

**CITY OF ESCONDIDO
RECREATION**

Escondido

• SPORTS CENTER •

Game On!



**SOCCER LEAGUE
RULES & REGULATIONS**

www.escondido.org/sportscenter

SOCCER LEAGUES RULES AND REGULATIONS

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I. CODES OF CONDUCT

A. PARTICIPANTS

All participants should recognize that the Escondido Sports Center is dedicated to the benefit and welfare of all participants. In order to maintain a consistent, cooperative environment, the supervising staff asks that all of the participants at this facility:

- Refrain from the use of foul language, abusive actions or inappropriate behavior.
- Recognize that sportsmanlike conduct, fair play, and a cooperative attitude govern behavior at all times.
- Failure to observe this code will result in suspension or termination of privileges.
- Thank you for not smoking, drinking alcoholic beverages, or using illegal drugs at our center and parking lot.

B. PLAYERS AND COACHES CODE OF CONDUCT

Players and Coaches at the Escondido Sports Center will:

- Refrain from the use of profane, vulgar and foul language.
- Refrain from any abusive verbal attacks, disparaging remarks or dialogue with referees, teammates, coaches, opponents and spectators.
- Not participate in, or instigate teammates to partake in acts of, or threats of, physical violence towards referees, teammates, opposing players, parents or ESC officials, under any circumstances.
- Not retaliate in the event of violent conduct toward themselves.
- Refrain from objectionable demonstrations, such as throwing of equipment or any other forceful action.
- Abide by and accept all decisions of the referee, whether or not there is any real or imaginary wrong decision or judgment made by the referee. However, your opinion does matter, so if you feel strongly enough, please fill in an "Info Share" available at the ESC office.
- Not engage in or instruct teammates to engage in unnecessary "rough tactics" against opposing players (i.e., "take #9 out").
- Not intimidate opponents through heated discussions, bait a fight, "trash talk," harass or create situations which make the game too rough or dangerous.
- Not recruit opposing ESC players.
- Not enter the field of play if an altercation occurs between opposing players.
- Not enter the field of play for an injury unless directed to by the referee.
- No player shall mingle with or fraternize with the spectators during the course of the game, but shall remain in the dugout or on the field of play.
- No player shall discuss with a referee in any manner the decision reached by such referee, except the manager or captain.
- No player shall be guilty of discussing publicly with spectators in a derogatory or abusive manner any play decision, or personal opinion of other players during the game.

Points may be deducted for any of the behavior listed above. The exact number will be determined by the recreation supervisor. Three points will be deducted for each red card issued.

I UNDERSTAND FAILURE TO COMPLY WITH THE ABOVE WILL RESULT IN

1. Written or verbal warning, OR
2. Removal from current game and a minimum one game suspension; OR
3. Suspension for the remainder of the season, OR
4. Suspension for one year, OR
5. Suspension indefinitely, pending review, OR
6. Exclusion from the Escondido Sports Center facility for one or more seasons.

C. SOCCER MISCONDUCT POLICY – All Participants

1st Red Card: Removal from the current game and a minimum one game suspension.

2nd Red Card (within a 12-month period): Maximum suspension for four months from the date of the violation.

3rd Red Card (within a 12-month period): Maximum suspension for one full year from the date of the violation.

Appeal Process

The suspended person's team manager may submit in writing to the recreation supervisor (within 7 days or 24 hours prior to game time) any reason(s) why the suspension should be re-evaluated by staff. If player plays next game while suspension is under appeal and game is won, game will be forfeited if appeal is denied. A \$20 processing fee is to be collected with all appeals. If appeal is granted, the processing fee will be refunded.

D. SPORTS CENTER RULES

1. No smoking
2. No alcohol
3. No illegal drugs
4. No littering
5. No animals
6. No loud music
7. No playing soccer in common areas
8. No foul language
9. No glass containers
10. No bicycles in common areas
11. No fighting
12. No indecent or obscene clothing
13. No chewing gum in the center

The center shall remain locked unless programs supervised by ESC staff are being conducted. ESC staff has final authority in decisions concerning center operations.

