



Rules for 11 v 11 Outdoor Soccer

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Section I: Concussion Policy

The official shall stop play immediately if an athlete is suspected of sustaining a concussion or head injury. When a player has a force or impact believed to have caused a concussion, the player shall be immediately removed from the competition, and shall not return until they have been cleared by a medical professional. If a medical professional is not available, the player shall remain out for the remainder of the game. The player shall be cleared by a medical professional before returning to play.

Below are links that we encourage managers and players to read and become familiar with regarding concussion information:

- State Laws regarding Traumatic Brain Injury (TBI): <http://www.ncsl.org/research/health/traumatic-brain-injury-legislation.aspx>
- Concussion Training Course through the CDC: <http://www.cdc.gov/headsup/youthsports/training/index.html> - This training is free to use and your instructors, coaches, and staff members can print out a copy of their certificate of completion at the end of the training to be stored in their employee file.

Section II: Team Rosters

1. Official rosters are due at each team's first game. If the roster is not given to the referee prior to the start of the game, that team will have to forfeit. Each team member must provide his/her first and last name, address, phone number, email, and Soccer Planet Waiver in Dash to be a rostered player. Team Managers must submit an official roster with players' jersey numbers 24 hours prior to game day one (1). If there is a player who shows up to play who is not on the roster, the game will be declared a forfeit by that team and the player will be subject to suspension.
2. Teams may have up to twenty-three (23) players maximum on their roster.
3. The eligibility of a player must be protested by the opposing team prior to the end of the game. A player's eligibility cannot be questioned after the game is over. You must notify the center referee of the protest. See Section V for protest procedures.
4. Soccer Planet reserves the right to request a player's identification at any time. If no identification is presented, the game will be held in forfeiture for forty-eight (48) hours or until ID is presented, whichever comes first.
5. A player must be sixteen (16) years of age prior to the start of the current season to be eligible to play.
6. **Drop/Add Players:** Once a player has played with a team in a division, he/she cannot switch to another team in that same division within the same season.
7. New players may be added until the completion of the 3rd game of the season. All new players must sign the roster/wavier form and be approved by Soccer Planet management before they are allowed to play in a game.
 - a. This also means there can be no guest players after the completion of the 3rd game.
8. After the roster addition deadline, teams will be allowed to add two (2) additional players to their roster only after receiving special permission from Soccer Planet Management Staff. These two (2) additions must be requested with an explanation as to how the additions will keep the team from forfeiting due to lack of players.

Section III: The Game

1. The league will follow current IFAB laws unless indicated otherwise in this document.
2. Game time is forfeit time. The minimum amount of players, seven (7), must be present, ready, and on the lineup card that is turned into the referee by game time.
 - a. Lack of players or lineup card at game time will result in a forfeit
3. Games will be played on Sunday afternoons.
 - a. Make-up games, due to weather or other conflicts, will be played on Friday evenings.
 - b. Result in not showing up or playing in the make-up game will result in a forfeit. Soccer Planet Management Staff will do everything in their power to try to schedule makeup games in enough advance to ensure teams can play their makeup games.
4. Rosters with players' first and last names and uniform numbers must be submitted to the referee prior to scheduled game time.

5. If a player arrives after a game has started, he must check in with the referee before entering the field.
6. Soccer Planet Management Staff/Champaign Park District will determine if the games are postponed due to inclement weather. Please check Soccer Planet's website to see if games have been cancelled or postponed. The staff will do their best to update the website only if games are cancelled. Additionally, messages will be sent out to team managers with updates.
7. Once games begin, if the weather is threatening, the referee will determine if the game needs to be postponed. If lightning is observed in the vicinity, teams will be asked to leave the playing area for thirty (30) minutes. If the lightning is gone after thirty (30) minutes, the game will continue. If the lightning continues after thirty (30) minutes, the game will continue to be postponed. If the game is at half time or later and can't continue after the first thirty (30) minute delay, the game will be considered finished with the current result standing.
8. Any game terminated because of weather will be completed at a later date from the exact point at which the original game was stopped. If a game reaches halftime the game will be considered complete.
9. Time Limit: The game will be two thirty-five (35) minute halves, with a halftime of ten (10) minutes. Halftime will be shorted if the game failed to start on-time. There will be ten (10) minutes in-between each game.
10. Rolling substitutions will be allowed. Players must report to the center line in order to sub on a dead ball.

