

Adult Sports

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Sports Office located in:

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SPRING 2010 COED 6-on-6 SOCCER LEAGUE

Sign your team on or before Friday, January 29, 2010.

Games played on Friday nights February 19 thru April 30 at City College's La Playa Stadium.

Team fee is \$390.

League consists of 7 regular season games plus season ending single elimination playoff.

Divisions are A, B, C or 40+ year old (A is best). If you are looking for a less competitive, more recreational league please register in the C division.

A team roster must have a minimum of 7 or a maximum of 13 players. A team roster form needs to be completed and returned to the Sports Office in the Cabrillo Bathhouse located at 1118 East Cabrillo Blvd. Sports office hours are Monday - Friday 8am - 5pm.

You can register as an individual for \$55 and possibly be placed on a team. NO GUARANTEES - your money is refunded if you don't get placed on a team.

SUMMER 2010 COED 6-on-6 SOCCER LEAGUE

Sign your team on or before June 25, 2010.

League games played Tuesday and Thursday nights July thru August @ Dwight Murphy Park, Pershing Park, or City College's La Playa Stadium.

DUTIES OF MANAGERS

1. The team manager shall be responsible to maintain current rosters and notify the Sports Office by email (jesmith@santabarbaraca.gov) of any change in roster additions, deletions, new team manager or player addresses.
2. Team managers are responsible for getting their players ready to start games on time. This includes warming up and ensuring all players sign the "Hold Harmless Agreement" prior to playing in each league game.
3. The manager shall be responsible for the conduct of his/her team members and fans while on the field and use his/her own discretion for disciplinary action of a player. If action is not satisfactory to the referee, further disciplinary action may result.
4. All managers and players are to be familiar with playing rules and league rules.
5. Managers are responsible for seeing their teams adhere to all the rules and policies set forth by the Sports Office. Infraction could result in penalties including probation or suspension of manager and/or players involved.
6. Managers are responsible for attending or sending a representative to all managers meetings.
7. Managers are responsible to submit in writing to the attention of the Sports Office any concerns or recommendations of a general or specific nature which involves their teams or league.
8. Game schedules, team records and playoff schedule are available on the sports webpage @ www.sbparksandrecreation.com.
9. Team records are updated weekly.
10. All teams make the playoffs and are seeded according to their regular season record.
11. Teams tied after the regular season will have ties broken by the goals for and goals against differential.
12. Playoffs are single elimination.

PLAYERS CODE OF CONDUCT

1. NO PLAYER SHALL: push, shove, strike, or threaten to strike a referee, player, or spectator (this includes fighting or any combative situation).
PENALTY: Indirect kick and referee is required to immediately suspend the player from further play and report such player to the Sports Office.
2. NO PLAYER SHALL: Use extreme physical or rough tactics in the play of the game (this includes fighting or any other combative situation).
PENALTY: Indirect kick from spot of foul. The degree of infraction shall, in the referee's judgment, draw a minimum penalty of a warning or a maximum penalty of removal from the game. Referee is required to immediately suspend from further play any player who demonstrates unsportsmanlike behavior.
3. NO PLAYER SHALL: Verbally abuse any referee, player, or spectator.
PENALTY: Referee is required to immediately suspend the player from further play and report such player to the Sports Office. Such player shall remain suspended until his/her case has been considered by the Sports Office.
4. NO PLAYER SHALL: Slide tackle. A slide tackle foul will be called by the referee on any player sliding in the "vicinity" of another player.
PENALTY: The referee is required to immediately warn the player from further slide tackling. At the referee's discretion, the player may be removed from the game for unsportsmanlike behavior and report the removal of the player from the game to the Sports Office. The team that endured the slide tackle will be granted a penalty shot from midfield. If penalty shot is scored on penalty kick the possession of the ball goes to the opposing team at the midfield line. If penalty shot is missed

possession of the ball goes to the team at the midfield line that endured the slide tackle.

