



City of Victorville Community Services Department  
Recreation Services Division  
14973 Joshua Street, Victorville, CA 92394 (760)245-5551

## **OUTDOOR SOCCER BY-LAWS**

### **6-ON-6 Men/Women**

#### **PURPOSE:**

The purpose of this Adult Soccer League is to provide the citizens of Victorville with an opportunity to play recreational soccer in a controlled, safe environment.

#### **GOVERNING RULES:**

1. The City of Victorville Recreation Services Division Adult Soccer League will be governed by current F.I.F.A. rules, except as specified below.
2. The Recreation Services Division reserves the right to make changes necessary to ensure the safety of the participants and/or operation of the league.

#### **CONTACT INFORMATION:**

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Hook Community Center – (760)245-5551

#### **PLAYING TIME:**

1. The Game shall consist of two 30-minute halves, with a 5-minute halftime.
2. After completion of regular time, a tie will stand.
  - a. Point system: Win = 3 points, Tie = 1 point, Loss = 0 pointsDuring playoffs, a tie will be decided by taking kicks from the penalty mark in a sudden death penalty shootout. All players on the roster will be eligible to participate. The winner will be the first team (after the same number of kicks has been taken by both teams) that outscores their opponent.
3. Game time is forfeit time. If at game time, there are fewer than 3 players, the game is forfeited. Arrive Early. You may start and play with 3 players. Within 10 minutes, a team must have 4 players in order to continue the game.

## **PENALTY KICK DURING REGULATION PLAY:**

1. Should there be a direct kick inside the penalty area; a kick from the penalty mark shall be given. This will entail a one-kick play. If the shooter misses, there will be a goal kick; no rebound.
2. All players except the defending goal keeper must be behind the penalty mark and outside of the penalty area; as well as the penalty arc.
3. The Goal Keeper must have both feet on the goal line until the ball is touched.

## **NUMBER OF PLAYERS:**

1. Men/Women - Six (6) players (5 players and a goal keeper) shall comprise the team. The goal keeper is counted as a player. A team must have a keeper at ALL Times.
2. Late arriving new players may be inserted into the line-up as they arrive, having signed the official roster first.
3. Substitutions may be made freely without stoppage of play. When making substitutions, players may enter or exit the field of play anywhere, as long as, either player does not cause an advantage for their team; penalty – an indirect kick will be given.
4. In the event that one team is losing by a 5-goal margin (or more), that team may add an additional player onto the field. The additional player must leave the field of play once the goal margin decreases to 4 or less.
5. A team who is up by an 8-goal margin must have one player leave the field of play, effectively making a 7-player (losing team) vs. 5-player (winning team) game. Once the goal margin decreases to 7 or less, the same team may add a player onto the field.
6. Each Team must provide at least one playable and inflated ball to play during the game; penalty - a team must begin each half 1 player short for 3 minutes. (Possessing a ball pump is recommended)

## **ROSTERS:**

1. Rosters are limited to **sixteen (16)** players, unless specifically permitted by the League Director.
2. All players must be 18 years of age and must have in their possession a valid ID card. Players that are 16 and 17 year old may participate and **MUST** have a player/parent release form signed. A physical ID check may be made at any time during the season by the official or other league representatives. Failure to produce proof of age will result in disallowing play for the individual and possible forfeiture of game(s).
3. Teams must complete and sign an Official Team Roster. All players must show an ID in order to play. In the event a player does not sign the roster and plays, the player may be suspended, goals may be taken away, and/or the team may forfeit their game(s).
4. Teams may add/drop players at any time up to the last game of the first-half of the team's schedule. After that game has been played, any additional player(s) may be added in the event of a player being injured, a

pregnancy, or a team is consistently short of players. However, such additions will need to be approved by the SITE MANAGER and/or LEAGUE DIRECTOR.