II. MISCELLANEOUS

- A. No player shall play in a hard cast.
- B. Any woman who is knowingly pregnant may not play.
- C. If time allows, each team will be permitted five (5) minutes of warm-up practice before a game.
- D. Your opinion does matter, so if you feel strongly enough, please fill in an "Info Share" available at the ESC office.
- E. Games will not be scheduled for the following dates: Easter weekend, Memorial weekend, Independence Day, Labor Day weekend, Thanksgiving weekend, Christmas holidays, and New Year's Day. On all other dates, games will be scheduled, unless requested for in your team registration packet. Not all requests are guaranteed.

III. RULES & REGULATIONS

A. COED

- 1. Philosophy: The coed division is a noncompetitive alternative for male and female recreational soccer players. It is our main concern to keep the level of intensity lower. The rules of all coed divisions are specifically designed to provide extra protection to participants (particularly female) to ensure that the game remains safe.
- 2. Dangerous play: Anything considered by the referee to be dangerous, flagrant, or out of control will be called. This includes dangerous running at top speed, even if the run would be perfectly legal in men's or women's leagues.
- 3. Hard Kick Rule: If, in the opinion of the referee, a hard and dangerous kick above the knees is taken and the ball comes within playing distance of a field opponent, a direct free kick will be given from the point where the kick originated. The exception to this rule is that if a person stands in a wall on a free kick they are offered no protection.
- 4. Blue Card: A blue card is not required when special coed rules are broken; however, if high hard kicks are happening too often by a player, team, or by everyone the referee is encouraged to give a blue card and two-minute penalty to calm the game back to an acceptable coed level of intensity.
- 5. Penalties must be served by the player who committed the foul, unless the goalie commits the foul. If the goalie is a male, a male player must serve the penalty.
- 6. A maximum of three men will be allowed on the field at all times, inclusive of the goalkeeper.
- 7. Male players may score a maximum of two goals per game. Any goals scored after two will not count for that team.

8. If a cup or playoff game is tied after sudden death overtime, then the coed shoot-out must consist of three women and two men. If still tied after the first five shooters, then they alternate men and women during the sudden death shoot-out. Any male player with two goals during regulation cannot participate in any levels of a shoot-out.

B. DELAY OF GAME FOULS

1. A player may not kick the ball out of bounds intentionally (referee's judgment). A blue card should be issued for this infraction.
2. The team kicking a ball out of the arena is responsible for retrieving the ball. Failure to do so will result in a two-minute penalty (referee's judgment).
3. Referee Crease: Players will be given a blue card (2-min. penalty) for crossing into the referees crease while the referee is inside the crease, during stoppage of play.

C. FREE KICKS

All free kicks are direct (including the kickoff). A team will have five seconds to take a free kick. Fifteen (15) feet is required by the defending team. A defender will receive a two-minute penalty (no warning needed) if he/she blocks a free kick while obviously inside this 15-foot required distance (delay of game).

D. GAME TIMES

1. Game times must start promptly as scheduled. If one or both teams are not ready to start at game time, the clock will commence until five (5) minutes have run off. At that time the game is a forfeit win for the team that was ready. If the referee(s) chooses, the game may commence. The fee must be paid to the staff. The clock will continue to run, resulting in a shortened first half. Teams must supply their own warm-up balls.
2. A team must have at least three (3) players (plus a goalkeeper) on the playing field to begin a game. Anytime during the game a team is reduced to two (2) players, without additional substitutes available, the game shall be declared a forfeit.
 - a) A-league games will consist of two 24-minute halves. However, based on team numbers in a division, this figure may be lowered slightly to accommodate all teams.
 - b) Half-time is two minutes.
 - c) The clock will run continuously, except for injured players or referee's time-out. An injured player must return to their bench if the referee's stops play to attend the injury (GK are the exception.) The clock will run during any altercation or dispute with an official.
 - d) Each team will be allowed one 30-second "time-out" per half, including overtime. Time-outs may be called by any player on the field if it is a restart situation in which their team controls the ball. Either team may call a time-out on a guaranteed substitution. A goalkeeper may call a time-out if the ball is in their possession inside the goal arch and is unchallenged.
 - e) Guaranteed substitutions can only be given on an injury, time-out, time penalties or after a goal scored.