5. NO PLAYER SHALL: (Except the manager or captain) discuss with the referee any contested rulings.
PENALTY: The degree of infraction shall, in the referee's judgment, draw a minimum penalty of warning and a maximum penalty of removal from the game.
6. NO PLAYER SHALL: Use profane, obscene, or vulgar language in any manner, or at any time upon the field of play.
PENALTY: The degree of infraction shall, in the referee's judgment, draw a minimum penalty of warning or a maximum penalty of removal from the game.
7. NO PLAYER SHALL: Consume tobacco products, alcohol or drugs on the field of play at any time; or play in an intoxicated condition.
PENALTY: Referee is required to immediately suspend player from play and report incident to the Sports Office for further consideration.
8. NO PLAYER SHALL: Refuse to abide by referee's decision.
PENALTY: Referee is required to immediately suspend the player from further play and report such player to the Sports Office. Such player shall remain suspended until the case has been considered by the Sports Office staff.

GENERAL RULES

1. A team roster consists of a minimum of 7 players. The maximum number of players on the roster is 13. No player can be added to the roster at the field site.
2. An on the field team shall consist of 6 players. However, a game may be played without forfeit with four 4 or 5 roster players present at game time. The maximum number of players allowed on the field from either gender = 3.
3. At any time a team has only 3 eligible players no further participation is allowed. The game will be called a forfeit due to lack of participants on the one team. (See Forfeit Rule for scoring details).
4. When the 5th or 6th player arrives after the start of the game the player may enter the game after signing in with the referee AND only during a dead ball.
5. NO PLAYER SHALL: slide tackle or INTENTIONALLY leave their feet to play a ball. A sliding foul called by the referee will have the following penalty called:
 - Change of possession - for sliding to prevent a pass or to prevent a ball from going out of bounds (no other player close by)
 - Penalty shot - for sliding to block or prevent a shot on goal or to prevent a pass and other players were in the vicinity
 - Goal awarded - for slide tackling another player; or to prevent a shot from scoring that the referee determined would have gone in.
6. Teams are allowed substitutions only on "dead balls". Substitutes will enter the game from midfield
7. There are no team time outs. The referee (at his/her discretion) may stop play and/or time clock due to an injury.
8. Throw-ins are replaced by indirect free kicks. All kicks are indirect kicks except for a penalty shot.
9. Penalty shot – is taken from marked spot on field (approx 20yds from goal). If shot is scored a goal is counted for team and the opposing team gets possession at midfield. If shot is missed the team retains possession at midfield.
10. **A hand-ball** is considered from the shoulder down. A goal will be awarded if there is an intentional handball to prevent a goal.
11. A game will consist of two 25-minute periods, with a 2-minute halftime.
12. The field of play is 60yds long and 35yds wide, with a 10-foot goal arc.

13. THE GOAL ARC: No defensive or offensive player may enter the 10 ft. scoring arc unless the ball has crossed the plane of the arc. A team will be penalized for a player being in the arc if a shot or pass is directed toward the goal area and the player is in the arc at the time of the shot or pass.

PENALTY for being called in the arc:

- Offense – change of possession
- Defense – penalty shot

14. Players, managers, or spectators shall not make disparaging or insulting remarks to or about opposing players, spectators or the referee.
15. TIED GAME - REGULAR SEASON - If the score is tied at the end of regulation - the game is considered a tie in the standings.
16. TIED GAME - PLAYOFFS – If the score is tied at the end of regulation:
 - 10 minute overtime period will be played.
 - Team that wins coin flip will choose to begin the overtime period with the ball or they may choose side they wish to defend.
 - First team to score a goal wins.
 - After 10 minutes if the score remains tied: SHOOTOUT
 - Referee chooses goal
 - 5 shots taken on goal from marked spot on field
 - 5 different players from each team shoot
 - Team that scores the most goals wins
 - If tied after 1st shootout the 2nd shootout takes place from midfield

