



4806 Old Spartanburg Road  
Taylors, SC 29687  
Phone: (864) 288-6470  
Fax: (864) 288-6499  
www.greenvillerec.com

## ADULT SOCCER BY-LAWS

### A. OBJECTIVES

1. The Adult Soccer League exists to provide wholesome leisure-time activity for all adults interested in the basic fundamentals of sportsmanship, honesty, and fair play. We expect all participants, both active and inactive, to respect these fundamentals.
2. Unsportsmanlike conduct, poor attitude, disrespect, vulgarity, or profanity will not be tolerated at any time.
3. We are striving for the best program possible for all persons, and only proper conduct and attitude of the participants can ensure a wholesome program. We expect the full cooperation of all those participating in the program to achieve this goal.

### B. TEAM COMPOSITION

1. There are no boundaries from which teams may draw players.
2. Players on Men's 11v11 teams must have a player pass before being eligible to play. This must be obtained only through SCASA in Columbia.
3. All players must be listed on the team roster and have uniform numbers on file to be eligible.
4. Once a person is dropped from the roster, he/she is dropped permanently and cannot play again on that team or any team within the league for the remainder of the season.
5. Players cannot be added to teams past the date rosters are frozen.
6. 11v11 Players will be required to have their ID Pass with them at each match. **ID passes will be made by the State Association, and no passes will be made after the publicized deadline.**
7. Individuals may only play on one team in each league. One cannot play on two Men's 11v11 teams, for example. One may play on a Men's 11v11 team, a coed team, and a Men's 7v7 team.
8. Each player must be at least 16 years of age by the first game of the season to be eligible to play.

### C. PLAYING RULES

1. All games will be played in accordance with the Laws of the Game issued by FIFA through USSF. Modifications made in these by-laws supersede and/or supplement the Laws of the Game.
2. **Men's 11v11:**
  - A) A full playing team is eleven (11). It is permissible to start and finish a match with seven (7) players.
  - B) Substitutions shall be unlimited, and may be made with the consent of the referee at the following times:
    - 1) Prior to a throw-in, in your favor
    - 2) Prior to a goal kick, by either team
    - 3) After a goal, by either team
    - 4) After an injury, by either team, when the referee stops play
    - 5) At half time

3. **Coed & Men's 7v7, Summer Coed & Men's 6v6**

- A) 7v7  
A full playing team is seven (7). It is permissible to start and finish a match with four (4) players. Each **coed** team must have at least three (3) females to start and finish the match. Teams playing with two (2) females will play with six (6) total players. Teams playing with one (1) female will play with five (5) total players. Teams playing with no females will play with four (4) total players.
- B) 6v6  
A full playing team is six (6). It is permissible to start and finish a match with four (4) players: Each **coed** team must have at least two (2) females to start and finish the match. Teams playing with one (1) female will play with five (5) total players. Teams playing with no females will play with four (4) total players.
- C) No offsides will be called.
- D) All goalkeeper throws, punts and goal kicks must touch the ground or be touched by a player on their half before crossing midfield.
- E) For fouls inside the penalty box, penalty kicks will be awarded to the opposing team at the top of the box. For all other fouls, indirect kicks will be awarded. All free kicks are indirect.
- F) Opposing teams must give free kicks 5 yards of space.
- G) No slide tackling will be allowed. Repeat offenses will result in a yellow card.
- H) Throw-ins may also be kicked in.
- I) A goal cannot be scored directly from a kickoff, corner kick, or goal kick
- J) Substitutions are unlimited, and may be made on any dead ball
- K) Ejections: teams do not play short, substitutions are allowed
- L) Play-offs: If the games is tied and goes to kicks, teams must alternate male and female kickers, starting with a male
- M) Yellow and red cards are the same as USSF. If one of the 7 yellow or red cardable offenses occurs, USSF laws will be followed, and a yellow or red card will be administered. A player must sit out his team's next game if he receives a red card.

6. **UNIFORMS AND EQUIPMENT**

- A) The required player equipment includes: jersey, shorts, stockings, and soccer-type shoes. All players are to have a visible number on their jersey (back or front) which distinguishes him/her from the other players on the team.
- B) ALL PLAYERS MUST WEAR SHIN GUARDS.
- C) All players of a team must wear the same color jerseys.

