



# Municipal Sports Section

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## Regulations Governing Play For Municipal Sports Soccer Rules for 11v11 and 7v7

(All forms mentioned in this rules packet may be downloaded from the League Website)

### The current FIFA laws will govern play in the Municipal Sports Soccer Program with the following exceptions:

#### I. ELGIBILITY

- A. Participants must be 18 years of age or older at the time of player(s) registration. In the 30+ League, participants must be 30 years of age or older at the time of player(s) registration. In the 40+ League, participants must be 40 years of age or older at the time of player(s) registration.
- B. Players must have completely registered with the Municipal Soccer Program and also with Cal South, including the team manager and coaches, before participating in any league games.
- C. Teams must present their Game Score Card which contains a large and clear photo of all eligible players to the Head Official and sign-in on the Game Score Card. On request, players must provide an additional photo ID. The preferred form of additional photo ID is a valid Driver's License or State ID Card. However, the following forms of ID will also be accepted if necessary: Military ID, Municipality ID, Foreign Country ID, or Passport.
- D. **Participants may participate on multiple teams providing that the teams they play for do not play on the same day.**
  1. (SUNDAY) First - Minor - Major - Metro - Super Metro.
  2. (TUESDAY) 30+ Division.
  3. (SATURDAY) Women's Division.
  4. (WEDNESDAY) 40+ Division.
  5. (FRIDAY) Open Division. (Returning after Ferraro Field renovation is completed)
  6. (MON/THUR/FRI/SAT) 7v7 Divisions.
- E. The list of suspended players will be posted on the League's website weekly.
- F. **It is the responsibility of each Team Manager to know who is not eligible on his/her team.**
- G. If a suspended player(s) participates in a game, all the games that the suspended player(s) has participated in will result in a forfeit, and the team will be fined **\$50.00** per player for every game that the suspended player(s) participates in.

**NOTE:** Players must have completed the online Cal South Player Registration, and uploaded a picture for the team roster.

#### II. TEAM ROSTER

- A. All managers will be responsible for maintaining a current team roster with clear photos of all players. The Cal South online team roster will act as the official Muni league roster. Liability and waiver information is listed on the Cal South registration form and must be approved by all players prior to registering in our league.

**NOTE:** Only players who are listed on the game card with approved photo may participate in League games.  
**NOTE:** The team must present an official Game card at the beginning of every game. No Game Card. NO PLAY!
- B. Rosters are limited to 22 players for 11v11 and limited to 14 players for 7v7.
- C. **Falsification of a soccer player, or misrepresentation, by a player(s) or manager shall result in forfeiture of all the games that the player(s) participated in. The team will be fined \$50.00 for each infraction. Additionally, the team will forfeit any and all additional games until the fine is paid in full. The team will also lose priority for the next season.**
- D. The last date to add players to your team will be posted on your league schedule.
- E. Cal-South will be processing all of the player add, and drops. Contact Raul Aguayo at Cal-South via e-mail (raguayo@calsouth.com).
- F. Once a player is removed (drop) from a team he/she cannot return to the same team roster in the current season.
- G. Players must have played in at least four (4) regular season games to be eligible for post-season play. If a team uses a player during the post-season that has not played in four (4) regular season games, the team will forfeit the game and be eliminated from post-season play.
- H. **All players must have valid signatures on the Official Game Score Sheet. The name and signature may NOT vary (the name the player registers with is the name they should sign...please do not add or delete middle names or "second" last names if they are used to register).**
- I. Player(s) wishing to transfer from one team to another must be dropped by their original team first.
- J. Any change of address for managers or players MUST be updated on your Cal South registration form.

#### III. I.D. CARDS

- A. Managers and/or coaches that are not playing and would like to stay on the team sideline must carry a valid Cal South ID card. These cards must be given to officials during check in. This helps officials identify who is part of your team during games. These ID cards are free and can be ordered from Raul Aguayo at Cal South.

