- The team that forfeits will also be responsible for paying for the entire referee fees for the game.
- A team forfeiting 2 games in a season is subject to being replaced, forfeiting their team registration fees for the rest of the season and their team forfeit bond.

Good luck to all the managers and teams. See you on the pitch.
Playa Champions Committee.