

CITY OF OXNARD

YOUTH SPORTS SPRING SUPPLEMENTAL MANUAL



***BOYS VOLLEYBALL
GIRLS INTERMEDIATE SLOW-PITCH SOFTBALL
BOYS 7-ON-7 SOCCER
GIRLS 7-ON-7 SOCCER***

Revisions are shown in red.

**Youth & Adult Sports Unit
Cultural & Community Services Department**

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GENERAL RULES

I. The league supervisor and/or their designee will have jurisdiction over all the rules and regulations herein not covered.

II. Registration

- A.** Registration is to be completed following the step-by-step instructions on the General Information Form for the designated year and season.
- B.** Registration priority will be given in the following order:
 - 1.** Official school-based teams (representing a recognized school or school district),
 - 2.** Official City of Oxnard recreation teams and programs.
 - 3.** Independent teams comprised primarily of Oxnard residents
- C.** All teams must be recreational in nature. Travel teams, club teams, and any competitively affiliated programs, including those associated with club organizations, elite leagues, or teams formed under the name of a school or City program without official authorization, are not eligible to register under recreation divisions.
- D.** Teams found to be misrepresenting their affiliation, roster composition, or level of play in order to gain entry will be subject to removal from the program without refund.
- E.** Registration will be processed on a first-come, first-served basis within each priority group.
- F.** 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.
 - 2.** All children sitting on the bench must be listed on the official roster. If the child is not listed on the official roster, the child is NOT permitted to sit on the bench.
 - 3.** If a coach has their own child attending a game (due to a child care situation), Specialists, Coordinators or the Supervisor will manage each situation on a case by case basis.
- G.** All Coaches must be background checked through the City of Oxnard.
 - 1.** Coaches must be cleared through the City of Oxnard in order to be on the bench with the team.
 - 2.** Coaches, once cleared, will receive a coach's badge with their photo.
 - 3.** Cleared coaches must display their badges at each and every game in order to participate.
 - 4.** Coaches who do not have their badges on and CLEARLY displayed will not be permitted to coach the game.

5. Head coaches must be at least 18 years or older.
 6. **A team is allotted 3 coaches per team (one head coach and two assistant coaches).**
 7. **If an individual that is under 18 would like to coach with the City of Oxnard, they need to go through the same background check process, AND be accompanied by a parent or guardian or a cleared adult coach at ALL times while coaching.**
- H. No player may participate if they reach age 15 prior to December 31.

III. 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. **Sportsmanship points will be on a 1 to 3 scale per category. The three categories are players, coaches, and spectators.**
 1. **The total number of sportsmanship points awarded is 9.**
 2. **The minimum sportsmanship points that can be awarded is a 3.**
 3. **The rating breakdown is as follows.**
 - a) **1 Sportsmanship Point (Unacceptable / Poor) Awarded per Category: Ejections, foul language, physical altercation, aggressive behavior towards opposing players, coaches, officials, City staff and/or spectators, failure to adhere to multiple verbal warnings, etc.**
 - b) **2 Sportsmanship Points (Acceptable / Fair) Awarded per Category: Player, coach or spectator infractions, verbal warnings with corrective behavior, minor Code of Conduct violations, missing coaches badge, missing or improper uniforms, etc.**
 - c) **3 Sportsmanship Points (Great) Awarded per Category: Arrived on time, team is in correct uniform, followed all rules and Code of Conduct, coach's badge is present, courteous to**

opposing team, City staff, officials and spectators, clean bench area, etc.