E. GOALKEEPERS

1. The following will result in a free kick from the top of the goal arch for the opposing team:
 - a) If the keeper handles the ball after putting it down to be played before an opponent touches the ball.
 - b) If a teammate passes the ball to the keeper from any zone and the keeper plays the ball with their hands.
 - c) The keeper may not dribble the ball into the penalty area and then touch the ball with their hands.
 - d) If the keeper bounces the ball or moves the ball from hand to hand.

When a two-minute penalty is called on a keeper, it can be served by another field player. Exception: Coed – male keeper served by male player.

2. Goalkeepers must throw the ball out from their arc. If they elect to drop the ball to the ground (i.e. drop kick) it is considered “live.” Opponents must be five (5) yards away from the goalkeeper before challenging for the ball.
3. Goalkeepers cannot play the ball to themselves from a “Goal Clearance”.
4. Goalkeepers can play in more than one league within the same program area, only as a goalie. However, they cannot play for more than one team in the same division.
5. During an altercation or dispute not involving the goalkeeper, a goalkeeper may not exit the goal crease (penalty arch) to instigate or participate in the altercation or dispute. The referee may issue a blue, yellow, or red card to the goalkeeper.

F. OVERTIME SHOOT-OUTS

During regular season, there is no overtime. During playoffs and championship games, there will be five-minute sudden death overtime. If no winner is determined it will be followed by a best of five shoot-out, followed by a one-one sudden death shoot-out. The team winning the coin toss shoots first. Both teams, except the kicker, will be in the team bench area. The shooter will have five (5) seconds to score. If the goalkeeper fouls the shooter within the five seconds, a penalty kick from the top of the arch will result. If the goalkeeper makes a save within the five seconds, the shoot-out is terminated.

G. PENALTY KICKS

Any foul committed by a player that would warrant a penalty/shoot-out, but occurs with less than five (5) seconds in any period, shall result in a penalty kick. The ball shall be placed at the top of the goal arch.

H. PERSONAL FOULS

1. Personal fouls count toward the penalty shoot-out.
2. Pushing an opponent.
3. Tripping an opponent.

4. Striking and elbowing or attempting to strike or elbow an opponent.
5. Kicking or attempting to kick an opponent.
6. Holding with hands, arms, or legs. This includes pulling shirts or shorts of an opponent.
7. Handling the ball deliberately with any part of the arm from below the shoulders to the hands.
8. Charging in a dangerous manner, or from behind.
9. Jumping at the opponent.
10. Boarding a player into the wall. Boarding is defined as any charge (even if it would have been legal somewhere else on the field) that propels the opponent into or against the boards (automatic two-minute penalty). The object is to keep players safe and playing under control.
11. Delay of game, being deliberate or clearing the ball out of play.
12. Unsportsmanlike conduct, dissent, foul language, etc., (automatic two-minute penalty).
13. Dangerous play.
14. Intentional slide tackling (automatic two-minute penalty).
15. Dangerous slide tackling (automatic two-minute penalty).
16. Spits at an opponent (automatic red card).
17. Intentional elbow to the head (automatic red card).

A player committing any of the above fouls will be penalized by a free kick to the opposing team at the spot of the foul, and they may receive blue, yellow or red card if the referee so judges.

I. PLAYERS' BENCHES

1. Only players on the official game roster with a valid sports center I.D. card will be permitted on the bench, (Exception: one coach in the Women's Division, will be permitted on the players' bench) If a non-player is on the bench and refuses to leave, a two-minute bench penalty will be assessed for that team. If he/she still refuses to leave the bench, the game will be terminated and the opposing team will be awarded the win.
2. During a game, coaches will be restricted to the length of the players' benches.
3. Teams are responsible for cleanliness and safety of the bench area.
4. Doors must be kept closed at all times.
5. When serving a personal penalty, the player must remain seated and not speak to players or referees.