TEAM PARTICIPATION

1. Teams are made up of six (6) players on the field; three (3) men and (3) women. Each team must have a minimum of 4 players on a field at one time. These are the following legal combinations: (teams may not play with 4 men or 4 women on the field)
 - a) 3 men and 2 women
 - b) 3 women and 2 men
 - c) 3 men and 1 woman
 - d) 3 women and 1 man
 - e) 2 men and 2 women

ADDITIONS OR DELETIONS OF PLAYERS ON TEAM ROSTERS

1. PLAYERS ARE NOT ALLOWED TO BE ADDED ON THE FIELD PRIOR TO GAME TIME.
2. Managers are allowed to add/delete players to their rosters (with approval) until the 5th game of the season. Any manager who tries to add players after this point will be denied approval. The roster is set after game 5 throughout the playoffs. There are no exceptions due to injuries, vacation, and employment or family tragedies.
3. Managers should email (jesmith@santabarbaraca.gov) with additions or drops to their roster. The Sports Office will confirm by return email that the player(s) have been added to or dropped from the roster.

LEAGUE OBJECTIVES

1. 6 on 6 Coed Soccer is a GAME between two teams, under direction and control of a referee, played on an enclosed field in accordance with these rules, under jurisdiction of the City of Santa Barbara Parks and Recreation Department.
2. THE WINNER of the game shall be the team which shall have scored, in accordance with these rules, the greater number of goals at the conclusion of a regulation game.

3. A COIN FLIP will be called by the home team (1 vs 2 second number is home team) manager prior to the beginning of the game. The winner of the flip will determine to defend a playing side or to take the kick-off.
5. IT IS A REGULATION GAME if it is called by the referee on account of darkness, rain, fire, panic, or other cause which puts the patrons or players in peril provided ten (10) minutes into the second half has been played.
6. WHEN A GAME IS CALLED prior to ten (10) minutes being played in the second half or when a game is suspended due to a catastrophic incident, for example: heart attacks, epileptic seizure, or death, the game will be replayed from the point of the incident.
7. A REGULATIONS GAME shall be declared by the referee if the game passes the ten (10) minute mark in the second half. The score at this point will be considered the final score. (no protest allowed)

RAIN OUTS

In the event of rain occurring or right after a strong rainfall, teams should call 564-5555 after 3pm of the game day. A message will be given relating to playing conditions of the fields and if games are cancelled.

PROTESTS

1. THE NOTIFICATION OF INTENT TO PROTEST must be made immediately to the referee.
 - a) The captain or manager of the protesting team should immediately notify the referee and the opposing team manager that the game is being continued under protest.
 - b) All interested parties shall take notice of the conditions surrounding the making of the decision that will aid in the correct determination of the issue.

2. PROTESTS THAT SHALL BE RECEIVED AND CONSIDERED ARE:
 - a) Misinterpretation of a playing rule.
 - b) Failure of the League Director to apply the correct rule to a given situation
 - c) Failure to impose the correct penalty for a given violation.

NOTE: Time limit cannot be protested.

3. PROTESTS SHALL NOT BE RECEIVED OR CONSIDERED if they are based solely on a decision involving the accuracy of judgment on the part of play. Examples of protests which will not be considered are:
 - a) Whether a person is out of bounds.
 - b) Whether the field is fit to continue to play
 - c) Whether there is sufficient light to continue to play
 - d) Any other matters involving the accuracy of the League Directors judgment.

4. WRITTEN PROTEST MUST BE FILED:
 - a) Within 24 hours (1 day) after the scheduled time of the contest. Failure to turn in a written protest will nullify any consideration of said protest.

5. A FORMAL PROTEST REQUEST SHOULD CONTAIN THE FOLLOWING INFORMATION:
 - a) The date, time, and place of the game.

- b) The names of the teams involved and the final score.
- c) The rule and section of the OFFICIAL RULES or local rules under which the protest is made.
- d) The decision and conditions surrounding the making of that decision.
- e) All essential facts involved in the matter protested.

