**Registration and Team Organization:**

1. All registration is done online at columbusmssoccer.org

2. Registration fee includes all expenses other than #3

3. All teams must arrange 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 and the minimum age for the league is 19 years of age.

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 others 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. During the registration process players and teams may choose between the Recreational Division and the Upper Division.

9. Players will be registered and rosters with either USYS or USCLUB. Captains must have the team roster with them at the field for each match.

9. Only individuals registered with the league may play during games and training sessions. Guest players from within the league are allowed in the Recreational Division. 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 $200 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 five 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.

* Teams unable to field a team for a match must alert the league director or league rep 24 hours before the kickoff. Failure to do so will result in the team being responsible for the referee fees for that match.

3. Teams in the recreational division that fall below 7 players for a particular match may add guest players to allow the team get up to 9, but not above. 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. The 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. Offsides—there is no offside in attack. However, a player may not remain in an offside position and obvious offside violations to gain an advantage will be considered a foul.

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.

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

10. 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.

11. If a player is red carded for fighting or other violent or aggressive behavior, 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.

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

13. 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.

14. Shin guards and cleats are required.

15. Keepers may not punt the ball. Ball may be thrown, rolled, or kicked from a stationary position on the ground.

16. No Offside-but sportsmanship requires that no team deliberately leave a player in an offsides. Clear violation of offsides will result in a free kick.

17. All free kicks other than penalty kicks are indirect.

18. Each team should bring a minimum of two #5 balls that can serve as game balls to each match.

**Scoring**

Recorded scores of all matches shall reflect the following parameters. Goals scores shall be capped at 10. The exception to this will be a close match in which the winning team scores more than 10 and the losing team has not lost by a 3-goal differential limit. An example of the exception would be a match with a final score of 11-10.

Standings will be determined as follows:

Standings are determined on a point system
3 points for a win
1 point for a tie
0 points for loss
1 point for each goal up to 3

In the case of a league tie the tiebreakers will be as follows:

1. Head-to-head result

2. If the teams played two matches and split the two matches then the total goal differential in the head-to-head matches will be the second tie breaker.

3. Win-Loss regardless of total points

4. Season goals allowed

5. Season goals scored

**Recreational Division Specific Rules**

1. Guest players allowed from within the division (based on low player guidelines)
2. Yellow cards do not carry
3. Red card--out that game. Do not carry
4. Red card for dissent--out that match and next
5. Substitutions are allowed “on the fly” from the center line and with the recognition of the official
6. Equal time playing rule—each player must play at least 50% of each match.

**Upper Division Specific Rules**

1. No guest players allowed. Teams that fall below the 5 players required to play may add players from within the league, but the match will be scored as a forfeit.
2. Each match will have two referees when available.
3. Yellow cards do not carry
4. Red card--out the remainder of the match, team plays down one player. If the red is shown in the second half the player must also sit out the first half of the following match but the team may play with 7. Reds carry with second red out that match and entirety of the next match.
5. Red card for dissent--out that match and entirety of the next match. 2nd red for dissent out that match and next two matches.
6. Player substitution is only allowed at stoppage of play. Substitution is from the center line and with the recognition/approval of the ref.