



CITY OF DAVENPORT

DAVENPORT PARKS AND RECREATION • 700 W. River Dr., Davenport, IA 52802
www.cityofdavenportiowa.com/parks • 563-326-7812

Adult Co-ed Soccer Rules (9 v 9)

GENERAL INFO

9 players on the field (7 males maximum/2 females minimum)

Two 25 minute halves, running clock.

Each team shall field 9 players on the field at one time (no more than 7 men). DP&R rules allow a team to play a legal game shorthanded with a minimum of 7 players, with at least 2 female. There is no maximum limit on the amount of females on the field at one time. **All rosters must be finalized by the fifth week of the regular season. Players may only be on one roster per league.**

The weather hotline is **563-888-3000**. We will play in light rain, but not in downpours and storms.

NO SLIDE TACKLING

NO OFFSIDES

EQUIPMENT

Shin-guards are Strongly Recommended. Matching colored shirts are required. Referees will check for dangerous equipment, referee's opinion is final. Players will not be allowed to enter play until correction has been made.

FORFEITS

Teams will have until 5 minutes past the designated start time to field a legal team. Shorthanded teams may play a legal game with a minimum of 7 players, with at least 2 of them being females. Teams fielding less than 7 players or without at least 2 women will receive a forfeit. Exception: Teams may play a "legal game" with less than 7 players or less than 2 females with the opposing teams consent. Teams who agree to play under these conditions will lose the option of receiving a forfeit win. Teams may pick up players during the regular season in order to field a full team. Substitutes will not be allowed during playoffs.

If your team forfeits a match during the season, the following rules apply:

First Offense: Game recorded as loss.

Second Offense: Game recorded as loss and receives warning.

Third Offense: Removal from the league and playoffs with no refund for games not played.

If you know in advance that your team is going to forfeit a game, you must to call our office at 563-326-7812 and the other team captain.

COIN FLIP/BEGINNING OF GAME

The beginning of the game will start with the referee/staff using an "odd/even", or coin flip. The winning team will choose a goal to defend or for kick-off.

KICKOFF

Consists of the ball being placed at midfield on the center spot. The ball is in play once it is touched by any player.

SUBSTITUTIONS

Teams may not substitute "on the fly". All substitute players must notify the referee before entering the game. Substitutions may occur during the following instances:

Throw-ins (for either team)

Injured player (1 for 1)

Yellow card (1 for 1)

Any dead ball in special instances with the referee's permission



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Players involved in an illegal substitution are subject to a caution (yellow card) if the referee deems necessary. If a team is currently playing a game shorthanded and has a player arrive late, the entering player must receive permission from the referee before entering the field and may not enter during play. The referee has the right to deny permission to teams wishing to substitute on the other teams' throw ins if he/she believes that the substitution is for time wasting purposes or if stopping play will deny the other team a chance at a direct chance at scoring. There is no limit on the amount of substitutions per team/per game. During the course of the regular season teams are allowed to "pick up" players that are not on their roster in order to field a full team. In playoffs no non-roster players will be allowed to play.

TIME

Play will be divided into two (2) 25 minute halves for, separated by a very brief halftime. There will be a running clock maintained by the referee. The clock will stop only during serious injury time-outs. Any delay tactics, (i.e. kicking the ball far out of bounds) will allow the referee (at his/her discretion) to stop the clock. If time wasting is being employed by a team, the offending player may be cautioned (yellow card), at referee's discretion.

FOULS, PENALTIES, and RESTARTS

DIRECT KICKS - The ball is to be placed at the point of the infraction and to be put in play by any player on the affected team. No opposing player is allowed to be within 10 paces/yards of ball prior to kick. A player stepping unnecessarily close in front of an opposing free kick may be cautioned, however, 10 paces/yards will only be granted if asked for by a member of the team with the free kick. Goals may be scored on direct kicks.