J. SHOOT-OUTS

A defensive personal foul in the goal arch, a last man breakaway foul from behind, or when a team has committed six personal fouls, is an automatic shoot-out. Shoot-outs must start with a two-minute penalty. The goalkeeper must have one foot on the goal line until the whistle is blown. The shoot-out will start from the center of the offensive red line. Once the whistle is blown, the ball is live. Except for the kicker, the rest of the players must stand behind the half-way line until the whistle is blown. The team taking the shoot-out must be on the outside on the centerline while the defending team is in the middle on the centerline. If the shoot-out is scored, the penalty is over (unless it was a red card offense). Team fouls in the arch which does not warrant a two-minute penalty shall be restarted with a direct free kick from the top of the arch (not a penalty kick). If the goalkeeper fouls the player (regardless of location) on a shoot-out attempt, the shoot-out will be re-taken. A blue card will be issued to the goalkeeper but the penalty may be served by a team member. A shoot-out will occur after a team 6th, 9th, and 12th ...etc...etc team foul.

K. SLIDE TACKLES

No slide tackles are allowed by any player. The goalie may slide within his/her goal arc. If the goalie's momentum carries him/her out of the arc, the slide is allowed. Sliding can be defined as any player playing the ball without the intent of staying on BOTH feet when finished. This includes diving header and sliding on one knee. The intent of this rule is to protect players. Players guilty of DANGEROUS slide tackles will be awarded a two-minute penalty. All slide tackles will be called based on the referee's discretion.

L. TEAM TIME PENALTIES

1. Team time penalties do not count toward the bench penalty shoot-out described in "Misconduct" #5, i.e.:
 - a) Illegal substitution
 - b) Leaving bench during altercation (Automatic Red Card)
 - c) Bench Red Card
 - d) Violation after team warning
 - e) If a team bench personnel receives a two minute time penalty, the team will play one player short.

M. THREE LINE VIOLATION

No player or goalkeeper is allowed to play (kick or throw) the ball over the three lines without touching a player, referee, board, or the turf.

The ball will be put back into play from the center spot of the first line crossed.

N. TIME PENALTIES

1. Blue Card: A blue card results in a two-minute penalty. The referee has the discretion to award a two-minute penalty for any foul which he judges to be very serious. Also, the referee can, in order to calm an out of control player down, award a two-minute penalty to any player who consistently infringes the laws of the game. If a team is scored upon during a Blue power play, then the penalized player may resume play. If a team scores "shorthanded," the player serving the time penalty

remains in the penalty box until two minutes has expired, or the power play team scores within the two minutes.

