



**8v8 Adult League
Modified Coed Rules
Calcasieu Soccer Club**

As Adopted on September 2024

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1. MISSION STATEMENT

The purpose of CSC is to provide and promote outstanding soccer programs to people of all ages and abilities. Through recreational and competitive soccer programming, CSC shall aim to maximize each player's enjoyment of the game and encourage all members to create ideals of good sportsmanship, honesty, loyalty, courage, respect, and a lifetime of involvement in sports and physical activity.

2. GAME RULES

2.1. Ball

Each team is required to supply at least one (1) #5 FIFA regulation soccer balls for each game.

2.2. Players and Substitutions

2.2.1. Player Requirements

8v8: Teams consist of eight (8) players. A minimum of five (5) players is required to start a game.

- If a team cannot field a minimum of five (5) players in accordance with Section 2.5.1 (*Forfeit Time*) the game is a forfeit.
- Teams cannot play with more than seven (7) male players on the field at any given time.
- For the Open league, all players must be 18 years or older
- For the Suboptimal league, female players must be 18 years or older, and male players must be 26 years or older.
- All Players must be registered for the current 8v8 league season. If a non-registered player steps on the field the game is forfeited.
- A team captain must be selected and distinguishably present during games.
- The Referee or an Assistant Referee (AR) must provide permission before any substitution or late player enters the field. Failure to wait for the referee's approval will earn the player a yellow card and be removed from the field until the next subbing opportunity.
- A female player can play in lieu of, replace, or sub a male player at any time.

2.2.2. Guest Players

In the event a team does not meet Section 2.2.1 requirement of *minimum 1 female* player and/or the *5 minimum player* requirement, a team may *recruit* guest players to avoid game forfeiture subject to the following conditions:

- It's a regular season game. Guest players are not allowed for playoffs.
- Only CSC registered players are permitted to be guest players; unregistered players are never allowed at any time.
- The player(s) must be registered for the current league in which the game is being played. A team needing female guest player(s) may recruit as many female player(s) as desired; however, any male guest player(s) must be approved by the opposing captain.
- The team employing the guest player(s) must provide these players with a matching (or nearly matching) color jersey. The suitability of the jersey for use by the guest player(s) is subject to Referee/AR approval.
- Players earning yellow or red cards while acting in a guest player capacity are subject to the same sanctions (suspensions, fines, etc.) as if they were earned while playing for the team with whom the player is registered.
- The team employing the guest player incurs the consequences of the guest player's misconduct; the team with whom this player is registered does not incur these consequences.
- The Referee/AR or the League Official shall write the guest player's name (as written on the Official Roster), the type of card and the team affiliation (the team with whom the player is registered) on the match report.

2.3. Player Equipment

2.3.1. Shin Guards

All players are required to wear shin-guards at all times on the field, **NO EXCEPTIONS!**

2.3.2. Uniforms

All players on each team must have the same color shirt. Players that do not comply cannot play.

2.3.3. Jewelry and Accessories

Consistent with FIFA rules, **NO JEWELRY OR CASTS ARE ALLOWED.** Exception are wedding bands, obvious religious items (e.g. Cross, Star of David, etc.) and medical alert bracelets and activity tracking devices are permitted provided:

- They are taped-down OR OTHERWISE COVERED with no sharp edges exposed.
- Activity tracking devices include "FITBITS" and similar devices.
- If worn on the wrist or otherwise exposed, they must be completely covered by a sweatband, tape, or similar covering.

With respect to a permitted item's cover, the referee's decision regarding the acceptability of that covering is final. Wedding bands/rings with protrusions, earrings, necklaces, watches, hard or soft bracelets, hard plastic/metal hair clips, or any other item deemed dangerous by the referee are not permitted and must be

removed prior to the player entering the field of play. In addition, hard casts (i.e. made of plaster, metal, plastic, etc.) are not allowed.

Players refusing to remove prohibited items will not be allowed to play. **NO EXCEPTIONS!**

2.4. Rain-Out / Cancellation Procedure

Please check the email inbox of the e-mail address that you used to register for the league or the CSC Facebook page in case of rain or storms the day of the matches. If nothing is posted, please proceed to the playing field.

2.4.1. Lightning Policy

Games will be played unless one of the following occurs:

- There is lightning close to the field.
- If you see the flash and hear the thunder less than 30 seconds after the flash the match will be suspended until it is safe to play.

