



Cultural & Community Services

2023-2024
REVISED 8/30/23
Changes are indicated in red

305 West Third Street
Oxnard, CA 93030
(805) 385-7995

League Schedule and Standings: <http://www.teamsideline.com/oxnard>

General Rules

I. The league coordinator will have jurisdiction over all the rules and regulations herein not covered.

- A. In the event the league coordinator is not on-site or contactable, a recreation specialist will have jurisdiction over all the rules and regulations herein not covered.

II. Registration

- A. In order to register, teams must submit the YOUTH SPORTS LEAGUE REGISTRATION INFORMATION (Appendix I) and a YOUTH SPORTS ROSTER (Appendix II) at the City of Oxnard's Cultural and Community Services office.
- B. In order to participate, all players must have the following forms signed with ink and returned to the City of Oxnard's Cultural and Community Services office **two weeks prior to the first scheduled game**:
 - 1. MINOR RELEASE FORM (Appendix III), WAIVER FOR COMMUNICABLE DISEASES (Appendix IV), AND CODE OF CONDUCT (Appendix V).
- C. Only players and coaches on the official roster may be on the bench.
 - 1. Injured players may sit on the bench only if they are dressed in their casual clothing.
- D. All Coaches must be at least 18 years of age.
- E. No player may participate if they reach age 15 prior to December 31.

III. Adding/ Dropping From the Official Roster

- A. Adds/drops to a team roster must be made prior to the second scheduled game of the season.
 - 1. Requests to amend a roster must be requested on the ADD/ DROP FORM (Appendix VI) that is included with the registration packet found on Oxnard's teamsideline page.
 - 2. The ADD/DROP FORM must be submitted to a Recreation Specialist or the Recreation Coordinator 24 hours prior to the next scheduled game.
- B. All added players must have the completed registration forms submitted the business day prior to their first scheduled game.
 - 1. Changes will not be accepted at gametime or gameday.
- C. In the event that a team must withdraw from the season, the following policies will be enforced:

1. Prior to the release of the game schedule, refunds/credits may be issued without penalty, subject to Recreation Coordinator approval.
2. After the game schedule has been released, 20% penalty fee per refund/credit request, subject to supervisor approval.
3. After the first games begin, no refunds/credits will be issued.

IV. Forfeits

- A. Game time is forfeit time.
- B. Coaches must submit lineups to the scorekeeper prior to game time.
- C. Late arrivals may enter the game after the coach has notified the scorekeeper of the players' arrival. If the coach has not notified the scorekeeper of the player's arrival prior to the substitution, the **team will receive an infraction.**
- D. Rescheduling games **will be considered on a case-by-case basis, but is not guaranteed.**
- E. **In the event a team needs to forfeit, the team must notify a Recreation Specialist and/or Coordinator 24 hrs in advance.**

V. Protests

- A. All protests must be made prior to the end of the game. Procedures for protesting:
 1. Coaches must inform the referee.
 2. Referee will notify the opposing team and the scorekeeper.
 3. Coach must submit a written protest to the Recreation office to the **league coordinator** within two working days of the protest.
 4. The League Coordinator will make a ruling as soon as possible.
- B. Judgment calls are NOT protestable.

VI. Tie Breaker Rules

- A. In the event that two or more teams are tied at the end of league play, the following tie breaker rules will be used:
 1. Head-to-head record
 2. **Head-to-head differential (volleyball only)**
 3. **Total points scored in the head-to-head game(s)**
 4. **Sportsmanship points**
 5. **Total points scored during the regular season**
 6. **Total points allowed in the head-to-head game(s)**
 7. **Total points allowed during the regular season**
 8. Coin toss