Furthermore, when it comes to playoffs, the additional player(s) would need to be of the same level as the team's playing level. For example, a team that has been assigned to play in a Recreational play-off division would not be permitted to add a player of upper division quality. Also, a team may add players once eliminated from winning 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> place and must not have any remaining games against those who are not eliminated.

5. A player must play one game before playoffs begins, if playoffs start after the add deadline.
6. A player may change teams during the first-half of the season, with approval of SITE MANAGER and/or LEAGUE DIRECTOR. However, this player must sit-out one complete game after officially changing teams.

## UNIFORMS

- 1 All team members must wear a team shirt/jersey and may have a number.
- 2 The team goal keeper is not required to have a numbered shirt/jersey.
- 3 The team must wear the same colored shirt/jersey (with exception of the goal keeper), or a shirt/jersey that contrasts with all the opposing players' shirt/jerseys.
- 4 Cold weather clothing shall be worn underneath the team shirt/jersey.
- 5 In the event that two teams playing each other are wearing a shirt/jersey similar in color, the **HOME** team is responsible to have their players wear a pinny of contrasting color of the other team.

## STANDINGS

1. Standings are determined by using the traditional point system: 3 points for a win, 1 point for a tie, 0 points for a loss.
  - a. In the event of a tie, the following will be used to break the tie to determine final standings: 1) head-to-head, 2) most shutouts, 3) least goals conceded, 4) number of red cards issued, 5) number of yellow cards issued, 6) goals scored.
2. A team certificate may be given to 1<sup>st</sup> and 2<sup>nd</sup> placed teams in all divisions. The certificate may be redeemed for any of these options: 1) Next registration, 2) Lloyd's Trophy World.

## PRIZES

1<sup>st</sup> receives \$100 added to their account, 2<sup>nd</sup> and 3<sup>rd</sup> depends on the number of team and changes from season to season.

## POSTPONEMENTS

1. The only postponements will be those made by the Recreation Services Division for bad weather. Teams that cannot make a game will forfeit that game.
2. Two unexcused forfeits may result in disqualification from the league and forfeiture of league fees.

## PROTESTS

1. The Officials' jurisdiction begins when he arrives at the field. The Official may stop the match for any rule infringement and suspend or terminate the game whenever he/she deems necessary, especially for matters of player safety.
2. All protests **MUST** be logged in writing by 5:00 pm on the next business day. A protest can only be made on ineligible players and rule interpretation; **NOT** for judgment calls by the official.

## PLAYING RULES

1. All participants play at their own risk. Injuries are not the responsibility of the City of Victorville. **SHIN GUARDS ARE REQUIRED.**
2. Players must wear appropriate footwear. No metal-cleats are allowed. Players will not be allowed to play with improper equipment. The City of Victorville will not be liable for any injuries caused to participants during the program activity. Infractions may result in forfeiture of game and suspensions.
3. Jewelry is allowed however; wear at your own risk. Some jewelry may be deemed not safe by the referee. Sunglasses may be worn. Taping your jewelry is recommended.
4. An indirect kick, which is a kick that must be touched by another player before a goal may be scored. Indirect kicks will be used on the following occasions:
  - a. When the ball goes out-of-bounds on the touch lines
  - b. Dangerous play
  - c. Impeding
  - d. A 5-second violation
  - e. Player holding the flag during a corner kick
  - f. **MEN'S GAMES ONLY** - Goal keepers may not throw or punt the ball over the half-line unless the ball is touched by a player or the ground before it crosses the half-line
  - g. **MEN'S GAMES ONLY** - a goal kick, in which the ball crosses over the half line
  - h. Any other FIFA infraction.
5. Any indirect kick awarded for a foul, inside the goal area, will be taken on the line closest to the infraction.

In this situation, the defense may build a “wall”.