6. THE DECISION MADE ON A PROTESTED GAME may result in one of the following:

- a) The protest is found invalid and the game score stands as played.
- b) When a protest is allowed for misinterpretation of a playing rule, the game is replayed from the point at which the incorrect decision was made with the decision corrected.
- c) When a protest for ineligibility is allowed the offended team shall be credited with a victory. (See forfeit ruling to determine score).

GAME RE-SCHEDULE PROCEDURES

Written request for reschedules must be submitted a minimum of two (2) weeks prior to the date.

- a) Request must include reason for reschedule.
- b) If approved, the Sports Office will try to reschedule the game on the same night the team normally plays. However, there are no guarantees.

FORFEITED GAMES (Sports Office will record a score of 3-0 for any forfeited game)

A forfeited game shall be declared by the referee in favor of the team not at fault in the following cases:

- a) If a team fails to appear on the field, or being upon the field, refuses to begin a game for which it is scheduled or assigned at the time scheduled. A 5 minute grace period will be allowed before the forfeit is called.
- b) If, after the game has begun one side refuses to continue to play, unless the game has been suspended or terminated by the referee.
- c) If, after play has been suspended by the referee, one side fails to resume playing within two minutes after the referee has called "CONTINUE PLAY".
- d) If a team employs tactics designed to delay or hasten the game.
- e) If, after warning by the referee, any one of the rules of the game is violated.
- f) If the order for the removal of a player from the field or premises is not obeyed within one minute.
- g) If, because of the removal of a player or players from the game by the referee, or for any cause, there are less than four players on either team.
- h) The referee has the authority to forfeit a game when they feel the situation is such that physical harm may come to themselves, players, or spectators.

EQUIPMENT

OFFICIAL GOAL SIZE: 4 feet high x 6 feet wide.

OFFICIAL BALL SIZE: "Size 5" which is provided by Parks & Recreation unless both teams agree to use a team provided ball.

FOOTWEAR: Athletic shoes must be worn; bare feet will not be permitted. **NO METAL CLEATS WILL BE ALLOWED!** The referee shall require players to remove any spike or illegal shoe which in his/her opinion, are dangerous or hazardous.

SHIN GUARDS: are recommended

GAME SHIRTS: teams provide their own. Reversible or pennies recommended or teams should arrive to game with a white AND dark color shirt.

TEAMS PLAYERS AND SUBSTITUTES

1. SIX PLAYERS shall constitute a team on the field. No team shall start or continue a game with less than four players. The team on the field may be stationed at any desirable point on fair ground.
2. A SUBSTITUTE MAY REPLACE a player whose name appears on the team's sign-in sheet.
3. INJURED PLAYER shall be substituted in the game for a minimum of three minutes before re-entering the game.
4. ON SUBSTITUTIONS, players may enter the playing field **only** during a "dead ball". The player leaving the field must be completely off before play can resume.

PLAYER ELIGIBILITY

1. A male or female may only play on one team.
2. Player(s) playing on a team under an assumed name will be suspended for the entire calendar year from the time violation is discovered. Manager of the offended team may also be suspended for one year.

SCORING

ONE GOAL SHALL BE SCORED every time a player, after having legally touched the ball, causes the ball to completely cross over the plane between goal posts.

REFEREE

1. Has full authority to determine the outcome of all disputes on the field.
2. Has the authority on the official game time, by starting and ending the game.
3. Has the authority (their discretion) to stop the game clock due to an injury.
4. Receives sign-in & score sheet from each team before the start of each game.
5. Will keep score and turn in score sheets to Sports Supervisor the following day.

ROSTER VIOLATIONS

1. Manager or player who plays under an assumed name will be suspended for one calendar year.
2. Any player who is not on the roster, has not signed the sign-in sheet, or is illegal for any other reason shall be suspended until such time that he/she is legal.