



City of Victorville Community Services Department  
Recreation Services Division  
14973 Joshua Street - Victorville, CA 92394 245-5551

## **SOCCKER BY-LAWS OUTDOOR, 6-ON-6**

### **PURPOSE**

The purpose of this Adult Soccer League is to provide the citizens of Victorville with an opportunity to play recreational soccer in a controlled, safe environment.

### **GOVERNING RULES**

1. The City of Victorville Recreation Services Division's Soccer League will be governed by current F.I.F.A. rules, except as specified below.
2. The Recreation Services Division reserves the right to make any changes necessary to ensure the safety of the participants and/or operation of the league.

### **PLAYING TIME**

1. The game shall consist of two 30-minute halves, with a 5-minute half-time.
2. After completion of regulation time, if there is a tie, the game will go to sudden death kicks from the Penalty Mark to decide a winner. This may change from season to season depending on various factors.
3. Game time is forfeit time. Arrive early. You may start and play with 2. Within 10 minutes if 2 additional players have not arrived, the game is forfeited to the team that has at least 4 players.

### **NUMBER OF PLAYERS**

1. Six (6) players (5 field players and a goal keeper) shall comprise the team, with no less than four (4) on the field at a time. The goal keeper is counted as a player.
2. Late arriving players may be inserted into the line-up as they arrive. If arriving in the first half, check with the referee whether to sign in immediately, or wait until half time. If arriving during the second half, sign in before entering the field.
3. Substitution may be made freely; play does not have to stop. However, all substitutions must be made from the mid-field. All players exiting the game must do so on the side of the field their team is on and concurrently with the player entering the game.

### **ROSTERS**

1. Rosters are limited to twelve (12) players, unless specifically permitted by the League Director. Note: A player's signature must be on the roster or Add/Drop form to be eligible to participate.
2. Teams must submit a completed and signed Adult Sports Roster prior to the start of the first game.
3. Teams may add and/or drop players at any time up to the last game of the first-half of the team's schedule. After that game has been played, NO ADDITIONAL PLAYERS MAY BE ADDED TO THE ROSTER without the League Director's approval. A player may be added or dropped by turning in an addition/deletion form to the Recreation Office, Site Manager, or Soccer Official BEFORE that player may participate.
4. A player may change teams during the first-half of the season, with approval of supervisor; however, this player must sit-out one complete game after officially changing teams.

### **UNIFORMS**

1. All team members must wear a team jersey with a different number from the rest of their teammates.
2. The team goal keeper is not required to have a numbered jersey.
3. The team must also wear the same colored jersey (with the exception of the goal keeper).

### **STANDINGS**

1. Standings are determined by using the best win percentage. In the event of a tie for first place, head-to-head competition will determine the outcome, followed by goals scored against in that competition, then goals scored against overall, to determine final standings.

2. Team or sponsor trophies will be given to the 1<sup>st</sup> and 2<sup>nd</sup> placed teams. Individual awards (maximum of 12) will be given to the 1<sup>st</sup> place team, additional awards may be purchased. Alternatively, the City may award either a discount coupon for use at the next registration, or a certificate at Apple Valley Sporting Goods.

## POSTPONEMENTS

1. The only postponements will be those made by the Recreation Services Division. Teams that cannot make a game will forfeit that game.
2. Two unexcused forfeits may result in disqualification from the league and forfeiture of league fees.

## PROTESTS

1. All protests **must** be filed in writing with a \$25 protest by 5:00 p.m. the next business day. This fee is refundable if the protest is upheld. A protest can only be made on ineligible players and rule interpretations, **not** judgment calls by the official.
2. The officials' jurisdiction begins at kickoff. The official may stop the match for any rule infringement and suspend or terminate the game whenever he/she deems necessary, especially for matters of player safety.