A direct kick will occur when a player commits the following "penal" fouls:

Hand Balls and Penalties In the Box ONLY

Penal fouls committed inside the penalty area by the defense will result in a penalty kick 12 paces/yards out. All players on the field (other than the goalie) must be behind the ball and outside of the penalty area until it is kicked. The goalie must remain on the goal line until the ball is kicked.

INDIRECT KICKS - The ball is to be placed at the point of the infraction and to be put in play by any player on the affected team. No opposing player is allowed to be within 10 paces/yards of ball prior to kick. A player stepping unnecessarily close in front of an opposing free kick may be cautioned, however, 10 paces/yards will only be granted if asked for by a member of the team with the free kick. An indirect free kick must be touched by a player (of either team) other than the person who takes the kick before a goal is scored.

Indirect kicks will occur when the goalkeeper:

takes more than 6 seconds to release the ball from his/her hands

Indirect kicks will occur when any player:

- kicks or attempts to kick an opponent
- trips or attempts to trip an opponent
- jumps at an opponent
- charges an opponent
- strikes or attempts to strike an opponent
- pushes an opponent
- slide tackling
- plays in a dangerous manner
- Impedes the progress of an opponent
- prevents the goalkeeper from releasing the ball from his/her

Offside's -THERE IS NO OFFSIDES



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OUT OF BOUNDS - Anytime the ball goes completely over either sideline, out of bounds, a throw-in will ensue. The person throwing in the ball must throw the ball overhead with both hands and keep both feet remaining on the ground out-of-bounds or on the line until the ball is released.

Anytime the ball crosses an end line, a corner kick or goal kick will ensue.

- a. Last touched by a defender- a corner kick. Ball is placed on nearest corner and kicked in by offensive team. Goals may be scored directly on corner kicks.
- b. Last touched by attacker. A goal kick by the defense. The ball must be placed anywhere in or on the line of the goal area box.

FIGHTING

Fighting is not allowed and will NOT be tolerated. All parties involved in fighting will be sent off (red carded) from the game and subject to ejection from the league at DPR staff discretion.

CAUTIONS AND EJECTIONS

Two yellow cards in the same game or one red card require the ejected player to leave the field and surrounding area. **Any player who receives a red card will receive an automatic 1 game suspension for the team's next scheduled game.** Multiple game suspensions for fighting, severe fouls, or extreme unsportsmanlike behavior are up to the discretion of DPR staff.

PLAYOFFS

Playoffs will follow the last week of regular season and will be single elimination seed based on:

- 1. Total Points (Win=3, Tie=1, Loss=0, Shutout=1)
- 2. Goal differential (max of 10 goals accounted each game)
- 3. Head to head result
- 4. Coin flip or random drawing of numbers if more than two teams

PLAYOFF GAMES Playoff games will follow the same format during regulation as the regular season. If teams are tied at the end of regulation teams will go into a shootout.

SHOOTOUT SPECIFICS

- 1. Each team selects 5 players (3 males, 2 females for coed)- players do not have to have been playing at the end of regulation to kick. A coin toss/odd even will decide which team shoots first. The referee will decide which goal to shoot at.
- 2. Teams will alternate taking direct penalty shots from 12 paces off the goal line. (For Coed No guy/girl shooting order is necessary for the first 5, for sudden death you must match up guys with guys and girls with girls)
- 3. If tied after the 1st round, the 2nd round will be SUDDEN DEATH i.e. 1st player from Team A scores & 1st player from Team B misses - Team A wins. Players who shot in the 1st shootout are not eligible to shoot again until all remaining players present have shot. If and when 1 team begins to utilize players for the second time, the other team may "recycle" players as well. Thus, some players on the team with more people present, may or may not shoot.

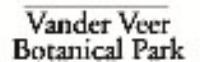
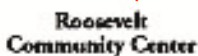
FIFA

Normal rules and penalties of FIFA apply unless exceptions have been made herein.

STANDINGS

Standings will be posted on-line with the season schedule. View your standings and schedule at

www.cityofdavenportiowa.com/parks



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