- G. A team that has lost 9 sportsmanship points or more in a single season will not be eligible to participate in playoffs**

IV. Coaches Badges & Temporary Coaches Badges

- A. Badges are required to be worn and clearly displayed by every coach for the entirety of each game.**
- B. If we have a record of the coach as cleared with the City and registered with the team, we will provide a temporary badge to be worn by each coach with a missing badge.**
- C. Each time a temporary badge is issued, SPORTSMANSHIP POINTS will be taken away**
- 1. Minus 1 Sportsmanship Point the 1st time the badge is forgotten or not clearly displayed**
 - 2. Minus 2 Sportsmanship Points the 2nd time the badge is forgotten or not clearly displayed**
 - 3. Minus 3 Sportsmanship Points the 3rd time and every other time the badge is forgotten or not clearly displayed.**

V. Code of Conduct

- A. The Head Coach and Assistant Coach/es 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.**

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 (whether all teams in your division played against each other in the regular season):**

- 1. Sportsmanship Points**
2. Head-to-Head Record
3. Head-to-Head Differential
4. Total Points Allowed during the Regular Season
5. Total Points Scored during the Regular Season
6. Coin Toss by League Administrators

VII. Forfeits

- A. Game time is forfeit time.
- B. Late arrivals may enter the game after the coach has notified the scorekeeper of the players' arrival. Players who show up late must still meet the minimum play requirements. Failure to do so will result in a forfeit.**
- C. If players need to leave early during game time, and do not meet the minimum play rule, the game will also result in a forfeit.**
- 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 League Administrator 24 hrs in advance. Failure to do so will result in loss of sportsmanship points for your team.

VIII. Protests

- A. Youth Sports games cannot be protested. ALL GAMES AND DECISIONS ARE FINAL. This includes, but is not limited to suspensions, sportsmanship points, ejections, judgment calls, league or division standings, etc.**

IX. Miscellaneous

- A. No hard hair accessories
 1. Exceptions may be made on a case-by-case basis.
- B. No jewelry.
 1. Tape may not be used to cover jewelry.
 2. Exceptions may be made on a case-by-case basis.
- C. False nails are not permitted and natural nails must be cut to the length of a finger.
- D. No shorts with pockets
 1. Tape may be used to close pockets.
- E. No food or drinks permitted inside any of the basketball gyms.
- F. 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.
- G. The City of Oxnard does not offer coed teams for 3rd/4th grade and up.

1. *Exception: Up to two girls may participate on a boys team if a school does not offer a girls team in that sport.*

H. 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) **Both teams are required to bring pinnies to each game, regardless if they are Visitor or Home.**
 - b) **If both teams have the same color jersey, the home team will be first responsible for wearing light colored pinnie.**
 - c) One team will wear pinnies.
 - (1) A coin flip will occur to decide which team will wear pinnies. The winning flip will stay as is and the opposing team will wear the pinnies.
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, loss of sportsmanship points, and/or being prohibited from entering the game.**

I. 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 must be accompanied by a school representative or coach.**
 - b) **Stunts (towers, flips, pyramids, tumbling, etc.) are not permitted before, during or after the game.**
 - c) 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.

- d) Chants must be positive in nature and may not be directed at anyone other than their own team.
- e) 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.
- f) The League Administrator on-site reserves the right to allow or disallow cheerleading programs from entering the playing court/field.
- g) 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.

VOLLEYBALL RULES

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

I. Divisions

- A. Boys 7th & 8th Grade Girls 7th & 8th Grade
- B. **Boys 5th & 6th grade** **Girls 5th & 6th Grade**

II. Playing Court and Equipment

A. Playing Court

- 1. The playing court dimensions shall be 60' long by 30' wide.
- 2. An unencumbered area for play of at least 10' should surround the court.
 - a) If less area is available, one foot may cross the server's line when serving.

B. Net Height

- 1. The height of the net shall be:
 - a) Boys Division 7th & 8th shall be set at seven feet (7 ft.) eight inches (8 in.).
 - b) All Girls Divisions and 5th & 6th grade boys Shall be set at seven feet (7 ft.) four inches (4 in.).

C. Volleyball

- 1. Rubber, leather or synthetic leather volleyballs may be used
- 2. The City of Oxnard will provide all warm up balls and the game ball.
- 3. Size 5 balls will be used for all ages

D. Athletic shoes must be worn by all participants.

E. Casts (plastic or other hard substance in its final form) may not be worn during the game.

F. Exposed jewelry such as wrist watches, bracelets, large or loop earring, hair accessories, and neck chains may not be worn during the game.