Section IV: The Uniform

1. All players must wear soccer shin guards. All cleats must conform to the laws of the game.
2. The laws of the game forbid players from wearing anything that is dangerous to another player. The use of hard and dangerous protective equipment is not permitted. The laws of the game forbid the wearing of exposed jewelry. Any jewelry that cannot be removed needs to be properly secured (taped down), including medic alert tags. No hats are allowed except for goalkeepers. The referee must approve other non-dangerous headwear. Knee braces must be inspected and approved by the referee prior to the start of the game. Only hand and arm casts are allowed. Casts must be padded and must be inspected and approved by the referee prior to the start of the game. The referee, site supervisor, or Soccer Planet staff can order a player to remove any unauthorized or dangerous equipment.
3. Jerseys: Teams must wear uniforms of the same color and all jerseys must be appropriately numbered and match the rosters.

Section V: The Equipment

1. Soccer Planet will not provide game balls. The home team must provide a game ball. The away team can provide a suitable ball if the home team fails to provide one. However, if there is no game ball it will result in a forfeit for the home team.

Section VI: Protests

1. In the event of wanting to protest, it should be done within 48 hours after the event. Before contacting Soccer Planet management, it should be resolved first within the team, then with the opposing team. If the issue is still not resolved within the teams, then contact the Manager of Operations within 4hours.

Section VII: Sportsmanship/Player Behavior

1. Soccer Planet's 11 v 11 Outdoor Soccer League is intended to be a fun activity suitable for attendance by the whole family. The following is an inconclusive list of unsportsmanlike behaviors that may result in cards and/or disciplinary actions.
 - a. Demonstrative behavior in protesting a referee's decision by any team member or manager
 - b. Resorting to behavior that threatens or assaults any player, coach, official, or staff member (i.e. verbally threatening another player, coach, referee, or staff member, taunting other players, etc.)
 - c. Fighting will not be tolerated. Anyone who throws a punch or is involved in a fight will be suspended for a year (indefinitely after the incident) being banned from all Soccer Planet facilities, leagues, sports, and their events. Penalty will be given out after Soccer Planet Management review.
 - d. Foul, vile, vulgar, abusive, or racial language, including profanity, has no place on or off the field, regardless of whether it is directed at someone else. Using such language may result in a suspension.

Section VIII: Ejections/Suspensions

To enforce player behavior that is consistent with the established purpose of recreational soccer, the following actions may be taken:

1. The referee or Soccer Planet Management may eject any player or team manager in violation of any of the following rules. Upon ejection of a player for unsportsmanlike conduct, the official will inform the captain, Soccer Planet staff/field supervisor that the player has been ejected. The captain will then be responsible for removing the player from the park within two (2) minutes. A player remaining in the vicinity of the complex (including the parking lot) after being ejected for the game may cause his/her team to forfeit the game and will be subject to a longer suspension.
2. If three (3) players and or managers from the same team are ejected during a match the game will be forfeited immediately.
3. Any player or manager ejected from a game for unsportsmanlike conduct will be suspended for all league and tournament games sponsored by Soccer Planet within the seven (7) day period following the end of the game. If a team has a bye during that week, then the suspension will follow to the next 11 v 11 game. The suspension will begin immediately. Following the ejection, the team manager will be notified of their teammate's suspension via email. It is the team manager's responsibility to let their teammate know they aren't allowed to play.
4. Any player or team manager who, after being ejected, acts in such a way as to offend or endanger anyone, including spectators or families or friends of players, will be

automatically suspended for a minimum of six (6) weeks. Examples of such behavior include but are not limited to physical assault and verbal assault. The maximum penalty is indefinite suspension and spectator rights revoked at any Soccer Planet event or facility.