#### IV. DIVISIONS

- A. The Divisions are as follows:
1. 40+ - All participants must be 40+ years of age, or older, at time of registration.
  2. 30+ - All participants must be 30+ years of age, or older, at time of registration.
  3. Women's Division - All participants must be female.
  4. First Division - (E Level / Lowest Skilled)
  5. Minor Division - (D Level)
  6. Major Division - (C Level)
  7. Metro Division - (B Level)
  8. Super Metro Division - (A Level / Highest Skilled)
  9. Friday Open - (Open to All Levels)
  10. 7v7 Divisions
- B. Players who are proven to be ineligible under any criteria will be immediately expelled from the league and all the games in which they participated will be forfeited.
- C. Sub-divisions may be formed if deemed necessary by the League Administration.
- D. Returning teams finishing in the top position in regular league play **will** be placed in a higher division for the next season.
- E. Returning teams finishing in the bottom position in regular league play **will** be placed in a lower division for the next season.
- F. The League Administration ultimately has the authority to place teams into divisions, as deemed necessary.

#### V. REFEREES

- A. Three (3) officials will be assigned to each 11 v 11 game.
- B. One (1) official will be assigned to each 7 v 7 game.
- C. Officials' fees are as follows:
1. The officials' fee for (11v11) is \$70.00 per game, per team. This fee will be paid in the form of **cash** prior to the start of the game. Please note: \$70.00 fee is for three (3) officials.
  2. In the event that only one (1) official works the (11v11) game, the official fee shall be \$40.00 per team.
  3. The official fee for (7v7) is \$25.00 per game, per team. This fee will be paid in the form of **cash** prior to the start of the game.

#### VI. EQUIPMENT

- A. In every league game the Home Team and Visiting Team must furnish a ball, with both soccer balls meeting the approval of the assigned official(s). Team will forfeit the game if they fail to provide an approved soccer ball.
- B. The ball shall be spherical, with the outer covering being leather or other material approved by F.I.F.A.
- C. Metal cleats will **not** be allowed in any of the Municipal Sports Soccer Leagues.
- D. The size of the field of play for (7v7) is 90 meters in length and 50 meters in width with 6ftX18ft soccer goals being used.

#### VII. GAME

- A. Prior to start of the game, all players will check in at the center of the field where they shall provide the head official, their Game Score Card. Each player must then sign the scorecard in the presence of the official(s).
- B. In the (11v11) divisions, there will be two (2) halves of forty-five (45) minutes each, with an intermission of ten (10) minutes.
- C. In the (7v7) divisions, there will be two (2) halves of twenty-five (25) minutes each, with an intermission of five (5) minutes.
- D. In order to prevent shaving of time by the Officials, Team Managers are encouraged to confirm the official starting time of each half with the game's Head Official. NOTE: Occasionally, there may be a circumstance (injury, lights, weather, etc.) where game time will be required to be shortened. Officials shall inform both teams if such a case exists.
- E. In the (11v11) divisions teams must have seven (7) players present to start a match. Failure to field at least seven (7) players will result in forfeiture of the game. **NOTE:** The team that forfeits is responsible for both teams' officials' fees of \$140.00 dollars.
- F. In the (7v7) divisions teams must have five (5) players present to start the match. Failure to field at least five (5) players will result in the forfeiture of the game. **NOTE:** The team that forfeits is responsible for both teams' officials' fees of \$50.00 dollars.
- G. **NOTE: THERE WILL BE A 15 MINUTE GRACE PERIOD IN THE (11v11) DIVISIONS. If game has not started within 15 minutes, head official will declare a forfeit. NO EXCEPTIONS! Both teams are still required to submit a game card to the official.**
- H. **NOTE: THERE IS NO GRACE PERIOD IN THE (7v7) DIVISIONS. GAME TIME IS START TIME. Both teams are required to submit a game score card to the official.**
- I. Red Cards are subject to fines and suspensions. Fines are to be paid to the league office in the form of a check, money order or by credit card before the next scheduled game. **NOTE:** Please be sure to keep your receipt to show proof of your payment. **Payments are accepted Monday through Thursday only**, from 8:00am until 4:30pm. Credit card payments can be made over the phone.
- J. The referee can terminate a game due to the actions of a player(s), manager, and/or team spectators. In the event that such a case exists, the team at fault will be issued a forfeit for that game regardless of the score at the time of the incident. At the conclusion of the investigation, the team may be put on probation and/or fined.
- K. Home team determines which sideline to occupy. Home team is denoted on the League schedule. For 11v11 divisions, the team's extra players, manager(s), coach(s) and spectators must be on the opposite side of the field from their opponents. Managers can only go ten (10) yards in either direction from the center line.
- L. For 7v7 Divisions at Griffith Park Soccer Field: **Field #1** both team's extra players, manager(s) and coaches must be on the left side of the field next to the full size goal by the tennis courts, there will be one team on each side of the center line. **Field #2** both team's extra players, manager(s) and coaches must be on the right side of the field next to the full size goal, there will be one team on each side of the center line. Player's substitution will be running substitutions. No one is permitted directly behind the goals that are being used for the game. The team(s) spectators must be outside the chain link fence that surrounds the playing soccer field or on the bleachers. **Home team determines which half of the side line to occupy.**
- M. **There will be no offside offense in the (7v7) games.** All fouls and misconduct will be penalized with an INDIRECT FREE KICK. Teams have 5 seconds to put the ball into play. This does not apply to penalty kicks.
- N. **(7v7) The minimum distance on the wall for any free kick is seven (7) yards.**
- O. **(7v7) The spot for all penalty kicks will be seven (7) yards from the goal line. Kicker is allowed one step.**
- P. Slide tackling **IS** allowed in all (11v11) divisions. Slide tackling in **NOT** allowed in any (7v7) divisions.
- Q. If a regular season game ends in a tie, it shall remain a tie.
- R. If a play-off game ends in a tie, the means for breaking the tie will be penalty kicks to determine the winner.