2. The following offenses are automatically awarded a blue card (two-minute penalty):
 - a) Failing to automatically give the opposing team five (5) yards on any restart. (Delay of game)
 - b) Dangerous slide tackles.
 - c) Boarding.
 - d) Unsportsmanlike Conduct.
 - e) Jumping the wall.
3. Yellow Card: Any player who receives a second blue card shall also be shown a yellow card. A yellow card is also a two-minute penalty. Any foul which, in the opinion of the referee, is of a serious enough nature may be awarded a yellow card directly. A penalized player must serve the entire two minutes during a Yellow power play regardless of any goals scored.
4. Red Card: Any foul in which the referee feels is of a serious enough nature to warrant an immediate ejection from the game may be punished by a red card. They may be replaced, but his substitute must serve a five-minute penalty in which his team must play short the entire five minutes regardless of any goals scored. Also, any player awarded a third blue card or a blue card after having been cautioned (yellow card) will be awarded a red card and shall be ejected from the game. (They may be replaced and a regular blue card time penalty is incurred.) Any player receiving a red card must leave the game and the area of the sports park immediately and may not play in the team's next game (this is the minimum suspension).
 - 4a. After receiving a Red Card, a letter from a Sports Center Supervisor will be sent by mail, to the manager indicating the length of the player suspension and a \$25 team fine. Second Red Card involved with the team, in the same season, will result in a \$50 fine and a player suspension. Third Red Card involved with the team, in the same season, will result in a \$75 fine, a player suspension, and a written team warning. A fourth Red Card will result in a team dismissal for the remainder of the season (with the possibility the team may be refused admittance to play the following season.) All Red Card payments must be paid before next scheduled game to the front office during office hours. If the fine is not paid before game time, the team will be forced to forfeit and pay referee fees.
5. Blue/Yellow/Red Card combinations: Blue+Blue=Yellow Blue+Blue+Blue=Red
Yellow+Blue+Blue=Red
6. Six Fouls: When a team accumulates six fouls, their opponents will be awarded a penalty shoot-out which will also include a bench two-minute penalty. Since this two-minute penalty is due to an accumulation of fouls and not a particular foul, the team can decide who will serve this two-minute penalty, but must inform the referee who is serving the penalty time. **The foul accumulation counts throughout regulation time and any overtime situation for playoffs or finals.(6/11)**

7. RED CARD MAXIMUM SUSPENSIONS:

- Any Red Card..... 1 Game
- Abusive Language 2 Games
- Unsportsmanlike Conduct..... 2 Games
- Violent Conduct/Fighting..... 3 Games
- Head-butting..... 5 Games
- Bench Clearance..... Team dismissal from the league

IV. TEAM INFORMATION

A. AGE DIVISIONS

Age divisions are based on a player's age at the time of enrollment.

<u>LEAGUES</u>	<u>PLAYER AGE</u>	<u>NUMBER OF PLAYERS</u>
CISL	10 - 16 years and under	5 players and a goalie
HIGH SCHOOL	18 years and under	5 players and a goalie
"A" LEAGUE	*18 years and older	5 players and a goalie

***(See Rule L5 for exceptions to this age limit)**

B. BYLAWS

The following rules govern teams and players participating in all Escondido Sports Center (ESC) soccer leagues. The leagues will use the rules of United States Indoor Soccer Association (USISA) with certain exceptions as noted herein. For detailed rule descriptions, contact the ESC office for a copy. The Community Services Department shall have the power to make decisions on any points in the rules or to revise any rule as they deem necessary. Final decisions shall be made by the Community Services Department.

NOTE: The term ESC as used herein, shall refer to the Escondido Sports Center.

The term PLAYER, as used herein, shall refer to all teams' personnel, such as managers, coaches, parents, spectators, etc.

The term OFFICIAL, as used herein, shall apply to all ESC personnel, such as supervisors, scorekeepers, maintenance crews, office staff, etc.

**C. CALIFORNIA PENAL CODE SECTION 243.8
P.C. 243.8. BATTERING A SPORTS OFFICIAL**

(a) When a battery is committed against a sports official immediately prior to, during, or immediately following an interscholastic, intercollegiate, or any other organized amateur or professional athletic contest in which the sports official is participating, and the person who commits the offense knows or reasonably should know that the victim is engaged in the performance of his or her duties, the offense shall be punishable by a fine not exceeding two thousand dollars (\$2000), or by imprisonment in the county jail not exceeding one year, or by both that fine and imprisonment.

(a) For purposes of this section, "sports official" means any individual who serves as a referee, umpire, linesman, or who serves in a similar capacity but may be known by a different title or name and is duly registered by, or a member of, a local, state, regional, or national organization engaged in part in providing education and training to sports officials.

(Added by Stats 1991 ch 575 1, eff. 1/1/92.)

