



# COLUMBUS SOCCER ORGANIZATION ADULT SOCCER LEAGUE

## **Registration and Team Organization:**

1. All registration is done online at [columbusmssoccer.org](http://columbusmssoccer.org)
2. Registration includes the following:
  - Player registration
  - All referee fees for league matches
  - Any field set-up and facility use fees
3. All teams must arrange for a team jersey/shirt. This can be as basic as a t-shirt. It is required that the jersey/shirt:
  - have a permanent number on the back and that the number corresponds with the number for the player on the team roster.
  - Be matching in color, logos, etc.
4. All teams are considered co-ed
5. Individual registration is welcome. Individuals registering without a team noted will be placed by CSO staff at random on a team based on roster numbers. Team captains are responsible for contacting players placed on their team and informing them of team activities, etc.
6. When registering individuals may note that they are registering with other who wish to form a team together.
7. To form a team there must be a minimum of 9 players and no more than 14 on a roster.
8. Players will receive a USCLUB player card that will be given to each team's captain. This card must be presented to refs at the beginning of each match along with roster for player verification purposes.
9. Only individuals registered with the league may play during games and training sessions. Guest players from within the league are allowed (see below). Guest players from outside the league are strictly forbidden.

## **Playing, Practice, and Game Day Rules:**

\*Any team or player habitually not abiding by the league rules as listed may be suspended from the league for 1. a period of matches, or 2. the duration of the season

\*The use of alcohol or tobacco products is prohibited at practices, as well as before, during, and after matches. Teams violating this rule will first receive a warning. A second violation will result in a \$100 fine. A third violation will result in the team being suspended from the league and being responsible for paying the ref fees for all remaining matches on its schedule.

\*Each team is required to have a representative at the mandatory pre-season league meeting.

1. Except for rules covered in CSO rules, 7v7 Soccer will be governed by FIFA rules.
2. Games will consist of two teams with each team fielding 7 players, one of whom must be the goalkeeper. A team must have at least 5 players to start. Teams will be allowed 10 minutes past game time (Referee will start clock at game time and halves will be shortened.) to field the required 5 players. After 10 minutes, it will be considered a forfeit. If a team must forfeit their game, the score of the game will be recorded as 3-0 for the non-forfeiting team. Forfeiting team will be penalized the ref fee of \$30.00

3. Teams that fall below 9 players for a particular match may add guest players to allow the team get back up to 9, but not above. Teams must have a minimum of 5 of their own players present for the match to count in the league standings. Captains with guest players will meet prior to the match with rosters in hand to note between the teams which players are not present and which players are guest players. All participating players MUST be registered with Columbus Soccer Organization. Teams found playing with an unregistered player will forfeit the match.

4. One (1) referee is responsible for control of the game and his/her decisions regarding facts connected with play are final.

5. The game shall be divided into two equal halves of 25 minutes. There will be a 5 minute half time between the two halves.

6. A flip of a coin decides which team will kick off. At kick off, each team must stay on their own half of the field and the defending players must be outside of the center circle until the ball is played.

7. There is no offside.

8. A goal may not be scored from the team's defending half. In the event of a "called back" goal, the restart will be a goal kick.

· A goal will be counted if:

o The ball is deflected off a player and goes into the goal

o A player on either team plays the ball and it goes in the goal

o The goalkeeper mishandles the ball and it goes in the goal.

9. Slide tackling is not allowed. (Exception: Goalkeepers may slide inside their penalty area.)

10. A player may be substituted on the fly. The referee does not need to be made aware of a player being substituted. All substitutions must be made at the center line (both entering and exiting the field). Substituted players must completely exit the field prior to the substitute entering the field. No advantage may be gained when making a substitution.

11. Deliberate handling of the ball that denies the opposing team a goal or an obvious goal scoring opportunity will result in the following: a direct free kick at the site of the offense or a penalty kick if the offense occurs inside the penalty box. The player committing the offense will be shown a yellow card.

12. Players receiving two yellow cards in one game will result in a red card. Any player receiving a red card during a game will automatically be suspended for their next game (no exceptions). If the player receiving the red card was on the field of play, the team must complete the entire game a player short. Any player receiving a red card is subject to be suspended for extended games at the discretion of the CSO Director. If a player is red carded for fighting, they will be ejected from the game and banned from returning for the remainder of the season. Proper authorities will be called at the discretion of the CSO Director.

13. Good sportsmanship is to prevail at all times. Captains are responsible for the conduct of themselves and their players. While there is no minimum playing time rule, good sportsmanship and the spirit of the league mandate that all players receive reasonable playing time in every match. Captains are responsible for insuring this measure

14. Players must remove all jewelry (rings, necklaces, earrings, wristwatches, etc.) before participating in any game. Referees have the authority to require that jewelry is removed before a player can begin or continue to participate.

15. Shin guards and cleats are required.

16. League standings are based on points accumulated as follows:

· WINS – 3 points

· TIES – 1 point

· LOSSES – 0 points

League standings will be posted to the CSO website on a weekly basis.

17. The tie-breaker procedure used to break ties in league standings will be:

· Most recent head to head

· Most goals scored

· Least goals conceded

## Amended Rules for the 2020/2021 & Beyond Adult Season(s)

1. Keepers may not punt the ball. Ball may be thrown, rolled, or kicked from a stationary position on the ground.
2. No Offside-but sportsmanship requires that no team deliberately leave a player in an offside position.
3. All free kicks other than penalty kicks are indirect.
4. Each team should bring a minimum of two #5 balls that can serve as game balls to each match.
5. Guest players must be registered with the league and must be from one of the teams in the requesting teams division.
6. Guest players from outside the Ladies League are not allowed. However, Ladies League players are able to guest play in the co-ed league.