VII. Code of Conduct

- A. The Head Coach and Assistant Coach agree to support and influence good sportsmanship, high moral standards, and be responsible for the conduct and acts of themselves, their players, and their spectators.
- B. Penalties for violating Code of Conduct Rules:
 - 1. Depending on the seriousness of the infraction, disciplinary actions may include a formal warning, ejection from the game, suspensions, and/or expulsions from the league.
 - 2. Any player, coach, or spectator displaying unsportsmanlike conduct may be ejected from the game.
 - a) If the person who committed the violation does not leave when asked to do so, the team responsible for the infraction will be charged with a forfeit, suspension(s), and/or expulsions from the league.
 - b) Profanity or vulgar language will not be tolerated and receive an automatic ejection.
 - 3. Any ejections carry an automatic one-game suspension to be served at the next scheduled game and the individual(s) must leave the area immediately.
 - a) The City of Oxnard adopts an “out of sound, out of sight” approach to define “leaving the area”.
 - 4. Any ejected/suspended individual is also suspended from participating in any other City of Oxnard sporting event/programming (i.e spectator, coach, etc.) until their suspension has been served.
 - 5. Enforcement of the Code of Conduct at a game site will be based on the site monitor’s best judgment and may be rescinded, increased, or upheld by the Recreation Coordinator.
 - 6. The terms of the Code of Conduct may be found on the City’s teamsideline webpage and under appendix V contained herein.

VIII. Miscellaneous

- A. Coaches must be cleared through the City of Oxnard in order to be on the bench with the team.
 - 1. Cleared coaches must display their badges at each and every game in order to participate.
 - a) Coaches who do not have their badges on will not be permitted to coach the game

- B. No hard hair accessories
 - 1. Exceptions may be made on a case-by-case basis.
- C. No jewelry.
 - 1. Tape may not be used to cover jewelry.
 - 2. Exceptions may be made on a case-by-case basis.
- D. False nails are not permitted and natural nails must be cut to the length of finger.
- E. No shorts with pockets
 - 1. Tape may be used to close pockets.
 - 2. The City of Oxnard will not provide tape.
- F. No food or drinks permitted inside any of the basketball gyms.
- G. The player's school grade is the sole criteria for determining his/her division.
 - 1. A player may play up one division, but may only play for one grade level
 - a) example: a 3rd/4th grade player may move up to 5th/6th grade division, but must choose one or the other play on.
- H. The City of Oxnard does not offer coed teams for 3rd/4th grade and up, except for flag football.
 - 1. Exception: girls may participate on a boys team if a school does not offer a girls team in that sport.
- I. Youth Sports Uniform
 - 1. Teams must have uniforms of matching color schemes.
 - 2. If only one team has a reversible top then the head official will have that team reverse their uniform. Time will be provided for the team to change their tops.
 - 3. If both teams have reversible uniforms, the home team will use the light side of the jersey and the guest team will use the dark. The head official reserves the right to ask for adjustments in the best interest of an equitable game.
 - 4. If there are no reversible jerseys from either team, one of the following will be decided at the head officials' discretion:
 - a) One team will wear pinnies.
 - (1) A coin flip will occur to decide which team. The winning flip will stay as is and the opposing team will wear the pinnies.
 - (2) pinnies are not provided by the City of Oxnard
 - 5. Referees will use the predominant color on the uniforms/ pinnies to identify calls.
 - a) For example, if one team is blue with stripes, and the other team has red uniforms with stripes then the officials will use blue and red to identify the teams.

6. Violation(s) of the uniform policies may result in infractions and/or being prohibited from entering the game.

J. Cheerleading programs

1. The City of Oxnard does not offer any form of official cheerleading competitions.
2. The City does allow cheerleading programs to be present and support their team, however the following conditions will apply in such cases:
 - a) Cheerleaders and their coaches are considered equals to any other spectator. No special seating arrangements will be honored at any time at any sporting event. Seating is limited and based on a first come first served basis.
 - b) Chants must be positive in nature and may not be directed at anyone other than their own team.
 - c) Performances may not be done during timeouts, but may be permitted during half time intermissions only if the performance does not disturb either team from using the court/field to warm up and/or delays the restart of the game.
 - d) The Recreation Coordinator and/or Recreation Specialist on-site reserve the right to allow or disallow cheerleading programs from entering the playing court/field.
 - e) As with any spectators, teams are subject to disciplinary action should their cheerleading program violate the City of Oxnard's code of conduct or conditions included herein.