- S. When the game is stopped due to a malfunction of the lights or any other unforeseen circumstances, it will be considered an official game if the infraction occurs after the completion of the first half.

## VIII. STANDINGS and TIE BREAKER

- A. The following point system shall be utilized for standings:
- |                |                   |
|----------------|-------------------|
| Win: 3 points  | Tie: 1 point      |
| Loss: 0 points | Forfeit: -1 point |
- B. First means for breaking ties in the standings shall be goals for minus goals against differential.  
C. If tie still exists, second means for breaking ties will be head to head competition.  
D. If tie still exists, third means for breaking ties will be goals for minus goals against differential in head to head competition.  
E. If tie still exists, fourth means for breaking ties will be a coin toss.

## IX. SUBSTITUTION

- A. When any player (including goalie) is being replaced by a substitute, the following procedures apply:
1. The referee must be informed of the proposed substitution before it is made;
  2. No substitute player shall enter the field of play until the player he/she is replacing has left, and only after having received a signal from the referee;
  3. The substitute shall enter the field during a stoppage in the game, at the half-way line;
  4. Teams can make substitutions any time the game is stopped;
  5. Each team may substitute a maximum of five (5) players at any one time;
  6. Each substitute player must report to the nearest linesman in order to enter the game.
- B. Substitute(s) can re-enter the game after they have been removed from the game (open substitution).  
C. The number of player substitutions is unlimited during a game.

## X. UNIFORMS

- A. All players must be in **complete matching** color uniform (jersey, shorts **and** socks). In addition, teams must carry a 2<sup>nd</sup> jersey or "like" colored t-shirts. These back-up jerseys should be of different uniform color.  
B. **HOME TEAM MUST WEAR JERSEY COLOR LISTED ON GAME SCHEDULES!** Failure to do so may result in a forfeit. In the event that both teams have the same color uniforms, and home team is wearing jersey color listed on their schedule, the visiting team shall have to wear their second (2<sup>nd</sup>) jersey or t-shirt. Your team can also use pennies as the second set as long as the numbers can clearly be seen; if the numbers cannot be seen, the numbers must be permanently marked on the Pennies. Failure to do so will result in a forfeit of the game.  
C. Referees will enforce numbering on the back of all players' shirts, including the goalie. Team managers are reminded that all participating player's shirts must be numbered with at least eight-inch (8") high numbers. NOTE: Secondary t-shirts, pennies, jerseys must also be numbered.  
D. **NO taped, written or duplicate numbers are allowed on team jerseys or t-shirts. Penalty: player(s) are ineligible. In the event that a player plays with with ineligible uniform could result in forfeiture of game.**  
E. The goal-keeper's shirt color must be different from both the referee's and both team's shirt colors.  
F. In the event that player uses tape around socks, arm, etc., it must match the color of the uniform.  
*Example: Player wear red socks, tape around sock must be red.*  
G. No jewelry is allowed to be worn during Muni Soccer League games.

