



# 2022 8 on 8 Adult Co-Ed Soccer Rules

**Draft: Last Updated 6/22/22 2022 Changes in YELLOW**

Note: 6/22/22 update: IX Inclement weather

## **I. EQUIPMENT & FIELD**

1. Metal spikes are prohibited.
2. Shin guards required.
3. Shirts/Jerseys must be the same color with a player number legible to the referee.
  - a. The goalie jersey must be a contrasting color.
4. Official FIFA Size 5 ball – provided by each team.
5. Matches will be played on a U12-U13 sized field.
  - a. If a U12-U13 field is unavailable, a comparable sized field will be used.

## **II. SEASON ROSTER**

1. Teams must be primarily composed of adults 18 years old or older.
  - a. A maximum of 3 youth players may be used, aged 15-17.
2. A maximum of 16 players may be registered for a team. Substitutions must be made no later than the third week of the season. Exceptions are made on a case-by-case basis and must be approved by the Recreation Director.
3. All players must be registered and have signed the BFRD Liability Waiver form to be eligible to play. Non-compliance will result in a forfeit of the game.

## **III. PLAYERS**

1. 8 players including the goalie
  - a. A minimum of 2 women is required on the field at all times.
2. A minimum of seven players are needed to start and finish the game.
3. If the minimum number of players are not present 10 minutes after game time, the team forfeits. See FORFEIT RULES.
  - a. *Exception:* The opponent may waive this rule at their discretion. By the end of the first half, if a minimum of eight players is not reached, the game will be recorded as a forfeit.
4. Player passes will be required.
  - a. Using unauthorized players not appearing on the team roster is forbidden and will result in forfeit.

## **IV. SUBSTITUTES**

1. Substitutes are allowed on any dead ball.
  - a. Referee's permission is required
  - b. No substitutes "on the fly"
2. An unlimited number of substitutes are allowed during the game.

## **V. PLAY**

1. No offsides
2. No slide tackling

3. Throw-ins will be used
4. Corner kicks will be used
5. All dead ball fouls are direct kicks
6. There are goalie kicks – goalies may **not** punt.

## **VI. PENALTIES**

1. 1 yellow card player must leave field for 5 minutes (*team plays down a man for 5 minutes*)
2. 2 yellow card player removed from game, (*team plays down the rest of game*)
3. Board will review all red cards on case by case to determine if punishment or not punishment for next game

## **VII. FORFEITS**

1. Games may be forfeited for the following reasons:
  - a. Team not having **seven** players after the 10-minute forfeit time.
  - b. Team down to **six** players because of player(s) thrown out of a game for unsportsmanlike conduct.
  - c. Any team using ineligible players.
  - d. Failure of an expelled player to leave property immediately.
2. The Recreation Director must be informed and approve any pre-game date forfeits with 24-hour notice. Teams not following this procedure will result in Forfeit Fee.
  - a. A \$30 Forfeit Fee must be paid before the next scheduled game to the Big Foot Recreation District.
  - b. Failure to do so will result in subsequent game(s) recorded as a Loss.
3. A third infraction results in the removal from the league for the remainder of the year. At the Director's discretion, the team may be banned from the league for the following year.

## **VIII. THE GAME**

1. 2, 30 minute halves with a 5 minute half-time
  - a. Exceptions and modifications may be made to accommodate back-to-back games, weather or darkness at the discretion of the official.
2. Points are awarded as:
  - a. Win: 3 points
  - b. Tie: 1 point
  - c. Loss: 0 points

## **IX. INCLIMATE WEATHER / DARKNESS**

1. If a game is called due to weather or darkness and less than 1 half completed, the game will resume from the exact point at which it was stopped. If a game is called after a complete half, the game will be recorded as completed.
2. If a game cannot be completed prior to 7 days of the **start end** of the regular season, the game will be recorded as a tie. It is the responsibility of the team captains to agree on a time and notify the Recreation Director.

## **X. (Optional) TOURNAMENT PLAY**

1. Players eligible for tournament play must have played in a minimum of 3 regular season games.
2. Tournament seeds will be inter-woven between the Competitive & Recreational divisions if applicable.
3. Seeding
  - a. Total awarded season points

b. Total season goals scored in the event of a point tie

## **XI. SPORTSMANSHIP**

**The goal of the Big Foot Recreation District Adult Soccer League is to foster friendly competition within our community. We encourage good-natured competition, but when that competitive spirit becomes antagonistic and crosses acceptable lines of sportsmanship impeding on other players' ability to enjoy their experience, the whole league suffers.**

1. Behavior deemed unacceptable by Big Foot Recreation staff, or officials may result in suspension or ejection from the league.
2. Players that feel they are being verbally attacked are encouraged to report the offending behavior an official or a Big Foot Recreation staff person.

**Racist, sexist or other threatening comments directed at another player, official, or Big Foot Recreation staff will not be tolerated and are grounds for ejection and/or suspension.**

## **XII. MISCELLANEOUS RULES**

1. The Big Foot 8v8 Adult Soccer League is based off the "[AYSO Adult Soccer League – Region 258.](#)" Any match conduct rules not covered in the Big Foot Adult League rules shall refer to the AYSO Adult Soccer League rules for Match Conduct (Sec. 1).