- 1. Jewelry may not be taped to the body.
- 2. Medical alert bracelets or necklaces are not considered jewelry, but if worn, must be taped to the body.

G. False nails are not permitted and natural nails must be cut to the length of a finger.

H. Uniform tops must all match color schemes and have a number.

I. Uniform bottoms must be shorts and may not have pockets.

- 1. Tape may be used to close pockets, but must be provided by the team.

III. Players and Substitutions

- A. A team may compete with only five (5) players on the court but must play six (6) if they are on the line up card and present.

B. Minimum play rule

1. In all matches, each player must play in one of the first two games. A starting player must remain in the game until one of the teams scores 11 points.
2. A player who is subbed in at the 11 point mark must play until one of the teams scores 22 points.
3. Once a player has played their minimum time, free substitutions may be used thereafter within the same group of players throughout the game.
 - a) Player groups may be switched for the next game.

C. Rotation of substitutes will be allowed on a side out as the players rotate.

1. The previous right front player goes out and the new player comes into the serve position.
2. Players must rotate in the same order that is listed on the official lineup card.

D. Coaches can make a one on one (1 on 1) substitution.

E. A player who has not previously entered the game may substitute in for any player who has already satisfied the minimum play rule.

F. A re-entering player shall assume the original position in relation to the other teammates in the serving order.

1. Example: #6 is in the game, #3 comes in to replace #6, if #6 re-enters the Game, it must be for #3.

G. A player may be substituted in any time the ball is declared “dead”.

IV. Scoring and Timeouts

A. Rally scoring will be used.

B. The first team to make twenty-five (25) points (cap) will be declared the winner of the game.

C. Winning two (2) out of three (3) games wins the match.

D. If a third game is played, the first team to reach fifteen (15) points will be the winner.

E. Two (2) time-outs per game.

1. No additional time-outs during an extended game.

V. Game

A. Warm-up time is ten (10) minutes.

1. Both teams will enter court and be granted an eight (8) minute general warm- up
2. After general warm up, both teams will serve for two (2) minutes.

B. Game time is forfeit time.

1. If a team is not ready to play after warm ups are completed, the match will result in a forfeit.
- C. Coaches shall be seated at all times on the bench except to substitute a player, to request a time out, to react to a play, to replace a disqualified or injured player, to attend to an injured player when beckoned onto the court by an official, or to rise during a time out or intermission between games.
- D. The server shall have ten (10) seconds to serve the ball after the referee's signal to serve.
- E. Liberos are not permitted
- F. Attacking the serve is not permitted
- G. All let serves are permitted.

GIRLS INTERMEDIATE SLOW-PITCH SOFTBALL RULES

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

I. Field Outline

- A. The distance between bases will be sixty feet (60 ft.).
- B. The pitcher's mound will be forty three feet (43 ft.) from the home plate.
- C. The coaches box will be eight feet (8 ft.) from first and third base and ten feet (10 ft.) wide.

II. Game Length and Extra Innings

- A. In the event of a tied game, one extra inning will be played and considered open.
 - 1. The last player out from the previous inning will be placed at second base and the inning will start with one out.
 - 2. The player starting on second base may not have a pinch runner until a full at bat is complete.
 - 3. Game time is forfeit time
 - 4. A game shall be seven innings or one hour and 10 minutes.
 - a) The last inning will begin at the one hour mark and be considered open as indicated by the official.

III. Players and Substitutions

- A. A team must have eight players to start the game.
 - 1. With consent, the other team can provide a courtesy catcher to return the ball back to the pitcher and may not make any plays.
 - 2. If they decline, a cleared coach from the fielding team may serve as the courtesy catcher only to return the pitched ball back to the pitcher and may not actively coach or make plays.
- B. 10 players maximum players on field.
 - 1. Teams must submit a lineup card in their desired batting order before every game.
- C. All players must field a full inning before being eligible for free substitution.
- D. Free substitutions
 - 1. between innings for fielding players.
 - 2. Pitchers may be switched during an inning, but must be done between at-bats.
- E. Players who are removed from the field due to injury may not re-enter the game.
- F. Coaches must remain in the dugout when their team is fielding.