5. The Champaign Park District and Soccer Planet has a strict NO ALCOHOL policy in all its parks and facilities. Possession or consumption of alcoholic beverages, drugs and drug paraphernalia, or being in an intoxicated condition on Park District or Soccer Planet property by any participant or spectator will not be tolerated. This rule applies to parking lots, spectator areas, dugouts, etc. Offending players will cause his/her team to forfeit the current or next scheduled game and be suspended for a minimum of one (1) game. Spectators caught with such substances will be asked to leave.
6. In flagrant cases of unsportsmanlike conduct that are reviewed by Soccer Planet management staff, an entire team can be held responsible for the actions of an individual on the team.
7. A player or team manager may appeal a suspension to the Manager of Operations in writing. Formal protest procedures must be followed. If the appeal warrants a hearing, the Manager of Operations will form a panel of Soccer Planet personnel. The panel will meet with all persons involved in the incident to further discuss it.
8. Player suspensions may result in suspension from participation in other Soccer Planet programs that the agency deems appropriate. Player suspensions at the end of the season may be carried over to include other Soccer Planet leagues and events.
9. The referee's jurisdictions will begin when they arrive at the field and continue until league participants have left the park after the last game of the day.
10. All player behavior suspensions are subject to being overruled by Soccer Planet management.
11. Soccer Planet will use a point system for yellow/red cards in order to keep the league safe and fun. The point system will reset after each session is over. The point system will be used as follows:
12. Player Misconduct: A Penalty Point Catalog is employed to penalize players for cautions and ejections according to the severity of the misconduct. The Soccer Planet management staff reserves the right to adjust the length of suspension, in which case the decision may be appealed by the player.
 - a. Yellows Cards:
 - i. Any infraction = 1 penalty point
 - b. Red Cards:
 - i. Serious Foul Play, Violent Conduct, and Spitting = suspension of 3 games plus 3 penalty points
 - ii. Abusive Language = suspension of 2 games plus 2 penalty points
 - iii. Denying a Goal Scoring Opportunity (Handball, Foul) = suspension of 1 game and 1 penalty point
 - iv. 2nd Caution = No suspension and 2 points for the two yellow cards (no additional penalty points)
13. A player who collects 4 (8, 12, 16...) penalty points = suspension of 1 game. If a player reaches the 4 penalty point plateau on the last game day of the regular season, they will

be suspended for a game and therefore miss a play-off game (if the season has a playoff format). The penalty points will be erased and start anew for the play-offs (in the event that the season has a playoff), but game suspensions due to red cards/penalty points will continue to playoff matches. If a player has three (3) penalty points and receives two yellow cards on the last game day of the regular season they will be suspended for one game, but the 5th penalty point will be erased. Red card suspensions will carry over to the next season.

14. A red card is a \$50 fine and must be paid before playing in the following game or any participation in any event with Soccer Planet. If a player receives two (2) red cards in the same year it is a \$100 fine and must be paid before playing in the following game or any participation with Soccer Planet. All money's collected from fine's will be donated to Cunningham Children's Home in Urbana.

Clarifications and Exceptions:

- a. If a yellow card results in a fourth point on the season, but it was the first card of the game, the player may continue playing that game. The resulting suspension will begin with the following game.
 - b. Two (2) yellow cards in the same game means an immediate red card (2 points, 1 for each yellow), resulting in ejection from that game, but not the following game.
 - c. All red cards will be reviewed and may result in a suspension longer than one (1) game. Red cards for the following reasons will result in further suspension:
 1. Red cards for serious foul play or deliberate dangerous play: 4 game minimum
 2. Red card for insulting referee, site supervisor, or other players: 4 game minimum
 3. Red card for violent conduct: fighting or trying to physically attack another player, official, employee, or fan: A minimum of 6 games, but may result in up to a lifetime ban.
 - d. Any player or manager who is ejected three (3) times during the calendar year will automatically be suspended for a minimum of six (6) months of play and put on probation for a year after the suspension is over.
15. A player may appeal to the Manager of Operations after 24 hours past the incident but before 48 hours passes. A final decision will be made within 48 hours of the appeal by the Soccer Planet management staff.

Section IX: Rainout Rescheduling

1. Soccer Planet will do everything possible to make sure that games that were cancelled due to inclement weather are rescheduled.
2. Teams are required to play make-up games as scheduled or accept a forfeit.

Section X: Standings

Standings are based on a point system: three (3) points for a win, one (1) point for a tie, zero (0) points for a loss.

1. In the event of a tie at the end of the season, the following tie breakers will be used in order:
 - a. Points
 - b. Head to head match up
 - c. Goal differential
 - d. Wins
 - e. Goals scored
2. League standings will be kept on Soccer Planet's online Dash system. Soccer Planet's tie-breaking procedures differ from Dash's. In the event of a tie, Soccer Planet procedures will overrule what standings Dash display.

Section XI: League Format

1. The fall season will be eight (8) games long. The league may be broken into two divisions (recreational and competitive) depending on the number of teams registered.

Signature Page for Team Managers

I, _____, have read these rules, and concussion policies, and agree
(Print Name)
to all that has been stated in the above categories.

(Signature)