

# Women's Open Soccer Rules

## League Eligibility Regulations

1. All Players must have signed a player release form to be eligible for league play.
2. Player release forms may be turned in to the site supervisor at the field. However, this must take place before the player takes the field.
3. Players must be at least 18 years.
4. Teams using ineligible players in any games will have those games forfeited. Identification is subject to being checked at any time. Players without proper ID will not be allowed to participate.
5. In order to participate in a playoff game, a player must have played in at least three games during the season.
6. Teams that lose players during the season due to injury may petition the league director to replace those players if the loss of the player creates an emergency situation.
7. The League Director has the authority to make special exceptions regarding eligibility and roster procedures at any time.

## Schedules and Playoff Procedures

1. League championships will be determined by the top four finishers in the league based upon the following point system:  
Win = 2 pts. Tie = 1 pt. Loss = 0 pts.
2. A sponsor trophy will be awarded to the first and second place team; t-shirts will be awarded to the first place team as determined by playoffs. A new soccer ball will be awarded to the team that has the best record going in to playoffs.
3. Tie breaking criteria (between two teams):
  - Who beat whom in head-to-head competition.
  - Which team had fewer goals scored against them in the games between the two teams.
  - Which team had fewer goals scored against them during the entire season.
4. If there is a 3-way tie at the end of the season, the "top seeds" will be decided by using the standings based on the games with those three teams only. After that, the team that gives up the least amounts of points defensively in the games between the three teams will be declared the "top seed".

## League Structure

### ◆ Forfeits

1. If a team is aware they are going to forfeit a game, it is the manager's responsibility to notify the opposing team manager and the Sports Coordinator 24 hours or more in advance. Teams that forfeit on game day are subject to a \$25 fine payable to the Capitola Recreation office prior to their next scheduled game.
2. Teams may use players from the player list at any time throughout the regular season (not including play-offs) to keep from forfeiting a game. These players must sign a liability release form, but will not be charged any fees. This addition is for one game only unless otherwise approved by the Sports Coordinator.
3. The scheduled game time is forfeit time. The referees' watch is the official time. A team must begin with at least 7 legal players.

### ◆ Playing Rules

1. Unless indicated by this flyer, *FIFA Laws of the Game* will apply in all situations.
2. Number of Players:
  - There must be no more than eleven players on the field of play for either team including the goalie.
  - A team must have at least seven players to begin a game.

3. Substitutions:
  - ❑ There will be unlimited substitutions during the game.
  - ❑ Players who have been substituted for may re-enter the game.
  - ❑ Substitutions may be made only while the ball is out of play.
  - ❑ Ejected players may not be replaced.

◆ Player's Equipment

1. Uniforms or matching shirts are required.
2. A player is not allowed to wear anything that in the referee's judgment will be dangerous to themselves or to other players.
3. The goalkeepers' shirt should be of a different color than the other players' and referees' shirts.
4. Shin guards are allowed.

◆ Referees

1. Two referees will be used for all league and playoff games. If only one referee is present at the scheduled game time, the game will be started with one referee.
2. The referees will be the only keepers of time for any game.
3. Both referees have the power to warn, caution (yellow card), or send off (red card) players and substitutes. Referees have the authority to send-off a player without a red card. This will be considered a warning.

◆ Fouls and Misconduct

1. Sending off resulting from the following actions will be considered as a player ejection: violent behavior; serious fouls; using foul, insulting or threatening language; receiving a second caution in the same game for arguing with the referee's decision.
2. Players ejected from a game for any of these reasons will be automatically suspended from an additional league game. Sending off for other reasons will not necessarily be considered.

◆ Game Length

Games will be divided into 30-minute halves. Half time is five minutes.

◆ Start of Play

The team managers will determine by coin toss to *kick-off* or *defend a particular goal*. If the team winning the toss declines to kick-off, the other team must kick-off.

◆ Tie Games

All league games will end at the end of regulation time.

◆ Blood Rule

A player, coach, or official who is bleeding or has blood on his/her uniform will be prohibited from participating in the game until appropriate treatment can be administered. Any clothing or other item that has blood on it must be removed, replaced, or covered before that individual may re-enter the game.

◆ Miscellaneous

1. Teams are responsible for their own first-aid supplies.
  2. Team captains and players are responsible for reporting any injuries to the official or other league representative present at the game.
  3. In an effort to keep the cost of the league as reasonable as possible, teams are expected to help set up and take down the nets each night.
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