IV. Equipment

- A. Bats for the game will be provided by the City of Oxnard.
- B. Balls for the game will be provided by the City of Oxnard.

- 1. Eleven inch ball (11 in.) will be used.
- C. A strike zone mat (34 1/2" x 19") will be used and is aligned with the front edge of Home Plate.
 - 1. The city of Oxnard will provide the mat.
- D. Players may not wear jewelry while playing.
 - 1. Jewelry may not be taped to the body.
- E. False nails are not permitted and natural nails must be cut to the length of a finger.
- F. Metal cleats are prohibited.
- G. Uniform tops must all match color scheme and include numbers.
 - 1. If tape is needed to alter jersey numbers, the City of Oxnard will not provide the tape.

V. Batting

- A. Three Strike Rule
 - 1. After two strikes, the ball must be fair.
- B. No throwing of bats.
 - 1. After the first warning, the batter will be declared out.
- C. Half swings count as a strike.
- D. Players at-bat must follow the presubmitted lineup.
- E. All players on the line up card must bat during the entirety of the game.
- F. No bunting permitted based on the judgment of the umpire
- G. Maximum five runs per inning.

VI. Pitching

- A. The ball must be pitched in an arch shape where the highest point can only be 12' and the minimum is over the batter's head.
- B. An illegal pitch will be called (verbally to at least the batter) by the umpire when the pitch is either too high or too low.
 - 1. If a batter attempts to hit an illegal pitch, on contact that ball will be considered live.
 - a) On a miss or foul ball, that will be called a strike.

VII. Base Running and Fielding

- A. A base runner can lead off the base on the pitcher's release of the ball
 - 1. If the base runner is off the base prior to the release of the ball, the ball is dead and the runner will be declared out
- B. No Base Stealing
- C. Two courtesy runners are permitted per inning.
 - 1. The same runner can only run once per inning.
- D. The base runner is out if on any backpick attempt the ball beats the runner back to the base. (considered a force out, no tag necessary on backpicks for safety)

1. If a runner is not forced to advance, they must be tagged out.
- E. Baserunners may not advance on a backpick attempt that is overthrown. The ball will be called dead.
- F. Runners must allow the fielder to field the ball without interfering on any play. Vice versa a fielder must allow a runner to run without interference on any play.
 1. Interference may be physical, distractionary, and or verbal at the discretion of the umpire.
- G. Double Base
 1. On any initial play at first base, the batted runner must make contact with the ORANGE BASE.
 2. The defensive person must use the WHITE BASE to put out the batter runner.
 3. The batter runner will be called out if she makes contact with the white base and not the orange base during a play at first base.
 - a) This play may not be appealed.
- H. Home Plate
 1. A defensive player making a play at Home Plate is allowed to complete the force-out play by touching ANY portion of the strike mat to force any runner out.
- I. Scoring Plate
 1. A second home plate is used to score runs.
 2. A runner is out if she touches the regular home plate.
 3. All outs at home plate are force-outs
 - a) Fielders cannot tag a runner out at home plate.
 4. There will be a line drawn approximately three-quarters down the 3rd base line that marks the “point of no return.” Once this line is passed the runner must go home and cannot return to 3rd base.
- J. Sliding is permitted, except at first base. All batters going into a play at first base from the hit will be called out if sliding.
- K. All defensive players must allow the runner to cut inside each base and not make contact without the ball.
- L. Infield Fly Rule
 1. With less than two outs and runners on all bases, or first and second, if the batter hits a pop-up around the infield that can be caught by any fielder with reasonable effort, the batter will be called out
 2. The call will be made at the discretion of the umpire.

VIII. Unsportsmanlike Conduct

- A. Swearing, obscene language or actions either on or off the playing field by the players, coaches, or spectators, will not be tolerated.