IX. Youth Sports Sportsmanship Program

- A. The sportsmanship system is put in place to maintain a fun, positive, and recreational environment.
- B. Teams are expected to demonstrate good sportsmanship at all times.
- C. A team's sportsmanship is demonstrated by players, fans, and coaches.
- D. Sportsmanship does not take place only in the game but also before and after the game.
- E. The head coach and assistant coaches must support and influence good sportsmanship, high moral standards, and are responsible for the conduct and acts of themselves, their players, and their spectators.
 1. This includes but is not limited to unsportsmanlike disagreements with officials.
- F. Details of the Sportsmanship Program are included in Appendix VI as well as downloadable on the City's teamsideline page.

7-ON-7 SOCCER RULES OF PLAY

****With the exception of the following modifications, current SCMAF Rules will govern League play.****

I. The Game

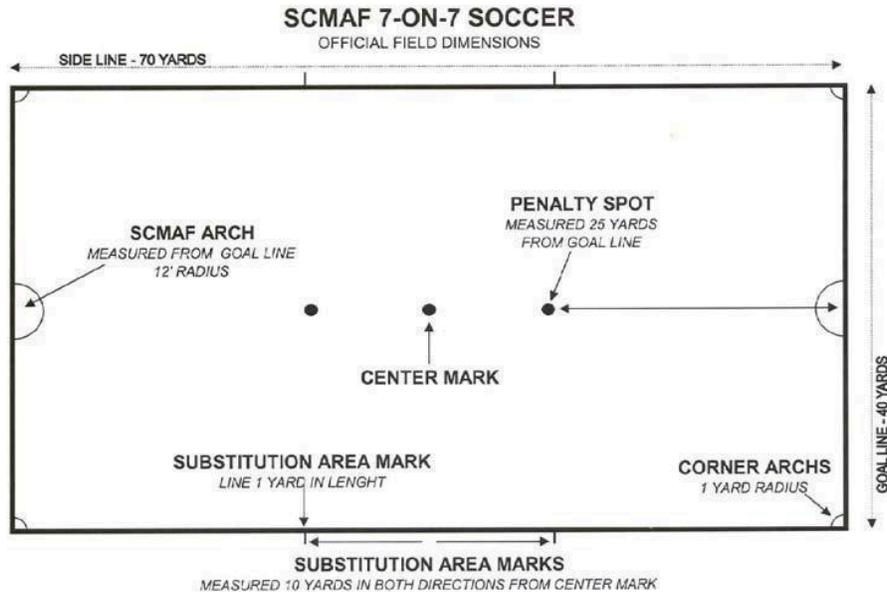
- A. The **AWAY** team shall decide on the coin flip. The referee tosses a coin and the team that wins the toss decides which goal to attack in the first half or to take the kick-off. ... home team shall be decided by a coin flip in which the winner will either choose to receive the ball to start the game or choose to defend a particular goal.
- B. A regulation game shall consist of two (2) twenty minute (20) halves, with stoppage at the (10) ten- minute mark of each half for substitutions.
- C. Half time for all games will be (5) five-minutes.
- D. **OVERTIME** In lieu of extra minutes, penalty shots will be used to determine the winner of a game.

II. Forfeited and Suspended Games

- A. **W**ill be declared by the referee in favor of the team not at fault in the following cases:
 - 1. If a team fails to appear upon the field, or being upon the field.
 - 2. A team refusing to begin a game at the scheduled time.
 - 3. If, after the game has begun, one side refuses to continue play, unless the game has been suspended or terminated by the referee.
 - a) If, after play has been suspended by the referee, one side fails to resume playing within two minutes after the referee has blown his whistle to resume play.
 - 4. If, after warning by the referee, any one of the rules of the game is willfully violated.
 - 5. If the order for removal of a player, **coach, and/or spectator** is not obeyed.
 - 6. The referee has the authority to forfeit a game when they feel the situation is such that physical harm may come to **themselves, staff, players, coaches, and/or spectators.**
- B. Penalties for a forfeited match will be assessed in the following manner:
 - 1. **The score of a forfeited game shall be 3-0 toward the standings, if the forfeit is issued prior to the start of the match.**
 - 2. **If a forfeit is issued after play has begun and the forfeiting team has the lesser score, that score will remain as the official score for the standings.**
 - a) **If the forfeiting team is ahead, the score will be recorded as 3-0 in favor of the team not forfeiting.**