You must wait a minimum of 30 minutes from the LAST event where the light to sound is less than 30 seconds. The Referee may wait longer if he/she decides it is still dangerous to play.

2.5. Game Duration

The game shall be timed for two 35 minute halves without accounting for the water breaks.

The exact duration of halves will be specified for each season depending on field availability and time constraints. Officials may stop the clock for injury if excessive time is required to attend to the injured player, provided schedule constraints permit. The game clock starts at the scheduled game time without exception.

2.5.1. Forfeit Time

A 10 minute grace period will be given to a team not able to meet the minimum player requirements of section 2.2.1 at the start of the game. A forfeit will result in a 3-0 loss for the forfeiting team. After forfeiture, the game can still be played as a scrimmage or "friendly" between the two scheduled teams. Even if it is a forfeit, referees are required to stay and officiate the game if both teams still want to play. Teams can share players between the two scheduled teams or any team scheduled at their field, if the game is a forfeit. All players playing in a forfeited game must be registered players of the current season of the league.

2.6. Modified Rules

Some field and scoring rules have been modified to adapt to the field size, number of players, protect goalkeepers from injury and meet the mission statement of the league.

2.6.1. Field rules

- The goalkeepers can only handle the ball with their hands in their team's penalty area (Arc).
- All goalkeeper direct throws or kicks (punting) must bounce before crossing midfield.
- Goal kicks can cross half field in the air.
- All restarts are indirect, except kickoffs, corner kicks, and goalkicks.
- There are no offsides.

2.6.2. Scoring rules

- Goals scored by a female player are worth double except when stated below.
- A goal is counted as being a female goal if the last ATTACKING player to play or touch the ball before it enters the goal is a female.
- Only one point is awarded for either a female or male penalty kick or own goal.
- For a goal within the penalty area (Arc) to count, it must be scored with a body part at or above the knee: i.e. knee, chest, head, thigh or any other upper body part as long as it is not a *handball*.
- The ball is considered within the penalty area (Arc) when it is completely over the Arc line.
- If a ball is cleared by a defensive player within the penalty area (Arc) and accidentally ricochets off or rebounds from another player (offensive or defensive) resulting in a goal, it doesn't matter what body part it hits, it is only worth 1 goal.
- Any given player can only score up to three times per game (independent of their gender or the scoring value of the goals).

2.7. Fouls and Misconduct

Fouls will be called and cautions (Yellow Cards) and send-offs (Red Cards) administered according to IFAB's Law 12: Fouls and Misconduct, except for Slide tackling (see section 2.7.1 below).

2.7.1. Slide tackling

Whether accidental or not, slide tackling is not allowed and will result in an indirect free kick for the opposing team, and may result in disciplinary action (yellow or red card, depending upon the degree of risk of injury to the opponent) for the player who committed the slide tackle. Sliding in open field space with no other players in the active area of play is allowed. Goalkeepers are the only players allowed to slide tackle near an opponent provided it is performed within the penalty area (Arc) and in a manner that does not risk injury to the opponent or to themselves.

2.7.2. Field Conduct

In order for the referee to keep better control of the game, all teams must observe the following:

- While the ball is in play, no coach/manager, player or spectator shall interfere and/or approach a referee.
- Children must be supervised at ALL times. Children are required to stay off the field of play.
- If the referee feels he/she cannot control the game for the safety of the players, he/she has the right to terminate the game. If the game is terminated after the first half is completed it is considered a full game.

2.7.3. Disciplinary Actions

- A player who accumulates two yellow cards over multiple games will serve a one-game ban which will apply to their next game.
- Receiving a red card or two yellow cards in a single match results in automatic ejection from the field and at least a one-game ban, also applied to their next game. A red card restarts the yellow card count.

The CSC Discipline and Rules (D & R) Committee will review these incidents to determine if further sanctions are necessary (see *Conduct* section below).

2.8. Penalty Kicks

The goalkeeper is determined at the time of the penalty kick and must already be on the field of play. Penalty kickers to determine the winner of a match may be either male or female without regard to the gender of the goalkeeper. A penalty kick is only worth 1 goal no matter who takes it.

3. SCHEDULES

Schedules will be posted on the CSC Facebook page and sent electronically throughout the season. Please check regularly for updates or field changes.