## XI. PROTEST

- A. Protests may be filed providing that all the following conditions are met:
1. Your complaint **is not** based on a judgment call;
  2. Head Official is notified of your protest **immediately** after the issue being protested surfaces. At the conclusion of the game the manager/coach will need to sign the score sheet stating the protest to be filed;
  3. A written protest statement, including your grounds for protest, must be submitted to the League Office accompanied by a \$25.00 check payable to L.A. CITY RECREATION AND PARKS within 72 hours from the time of the incident.
- B. Once submitted (following the procedure above), the League's Executive Committee shall review the protest and rule accordingly.  
C. Your \$25.00 fee will be returned if the League's Executive Committee decides in your favor.

## XII. OTHER INFORMATION

- A. The Municipal Sports Soccer League maintains a **ZERO TOLERANCE RULE** for any acts of physical and malicious aggression. Any player involved in a fight will automatically be suspended from the league, the game shall end in forfeiture, and the team will be fined \$100.00. **This applies to ALL persons involved (both instigators AND retaliators).**  
B. Legal action will be sought against any individual who physically attacks a game official.  
C. Player suspensions may carry into the next season, so check with the Sports Office for eligibility.  
D. **Team Managers are responsible for the conduct of their players and fans.**  
E. **No dressing, un-dressing or urinating in public. Failure to comply will result in the player being suspended for the remainder of the season and a team fine of \$50.00.**  
F. Los Angeles City laws prohibit consumption of alcoholic beverages and smoking at the site or on the grounds of the facility where the game is played.  
G. When a team has money drawn from their forfeit bond, for whatever reason, and the balance amount left in the bond is below the minimum allowed, the team must replenish the amount that was taken from their bond by 4:30pm the Thursday before their next game. Teams failing to replenish their bond will not be scheduled any games until the bond is replenished. If the team does not replenish the bond to the required amount by the second Thursday, the team will be dropped from the league and will lose the remainder of their team bond. The games that were already scheduled will be listed as forfeits and points will be given to the opponents.  
H. **Municipal Sports Soccer Program reserves the right to exclude teams from participating in the soccer program if such teams are not in good standing, either within the Municipal Sports Soccer Program or in other independent soccer programs.**

- I. Failure to comply with any regulation(s) may result in a variety of consequences, including but not limited to, forfeiture of game(s), loss of Team Bond, suspension from game(s), and legal action.
- J. Fees collected as a result of fines, etc., shall be deposited into the League's budget account. Such funds shall be utilized for expenses within the league (i.e. awards, nets, field marking paint, etc.).
- K. **See the current league application for refund deadlines and procedures.**
- L. In the event that a team drops out of the league, League Administration shall make a determination as to how to proceed with the remainder of the season (i.e. replace the team, have their games forfeited, etc.).
- M. If inclement weather threatens play, whenever possible, first check your e-mail for game status. If you have not received an e-mail message regarding game status, please call the Soccer Office recorded message at **(818) 246-4088**. Please do not call any other Municipal Sports telephone numbers as they will not have the recorded information.
- N. League Office is located at: Municipal Sports Office, 3900 Chevy Chase Drive, Los Angeles, CA 90039. The league's e-mail address is: [soccer.munisports@lacity.org](mailto:soccer.munisports@lacity.org)
- O. Teams who fail to attend the Team Manager's Meeting (and stay for the entire meeting) may be dropped from the League. In the event of being dropped, the team's registration fee will be refunded minus a \$25.00 administration fee.
- P. **Payments are not accepted or processed on Fridays. NO EXCEPTIONS!!!**
- Q. **Forfeits:** Team will be required to pay officials fees for all forfeits regardless of when the league office was notified. If a team forfeits twice in the same season, they will not be eligible to register for the following season, along with losing priority status upon their return to the league.
- R. If a player suffers an injury during the game, he / she must notify the referee so it can be included in the game report. Cal-South must be made aware of the injury as soon as possible by the injured player even if no medical attention is needed at that time.
- S. This is **not** an all inclusive set of rules. League Administration reserves the right to amend the rules as needed, for the overall benefit of the league.