3. In case of a double forfeit, both teams will receive a score of zero for the standings.
- C. Suspended Games shall be rescheduled to a future date from the exact point of suspension of the original game.

III. The Field



- A. The recommended playing field is the area in which the ball may be legally played.
- B. The field shall have a clear and unobstructed area of which the length (sideline or touchline) is 70 yards and the width (goal line) is 40 yards.
 1. Field dimensions may be altered but must be rectangular in shape.
- C. Lines of the field of play **will be painted**.
- D. The SCMAF Arch will be a 12' radius measured from the center of the goal line.
- E. The Center Mark will be located directly in the center of the field.
 1. **The spot will be painted and will be** at least 1 foot in diameter.
- F. The Corner Arch will be painted in a quarter circle with a 1 yard radius.
- G. The Penalty Spots will be located directly in the center of the field, exactly 25 yards from the goal line, and centered between the post of each goal.
 1. The spot will be painted and will be at least 1 foot in diameter.
- H. The official goal size is 6' x 8'

IV. TEAMS, ROSTERS AND SUBSTITUTES

- A. The game is played with two teams of seven (7) players on each team on field.
 - 1. The minimum number of players needed to start and finish a game is five (5).
- B. Each player present must play one (1) full quarter of ten (10) minutes.
- C. Each team shall be allowed a maximum of **fifteen (15)** players on its team roster.
- D. Substitutes may enter the game on a dead ball, the referee will stop play at the ten minute mark of each half to allow for substitution. The referee can stop play and approve a substitute (injury to a player).
 - 1. **Players who have not satisfied their minimum playing time must check-in.**
 - 2. **Players who have already satisfied their minimum playing time are eligible for free substitutions and are not required to check in.**

V. EQUIPMENT

- A. Shoes must be worn by all participants.
 - 1. rubber cleats, turf shoes, or tennis shoes are recommended.
 - 2. Metal cleats are prohibited.
- B. Shin Guards must be worn by all players and be made of rubber, plastic, or similar material.
 - 1. Shin guards must be worn so they are covered entirely by socks in order to provide a reasonable degree of protection.
- C. Casts (plastic or other hard substance in its final form) may not be worn during the game.
- D. Exposed jewelry such as wrist watches, bracelets, large or loop earring, hair accessories, and neck chains may not be worn during the game and may not be taped to the body.
- E. **False nails are not permitted and natural nails must be cut to the length of finger.**
- F. Medical alert bracelets or necklaces are not considered jewelry, but if worn, must be taped to the body.
- G. Penalty for use of illegal equipment is being prohibited from entering the game and/or removal from the game. A yellow card may be issued to the player in violation.

VI. RULES, FOULS, FREE KICKS AND THROW-INS

- A. Traditional soccer rules will govern play in SCMAF/ City of Oxnard 7-ON-7 Soccer with exceptions for these specialized rules listed herein.
- B. Dangerous Play