- Make sure the league has the correct email address for you at all times.
- Game times are not guaranteed. Games will be scheduled around field and referee availability. In some cases, teams may be required to play on a day/night not normally scheduled due to holidays, rain-outs, cancellations, etc.
- Games canceled due to rain, field problems, or other factors beyond our control will not be rescheduled unless the field and referee availability allow. Due to our year round soccer schedule, only a set amount of make-up dates are available and not all canceled games are guaranteed to be rescheduled.
- The Regular season and Playoffs schedule and format will be posted to the

captains group chat and a copy will be sent to each player electronically.

- Playoffs are not guaranteed and formats may change season to season.

4. ROSTER

The pool of male players to be added to each roster is locked in at the end of regular registration. IF A PLAYER DOES NOT APPEAR ON THE ROSTER, THAT PLAYER IS NOT OFFICIALLY REGISTERED AND CANNOT PLAY. [See Level 2 Sanctions]

4.1. Player Eligibility

The League reserves the right to accept or reject a player's registration. PLAYERS SUSPENDED FROM OTHER LEAGUES BECAUSE OF HABITUAL OR EXTREME VIOLENT CONDUCT OR SERIOUS FOUL PLAY CAN BE PROHIBITED FROM PARTICIPATING IN ANY OTHER CSC ADULT LEAGUES

5. CONDUCT

5.1. Violent Conduct

ALL FORMS OF VIOLENT CONDUCT AND SERIOUS FOUL PLAY WILL WARRANT AUTOMATIC EJECTION WITH NO WARNINGS GIVEN. Sendoffs (receiving a red card or two yellow cards in one game) will warrant automatic ejection of said player from the playing field. Spectator violent conduct will warrant automatic ejection of said person from the vicinity of the playing field. The match will be SUSPENDED while the player or spectator leaves the premises. If an ejected player or spectator does not leave the premises within two (2) minutes, the match can be TERMINATED.

- Any player or coach/manager ejected from a game will be reported to the D & R Committee for disciplinary action. At a minimum, there will be a one (1) game suspension, in addition to the game in which the player or coach/manager was ejected.
- No coach/manager, player, or spectator shall:
 - Threaten an official or another player, coach/manager or spectator
 - Lay a hand upon, shove, or strike an official or another player, coach/manager or spectator
 - Be guilty of objectionable demonstrations or verbal dissent at the official's decision
 - Refuse to abide by official's decision
 - Physically or verbally attack any player, official, coach/manager, or spectator
- Any person removed from a game must leave the playing field immediately.
- League Officials have the authority to give warnings to players, substitutes, and spectators and suspend/eject if necessary. The League Official reserves

the right to make the final decision in all matters if the referee is incapacitated.

- Players guilty of Violent Conduct are subject to termination from the CSC upon review by the D & R Committee.

5.2. Mass Confrontation

Teams involved in a mass confrontation will be sanctioned with a MINIMUM one game suspension, based on the referee's report. If it can be established that the majority of the players of either team become involved, OR that the behavior of the few involved is such that the game must be terminated for safety reasons, either or both teams are subject to suspensions. Cases involving mass confrontation will be evaluated and decided upon by the CSC board, and referred to the D&R committee for administration. Decisions made by the board regarding mass confrontation MAY NOT be appealed.

- Mass confrontation is defined as involvement by one or more players from either team with a situation on the field that does not directly involve them. Mass confrontation usually occurs following serious foul play or violent conduct and may or may not require a match to be terminated.

5.3. Alcoholic Beverages and Tobacco Products

Alcoholic beverages and tobacco products are NOT allowed at any playing field at any time. Teams are responsible for their spectators. Drinking or use of tobacco products is not allowed in recreation programs.

First Offense

- Team: Forfeiture of the next game
- Player: Suspension from the next playable game

Second Offense

- Team and/or player suspended or terminated from the league

5.4. Unsporting Conduct

The league reserves the right to evaluate reports of unsporting conduct or failure to uphold the league's standards of conduct as defined in the Mission Statement (section 1), by the Team Representative Contact, and in the Player Conduct Agreement. A player's behavior or actions may be evaluated for compliance, **even if no sanctions have been taken against them by the referees**. In the case where violations to these principles occur, the CSC Board, through the D&R Committee, will take the necessary corrective actions, ranging from friendly reminders of the rules to player suspension.