## PLAYING RULES

1. An indirect kick, which is a kick that must be touched by another player before a goal may be scored, will be used on the following occasions: a) when the ball goes out-of-play on the touch lines, b) dangerous play, c) impeding, or any other FIFA-sanctioned infraction which should result in an indirect free kick. The opposing team will put the ball back in play at the appropriate place. Direct kicks will be used for all other fouls or infractions.
2. When the ball completely crosses the touch line, the restart is either a throw-in or a kick-in from the point where the ball left the playing field, taken by the team who did not touch the ball last before the ball went out of play.
3. No slide tackling. This is the official's judgment. Slide tackling results in a direct kick at the point of infraction, together with the issuance of a yellow card. If any contact to the other player is made in the slide tackle, a red card will be issued.
4. Any player (man or woman) receiving a caution must leave the field of play for a period of 3 minutes (as determined by the official) and remain on the sidelines in their team's area. The cautioned player may re-enter the field of play when signaled by the official. No substitute may enter the field for the cautioned player. The team must play short. Any player who is ejected from the game must depart the area to the parking lot or street and may not participate in the next game. **The ejected player must not display any negative behavior, as outlined in the Player/Spectator Code of Conduct.** A substitute may not enter the field of play to replace the ejected player. The team must play short for the remainder of the game. A player who receives two ejections during the season will be referred to the League Director for action and may be suspended from the league for the remainder of the season.
5. The goal keeper may not touch the ball with his/her hand(s) outside of the penalty area. A violation will result in a direct kick by the opposing team.
6. Any indirect kick awarded for a foul inside the penalty area will be taken from the nearest spot just outside the penalty area. In this situation, the defense may build a "wall" inside the box.
7. A span of 5 yards must be given on a free kick. A span of 2 yards must be given on a throw-in (or kick-in).
8. Goal kicks must be taken when the ball is stationary from anywhere inside the penalty area.
9. Should there be a direct free kick infraction within the penalty area, a kick from the penalty mark shall be taken. This will entail a one-kick play. If the shooter misses, there will be a goal kick.
10. Players on the opposing team are not allowed to attempt to score a goal from within the penalty area.
11. On the kick-off at the start of both halves, the ball need not go in a forward direction.
12. 5-Second rule: For kick-off, free kicks, corner kicks, throw-ins (or kick-ins), goal kicks and on goalkeeper possessions with the ball still in play, the player has 5 seconds in which to play the ball.
13. Goalkeepers may not throw, punt or kick the ball in the air over the middle line (except in the women's league). In the event that the ball goes over the middle line, the referee will signal an indirect free kick as the restart from the touch line at the half way line for the opposing team.

## MISCELLANEOUS

1. All participants play at their own risk. Injuries incurred are not the responsibility of the City of Victorville. Shin guards are required.
2. Players must wear appropriate footwear. No metal-cleated shoes will be allowed. A player will not wear anything that is dangerous to another player. Earrings, chains, wedding bands, metal limb braces, etc. may not be worn on the field. Infractions may result in forfeiture of game and suspensions.
3. All players must be at least 18 years of age and must have in their possession a valid ID card. A physical ID check may be made at any time during the season by the official or other league representative. Failure to produce proof of age will result in disallowing play for the individual and possible forfeiture of game.
4. All coaches will ensure that all players have read the "Code of Conduct".
5. Teams participating in the same match are required to occupy opposite touchlines: the home team will occupy either the North or West touchline; the visitors, the South or East touchline.
6. Start of play: The start of play will be determined by the home side choosing the side they wish to defend first; the visiting team will kick off the first half. At the referee's signal, the match shall be started by a player from the visitors with a kick placed into either half of the field. The ball must travel at least the circumference of the ball before it can be played by another player. Every player shall be in his or her respective half of the field, and every player of the team opposing that of the kicker shall remain not less than 5 feet from the ball until it is kicked off. A goal may not be scored from a kick off. The kicker may not play the ball again until it has been touched or played by another player.
7. Blood Rule: A player, manager or official who is bleeding or who has an open wound will be prohibited from participating in any further play until appropriate treatment is rendered. Substitution will be allowed in this case.
8. Remember that this is a Recreation league and rough play and/or unsportsmanlike conduct will not be tolerated at any time.
9. In the event that the two teams playing each other are wearing a jersey similar in color, the home team is responsible to have their players wear a pinny of contrasting color to the visiting team's jersey.

### Soccer Field Dimensions (may be slightly altered). Illustration not to scale