- B.** No player may show baiting or taunting acts or words, which engenders ill will or any delayed, excessive or prolonged act by which a player attempts to focus attention upon himself.

7-ON-7 SOCCER RULES

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

I. Divisions

- A. Boys 7th & 8th Grade Girls 7th & 8th Grade

II. The Game

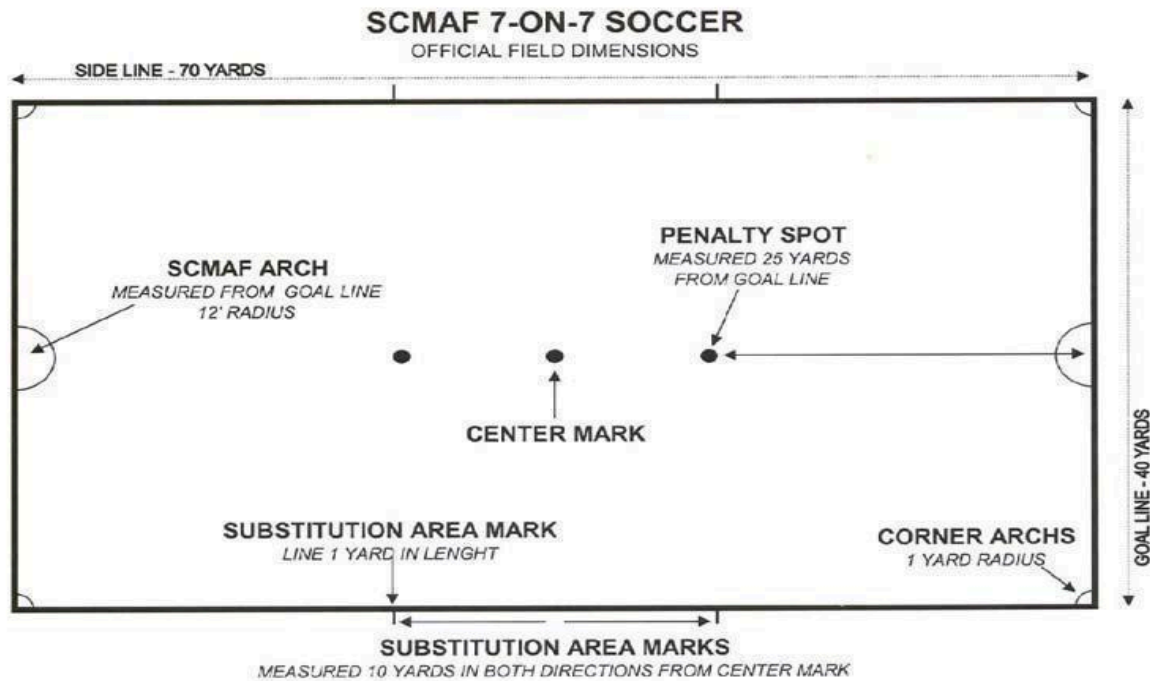
- A. The away team shall decide on the coin flip. The referee tosses a coin and the team that wins the toss decides which goal to attack in the first half or to take the kick-off.
- B. The home team shall be decided by a coin flip in which the winner will either choose to receive the ball to start the game or choose to defend a particular goal.
- C. 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.
- D. Half time for all games will be (5) five-minutes.
- E. Overtime: In lieu of extra minutes, penalty shots will be used to determine the winner of a game.

III. Forfeited and Suspended Games

- A. Will 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.

IV. 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'

V. 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.

VI. 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 a 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.

VII. 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.
 - e) 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. 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. 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 Kicks
 - 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. 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.

P. Penalty Kicks

- Q. 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.
- R. 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.
- S. Penalty Shot Procedure: Game Winner Determinant
 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.

T. Drop Ball

1. Procedure to restart the match after a temporary delay while the ball is in the field of play for any reason not covered.

2. 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.

U. 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.

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Monday - Thursday: 8:00 am to 6:00 pm
Friday: 8:00 am to 5:00 pm
(Closed every other Friday)