5.5. Reporting Procedures

CSC strives to create a competitive yet safe soccer environment. Any player witnessing a violation of the league's conduct rules is encouraged to notify our Adult

League Director electronically. The fact that a player is not cautioned or sent off by the referee is not validation that the player in question met the conduct rules of the CSC. Players whose conduct is in violation of these requirements will be reviewed by the D&R Committee in the same manner as players receiving cautions or sendoffs (yellow or red cards). The League reserves the right to suspend or terminate a player who, in the opinion of the board, is a detriment to the League's objective of providing a fun, fair, and safe environment for its players.

5.6. Sanction Levels

The D & R Committee will review each case and assess the proper disciplinary action in accordance with the Sanction Levels guidelines below.

5.6.1. Level 1

One-game minimum suspension with no monetary fine will be applied to the player or team who:

- Commits serious foul play (for violent conduct; see Level 2 Sanctions).
- Denies the opposing team a goal or obvious goal-scoring opportunity by handling the ball or other offense punishable by a free kick or penalty kick.
- Uses non-directed offensive, insulting or abusive language and/or gestures.
- Receives a second caution (two yellow cards) within the same game.
- Receives a third caution (three yellow cards) within the same season.

5.6.2. Level 2

One-game minimum suspension with possible monetary fine will be applied to the player who:

- Commits violent conduct (for fighting, see Level 3 Sanctions). Suspension plus a monetary fine.
- Uses offensive, insulting or abusive language and/or gestures directed at opponents, teammates or spectators (if toward referees; see Level 3 Sanctions). Suspension plus a monetary fine.
- Plays an illegal player. Suspension plus a monetary fine assessed against both the team captain and player involved.

5.6.3. Level 3

One-game minimum suspension (up to a lifetime ban) plus mandatory monetary fine will be applied to the player who:

- Any fighting incident. Suspension plus a monetary fine.
- Uses offensive, insulting or abusive language and/or gestures directed at the referee/AR or any other league official. Suspension plus a monetary fine.
- Spits at an opponent, teammate, referee or any other person. Suspension plus

a monetary fine.

- Any referee physical assault. Suspension plus a monetary fine.

6. LEAGUE STANDINGS

The league maintains a standings page to reflect the wins (3 points), draws (1 point), and losses (0 points) for each team. League standings and scores will be updated weekly.

6.1. Tie-Breakers (Playoffs Games)

During knockout rounds (playoffs/semifinals/finals) games that end in a draw after the official time is completed and require an absolute winner will be decided by a penalty shootout.

Exception for Championship game: If the field and referee are available for an extension and both team captains agree to it, for the championship game two overtime halves of 10 minutes each may be played to decide the winner. In case the draw persists then a penalty shootout will be used as the next tie-breaker.

6.1.1. Penalty Shootout Rules

In the event of a penalty shootout to define a winner, the following rules will be followed:

- Five (5) players of each team must be selected to kick the penalties.
- For the first five kicks of each team, players can be of any gender.
- Only players that were in the field at the end of the game can participate.
- One (1) player of each team must be selected as goalkeeper.
- The goalkeeper can be part of the shooter list of their team.
- The team that scores more goals in the shootout will be declared the winner.
- In case of a draw after the first 5 rounds, the shootout proceeds to a sudden death format until all players by the end of the game had kicked a penalty.
- If both teams had female players in the field at the end of the game, the first six kickers for each team must include at least one woman.
- If a team finished the game with less players than the other, the team with more players must reduce the list of penalty takers to match the team with fewer players. Women cannot be removed from the field to keep them from kicking in the penalty shootout.
- If all eligible players, including the goalkeeper, have taken a penalty and the score is still tied, the process starts over with the same players. Substitutes are not allowed to take penalties unless they were on the field at the end of the match.

6.2. Tie-Breakers (Standings)

The criteria in order of priority for standings tie-breaker in the regular season are:

- 1) Higher Total Points
- 2) Higher Goal Difference
- 3) Best Head-to-head results
- 4) More goals for
- 5) Less goals against
- 6) Better Fair Play record (less yellow/red cards per FIFA)
- 7) Coin Flip

6.3. Two-Game Finals

In case of a final standing with a two-match definition, the winner will be decided by the following criteria:

- 1) Higher total points in both games
- 2) Higher goal difference in both games
- 3) Penalty Shootout

7. REFUNDS

Full or partial refunds can be requested up to the third actual gameday of the season.

- 100% refund before the 1st scheduled game.
- 75% refund before the 2nd scheduled game.
- 50% refund before the 3rd scheduled game.
- Refunds will not be given after completion of the 3rd game of the season.