D. CHECK-IN PROCEDURE – FOR PLAYERS & COACHES

1. Players and coaches must check in with the scorekeeper before they may play on the arena. Failure to do so will result in a two-minute team penalty. The player and coaches cards (or a color copy of the card) will be checked against the official team roster to confirm each player's eligibility. A strict "NO CARD, NO PLAY, NO EXCEPTIONS" policy will be adhered to. Players may not enter or exit the arena through the scorekeeper's area. If a player scores a goal prior to checking in, the goal will be disallowed and the player will be issued a blue card.
2. A player may be issued a "temp" card in place of their ESC membership card for the first game of the season ONLY, including cup games.
3. In order to help start games on time, it is the players' responsibility to physically check-in with the scorekeeper prior to the start of their game.

E. FORFEITS

1. If a team notifies the Recreation Supervisor they will forfeit their next scheduled game at least 72 hours before their game time, they will avoid the referee fee.
2. If notification of a forfeit is less than 72 hours prior to the scheduled game time, the team must pay the full referee fee.
3. All forfeit fees must be paid in cash to the office prior to their next scheduled game. Your team may not play the next scheduled game if these fees have not been paid.
4. If a team forfeits two games, or fails to pay a forfeit fee, they could be removed from the league.
5. If a double forfeit occurs, both teams involved will receive a full game loss in the league standings. Each team must pay the full referee fee prior to their next scheduled game.
6. If a team is removed from the league or forfeits out of the league, the players on that team will not be allowed to add to another team without the permission from an ESC supervisor and will not be allowed to play for any other teams in other leagues.

7. Managers and coaches must have confirmation from league administration or office staff prior to forfeiting a game. If the team forfeits a game without confirmation, they will not be eligible for playoffs.
8. A game is considered complete once half-time has been reached. The game will not be re-scheduled to another date. Ref fees will not be refunded.

F. INSURANCE

1. The City of Escondido does not carry sports insurance to cover the players. Teams or players must carry their own insurance if they wish to be covered.

G. MANAGER RESPONSIBILITIES

1. The team manager is responsible for controlling the actions of their players, coaches, and spectators. Manager should be sure that each player on the roster knows and understands the Players' Code of Conduct, Center Rules, General Misconduct Policies and specific Soccer Misconduct Policies. Manager will be held responsible for the actions of their teams.

H. PLAYOFFS

Players must physically check in with the scorekeeper for a minimum five games during the season to be eligible for playoffs. Please make sure players confirm they have been checked in with the scorekeeper, especially in instances when they are late for a game or injured.

I. POSTPONEMENT

In case of rain or wet fields, or if there is a possibility of games being canceled due to rain, wind, fire, etc., team managers should phone the sports line after 3 p.m. to verify if games will be played. Call 839-5425, Extension #4.

J. PROTESTS

Only players' eligibility is protestable. Player eligibility protests must be made to the referee prior to the end of the game. An ineligible player will result in a forfeit loss for that team and that player may be suspended for the remainder of the season.

K. REFEREES

1. A minimum of one referee will be assigned to each game. The referee shall be in complete charge of the game. Their authority and the exercise of the powers granted to them by the rules of the game commence as soon as they arrive in the center and continue for as long as they are in the center.
2. For adult games with two referees, the fee is \$20 per team. Adult games with one referee the fee is \$14 per team.
3. In games that are stopped while in progress, the referee shall keep the fees paid to them.

4. The success of ESC soccer leagues will depend greatly on the level of tolerance and respect between referees and players. Team managers will be supplied with a "Referee Evaluation" form they may use to forward comments concerning performance, behavior, etc. of any referee. ESC management will strive to supply, train and support top quality referees. All on field decisions are subject to the discretion of the referee.
5. Any threatening behavior (verbally/physically) toward a referee may result in a minimum one-year suspension. Any physical assault against a referee may result in a lifetime suspension and possible legal action against the individual(s).
6. A red card will be assessed for unsporting behavior including, but not limited to, body contact with a game official. The Player will be subject to a lengthy suspension.