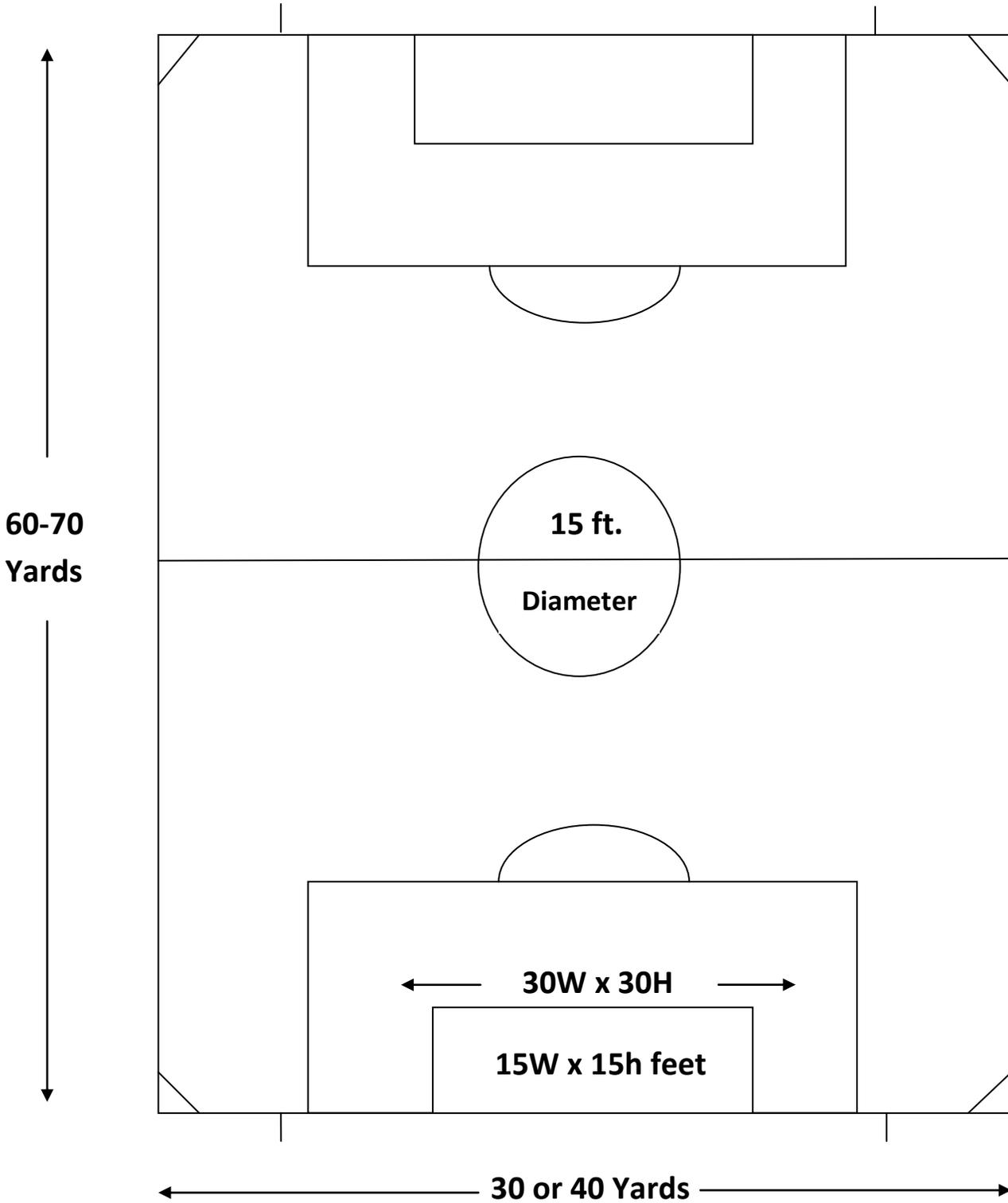
6. Direct Kicks will be used for all other fouls or infractions.
7. A span of 5 yards must be given on any free kick, including a foul, kick off, goal kick, and a corner kick. A span of 5 yards must also be given on a throw-in or kick-in.
8. When the ball completely crosses the touch line, the restart is either a throw-in or a kick-in. The restart shall be taken from the point where the ball left the field taken by the team who did not touch the ball last before the ball went out of play.
9. **No Slide Tackling.** Slide Tackling is defined as a player who has any other part of his/her body making contact with the ground in addition to their feet when the player dispossesses the ball from an opponent. This is the official’s judgment. Slide tackling results in a direct kick at the point of infraction. A yellow card (**caution**) is issued if the player makes contact with the ball. A red card (**ejection**) is issued if any physical contact is made with the opponent. The only exception is that the goalkeeper is permitted to cleanly slide within his/her own goal area.
10. If you receive 2 cautions in 1 game = 1 game suspension. If you receive a total of 3 cautions; all from different games = 1 game suspension.
11. Any player (man or woman) receiving a caution (yellow card) must leave the field of play for a period of 3 minutes (as determined by the official) and remain on the sidelines in their team’s area. The cautioned player may re-enter the field of play when signaled by the official. No substitute may enter the field for the cautioned player. The team must play short.
12. **Any player (man or woman) receiving an ejection (red card) must leave the field and the team will play short for the remainder of the game; that player will be suspended for at least 1 game.** A substitute may not enter the field of play to replace the ejected player. **THE EJECTED PLAYER MUST NOT DISPLAY ANY NEGATIVE BEHAVIOR, AS OUTLINED IN THE PLAYER/SPECTATOR CODE OF CONDUCT.** Any player who is ejected from the game may need to depart the park to the parking lot – as determined by the official – and will receive **additional suspensions.** A player who receives two ejections during the season will be referred to the **LEAGUE DIRECTOR** for action and may be suspended from the league for the remainder of the season. Any player (s) involved in an altercation will be suspended for a minimum of three (3) games. If a player is involved in a second altercation, he or she will be permanently expelled from participating in any City of Victorville Adult Sport Leagues.
13. Any contact while challenging the goal keeper inside the penalty area, will result in a foul and/or a card. This is at the official’s discretion.
14. The goal keeper may not touch the ball with his/her hand(s) outside of the penalty area. A violation will result in a direct kick for the opposing team; a caution/ejection may be given to the goal keeper..
15. Goal Kicks must be taken when the ball is stationary from anywhere inside the goal area.