1. Is defined as an act, in which a referee considers likely to cause injury to any player.
 2. This includes playing in such a manner which could cause injury to self or another player (opponent or teammate).
 3. Penalty shall be an indirect free kick.
- C. Holding, pushing
1. A player shall not hold or push an opponent with the hand(s) or arm(s) extended from the body.
 2. Penalty shall be an indirect free kick.
- D. Charging
1. A player shall be penalized for charging an opponent in a dangerous or reckless manner, and/or using excessive force.
 2. An allowable fair charge is where players make shoulder to shoulder contact in an upright position, within playing distance of the ball, have at least one foot on the ground and their arms held close to their body.
 3. Penalty shall be an indirect free kick and the option of the referee to issue a card (yellow or red) based on the severity of the infraction.
- E. Spitting, kicking, striking, and tripping
1. A player shall not spit, kick, strike, attempt to kick, or strike an opponent.
 2. Penalty shall be an indirect free kick and the option of the referee to issue a card (yellow or red) based on the severity of the infraction.
- F. Yellow cards
1. May be given to a player for the following offenses:
 - a) A player is guilty of unsportsmanlike behavior either verbally or by action.
 - b) A player is guilty of purposely delaying the game.
 - c) A player continually violates the rules of the game.
 - d) A player deliberately uses their hands in the field of play **to stop a promising attack.**
(1) Depending on the context, may warrant a red card
 2. Red Cards
 - a) are automatic ejections.
 - b) Any player receiving a red card must leave the field, but must remain in the technical area.
 - c) **A coach who receives a red card must leave the field/facility and adhere to the City's policy of being "out of sound, out of sight".**
 - d) **In the event a head coach is ejected, the assistant coach may take over to coach the team.**
 - e) A red card may be given to a player for the following offenses:

- (1) A player is guilty of violent conduct, including but not limited to fighting and/or spitting.
- (2) A player is guilty of intent to injure another player and/or serious foul play.
- (3) A player is guilty of vulgar and/or offensive language or gestures towards players, referees, coaches or spectators.
- (4) A player receives a second yellow card.

G. Slide Tackling

1. As well as playing the ball from the ground is prohibited.
2. Penalty for Violation will result in an indirect free kick.
3. If the slide tackle was intentionally to injure another player, the referee may issue a yellow card or red card for dangerous foul play.

H. Offsides

1. there will be no offside rule in 7-on-7 soccer.

I. Handball

1. A player shall be penalized for deliberately handling, carrying, striking or propelling the ball with a hand or arm.
2. Penalty shall be an Indirect free kick and the referee has the option of issuing a yellow card if the action is deemed unsportsmanlike.
3. A deliberate handball that disallows an obvious goal will result in a red card and penalty kick.

J. Obstruction

1. Is defined as the deliberate act by a player, not in possession of the ball and/or not attempting to play the ball, running between an opponent and the ball, or using the body as an obstacle.
2. Penalty shall be an indirect free kick.

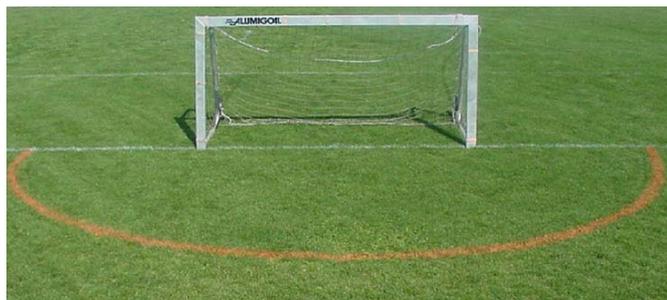
K. Out of play

1. The ball is considered out of play when it has entirely crossed the end line, sideline, goal line on the ground or in the air or has completely stopped within the boundaries of the goal arch.
2. The ball is considered in play at all other times.

L. SCMAF Arch violations

1. Field players may act as goalies. However, hands are not allowed and players may not touch (feet, hands or other body part) the ball on/in the plane of the SCMAF ARCH (semi circle marked in front of each goal).
2. If a defensive player violates this rule, the offensive team will be awarded a penalty shot.
3. If an offensive player violates this rule, the defense will be awarded a goal kick.
4. Players may stand or run through the goal arch with no penalty.

- a) A penalty is only assessed when a player touches a ball that is entirely within the goal arch or when a player touches the ball when any part of his body is in the SCMAF ARCH.
5. A ball that comes to a complete stop within the SCMAF arch, the official will stop play and the defending team will be awarded a goal kick.