L. ROSTERS

1. Rosters may not exceed 16 players. Players may be added to the team roster up to 24 hours before game time. Added players' forms must be received by the ESC office 24 hours before game time. Under "special circumstances," an ESC supervisor may approve an add-on player wishing to play with less than 24 hours notice. No add-ons after the third league game.
2. Players transferring from one team roster to another in the same division must first obtain the consent of both managers and approval of an ESC supervisor. No transferring after the third game of league play. Under special circumstances, an ESC supervisor may approve a player added to a roster after the third game.
3. Each roster player must have a current ESC Pass-Sport card. Any person participating without an ESC Pass-Sport card or temporary card will be declared an ineligible player. Penalty for above is forfeiture of all games in which the ineligible player(s) participated and the ineligible player(s) may be suspended for the remainder of the season. Managers accepting ineligible players are subject to suspension.
4. Any roster player playing under an assumed name or age may be suspended for one (1) season. Penalty for above is forfeiture of all games in which the ineligible player(s) participated. Managers accepting ineligible players are subject to suspension. A driver's license, to verify age, is required for players in the over 30's division. ESC supervisors, upon notification or observation of a team using an illegal player, will notify the referee and managers it is a forfeit game.
5. Individuals may NOT play on more than one team in the same "Program Area." The four "Program Areas" are defined as follows: #1: Men's A,B, & B2; #2: Women's A, B, C; #3: 30+; #4: Coed A, B, C, & D. The Men's A, Women's A, and Coed A teams may have unlimited players over 16 years old on the roster. The 30+ division teams can no longer include two younger players aged 28 or 29 with out Supervisors approval. If a player's ability far exceeds the competition in a division, they will not be allowed to play.

M. SCHEDULES

1. Schedules of dates and times of games will be supplied to the team managers. It is their responsibility to inform the rest of their team. Schedules will also be posted on Center notice boards and the website at www.ci.escondido.ca.us/sportscenter. Only ESC staff can change the playing dates or times of games.
2. The first three games of a season are "classification games". Before the fourth game, a team may be moved up or down a division. Whichever division they move to, they take with them a .500 record. This will be reflected in the points allocated to them.
3. After your schedule has been made, only rainouts will be rescheduled. All teams must adhere to the schedule for playoffs and finals.

N. STANDINGS

1. In league play, the winning team shall receive three (3) points AND one (1) point for each goal scored (up to a maximum of three (3) goals). The losing team shall receive one (1) point for a goal scored in a losing cause (up to a maximum of three [3] goals). In the event of a tied game, each team shall receive one (1) point, plus one (1) point for each goal scored (up to a maximum of three (3) goals).
2. Team standings will be determined in the following order: (1) Points (2) Most Wins (3) Head-to-head (4) Overall goal differential.
3. Six points for a forfeit win, 0 points for a forfeit loss.

O. TEAM DISMISSAL

Any team, or fans of that team, that demonstrates unsportsmanlike acts during any game, or from game to game, and causes the opponent and/or spectators to cease to receive recreational satisfaction from the game will be removed from the league.

P. UNIFORM/EQUIPMENT

1. It is the responsibility of the team coach/captain/ representative to ensure all players are properly outfitted for games and practices. Players not properly outfitted are not eligible to play.
2. Uniform jerseys are either traditional soccer style or identical colored T-shirts. (Goalkeeper must wear different color than either team or the referees. They do not need to be numbered.) Uniforms must have a permanent number (**minimum 4 inches in height**). You may not play without a number. Taped numbers are not permissible. No player shall share or switch jerseys with another player(s) during the progress of the game.
3. All players must wear all-purpose sport shoes, turf soccer shoes, or molded cleats designed for soccer (Big Field Only.).
4. Smooth wedding bands are the only permissible forms of jewelry allowed.
5. Shin guards are required to be worn by all players and must be covered by socks.

6. The City reserves the right to change team names or wording on uniforms that are not in good taste.
7. ESC will provide the game ball. A size "4" ball will be used for all divisions. Practice balls and pregame warm-ups are the responsibility of the team.

Q. REFUNDS

All team fee's are non-refundable under any circumstance.