16. 5-Second Rule: During Kick-offs, free kicks, corner kicks, throw-ins or kick-ins, goal kicks and on goal keeper possessions; the player has 5 seconds in which to play the ball.

## MICELLANEOUS

1. Ball-shaggers must be at least 5 yards behind the goal line, not directly next to the goal.
2. **All Managers and players MUST read the "CODE OF CONDUCT" that appears in the website.**
3. Spectators are only allowed onto the field with the official's permission.
4. If a team has a non-playing manager, he/she must stay within the technical area (sub box). Sideline behavior is the Managers responsibility; entire sideline may be ejected from fields.
5. Teams participating in the same match are required to occupy opposite touchline. Home team will occupy the South/West touchline; Visitors will occupy the North/East touchline.
6. Start of play: The start of play will be determined by the home team choosing their side of play to defend; the visiting team will kick off during the first half. At the official's signal, the ball must be touched and move before it can be played by another player. Every player shall be in his/her respective half of the field. The opposing team must remain no less than 5 yards from the ball until it is touched. The kicker may not play the ball again until it has been touched or played by another player. A goal may be scored directly from a kick-off.
7. On the kick-off, the ball may move in any direction.
8. **BLOOD RULE:** A player, manager or official who is bleeding or who has an open wound will be prohibited from participating in any further play until appropriate treatment is rendered. A substitution will be allowed in this case.
9. **Remember, that this is a Recreation League and rough play and/or unsportsmanlike conduct will not be tolerated at any time.**

**Soccer Field Dimensions (may be slightly altered).**



**Penalty Mark is 26 feet from goal line**

**Mark outside of Goal Line, 5 yards from corner**