M. Indirect free kicks

1. Will be awarded for all fouls, handballs, kick offs, goal kicks, corner kicks and must touch at least two (2) players before a goal can be scored.
2. Defenders must retain a distance of five (5) yards on all direct free kicks.
 - a) Exception: If the kick is less than five (5) yards from the goal arch, the spot of the ball will be placed five (5) yards from the arch by the referee.

N. Goal kicks

1. are indirect free kicks and may be taken from any part on or within the SCMAF Arch. All defenders must retain a five (5) yard distance prior to the kick.
2. Goal kicks are awarded when a ball passes over the end line on the ground or in the air as a result of the offensive team or **if the ball comes to a complete stop within the SCMAF Arch.**
3. Penalties for illegal goal kick procedures
 - a) The kicker may not touch the ball a second time after the initial kick until another player on the field touches the ball.
 - (1) Penalty for violation shall be an indirect kick awarded to the other team at the spot of the second touch, **unless the violation occurred within five (5) yards of the SCMAF Arch.**
4. The defense must retain a five (5) yard distance on all goal kicks.
 - a) Penalty for Violation shall be the kick is re-taken.

O. Corner kicks

1. are indirect free kicks and must be taken from inside the corner arch at the nearest corner flag post.
2. Defenders must retain a five (5) yard distance from the ball prior to the kick.
3. Corner kicks are awarded when the ball passes over the end line on the ground or in the air as a result of the defensive team.
4. Penalties for Illegal Corner Kick Procedures
 - a) The kicker may not touch the ball a second time after the initial kick until another player on the field touches the ball.
 - (1) Penalties for Violation shall be an indirect free kick awarded to the team at the spot of the second touch, **unless the violation occurred within 5 yards of the SCMAF Arch.**
 - b) The defense must retain a five (5) yard distance on corner kicks.
 - (1) Penalty for Violation shall be the kick is re-taken.

VII. PENALTY KICKS

- A. Will be awarded for goal arch violations. Penalty kicks will be taken from the twenty five (25) yard mark. The ball must be positioned on a portion of the marked penalty spot.
- B. The kick will only be considered dead if it comes to a complete stop within the goal arch.
 1. In all other circumstances, all kicks must be taken forward and will be considered a live ball.
- C. Penalty shot procedure to determine a winner of a game
 1. Under this scenario, five (5) players will be selected by each team to take a penalty shot from twenty five (25) yards.
 2. A coin flip will determine which team will kick first or second.
 3. If at the conclusion of the penalty shots the game is still tied, a new set of kickers will participate in a sudden death round of penalty kicks.
 4. A kicker may not attempt a second penalty shot until every player on the roster has taken their first penalty shot.
 5. Should an injury occur during penalty kicks, a substitute will not be permitted.
- D. Drop Ball is a way of restarting the match after a temporary delay while the ball is in the field of play for any reason not covered.
 1. A drop ball situation would be defined by an interference of play by an outside source where a team receives an advantage they would not have otherwise received.
- E. Throw-ins

1. Are awarded when the entire ball crosses over the sideline.
2. A goal cannot be scored directly from a throw-in.
3. To execute a proper throw-in, a player must:
 - a) Use both hands to deliver the ball from behind his head to over his head.
 - b) Face the field and keep both feet on the ground behind or on the sideline.
4. Penalties for Illegal Throw-In Procedures
 - a) A player must use the proper motion to execute a throw-in.
 - (1) Penalty shall be a throw-in awarded to the opposing team at the same spot.
 - b) A player cannot touch the ball again until another player has touched the ball.
 - (1) Penalty shall be an indirect free kick awarded from the place where the penalty occurred.
 - c) A player cannot intentionally block or interfere with the thrower's motion.
 - (1) Penalty shall be a throw-in retaken and the referee may issue a yellow card if he feels the action was deliberate and unsportsmanlike.

Contact Us

Oxnard Team Sideline webpage:

<https://teamsideline.com/Oxnard>

OR

Google “Oxnard Team Sideline” > click “City of Oxnard Recreation & Community Services”

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