7. **GAME DURATION AND EQUIPMENT**

MEN	45 min. halves	#5 BALL
COED	25 min. halves	#5 BALL
Clock will run continuously		

**NOTE:** GCRD will supply corner flags.

8. **SUBSTITUTION RULE**

- A) The substitutes that may be used in any game are limited to those players listed on the official roster.
- C) Substitutions after an injury will be made with the consent of the referee. Both teams may substitute an unlimited of players.

9. **GAME CARDS** will be filled out with names and **numbers** of all players of both teams 15 minutes prior to the start of play and signed by each coach. **Play will not begin until completed game cards have been turned into the field supervisor. However, the game clock will begin to run at game time and will continue to run as game cards are being completed.** Game cards will be held by the Field Supervisor, signed by the referee after the game noting field/game occurrences, and turned into the GCRD office as a record of the game played.

10. **FORFEIT RULE**

- A) Game time is forfeit time; however, there may be some occasions when games will not be started on time due to previous game(s) running late. Forfeit time on these occasions will be when the officials call both teams to start the game.
- B) If a team forfeits a match, they will be sent a bill (\$120 men, \$30 coed). If the bill is not paid by the date indicated, the team will be dropped from the league, and not permitted to register in future seasons.
- C) If a team is short players, or for any other reason cannot field a team to play, the opposing teams **MUST** accept the win by forfeit.

If this happens, the referee will assemble both captains and the field supervisor and clearly identify which team is forfeiting, and which team is winning by forfeit.

In this situation, it is NOT permissible:

- 1) for a team who is short players to accept players from the other team to play an official game
- 2) for a team with enough players to provide extra players to the opposing team to play an official game
- 3) for teams to pay the referees to officiate the match as an official OR unofficial game or scrimmage

**\*\*Even when both teams have enough players to play, it is NOT legal for someone to participate on your team who is not on the final roster submitted to GCRD. The result of playing with an illegal player is a forfeit.**

11. **RULES OF CONDUCT**

- A) Any player, coach, or other adult supervisor caught cheating or misrepresenting any records and proven guilty shall be suspended from the league indefinitely.
- B) Any player or coach whose conduct is unbecoming, who curses, is unsportsmanlike or in any way is ungentlemanly, will be subject to the Laws of the Game with respect to cautions (yellow cards) and/or ejections (red cards).
- C) Any player who receives a Yellow Card in two (2) consecutive matches will be suspended for one game.
- D) Any player or coach who is ejected (red card) from a game is suspended for the remainder of the match and the following regularly scheduled match that is actually played. The ejected player or coach shall leave the field to the point that the individual, in the opinion of the referee, shall not be a disruptive influence on the further progress of the game. Failure to comply will require the game to be forfeited.
- E) Any team that totals five (5) red cards in the regular season will not be eligible for the playoffs. Any player that totals three (3) red cards during the season will be suspended for the remainder of that season, and ineligible for tournament play.
- F) The Field Supervisors will report to GCRD on any misconduct by the players, coaches, and/or spectators which, in his/her opinion, interferes with the enjoyment and spirit of the game. He/She shall report misconduct that has taken place prior to, during, and after the game.

- G) The Field Supervisors will also make a report to GCRD of any of the following conditions which occur:
  - 1) Threatening an official                      Season Suspension
  - 2) Hitting an official                              Indefinite Suspension
  - 3) Drinking    Season Suspension
  - 4) Fighting    Season Suspension
- H) Any team or individual which, after consultation with officials and GCRD, is found guilty of unsportsmanlike conduct (see below), disrespect, or actions not in accordance with the objectives of the Greenville County Recreation District will be suspended for a period of one (1) year.

**12. UNSPORTSMANLIKE CONDUCT**

- A) Makes degrading remarks about officials, coaches or players, during or after a game, on either the field of play, from the bench or from the stands.
- B) Argues with officials, coaches or players or goes through motions indicating dislike for a decision.
- C) Protests the decisions and actions of officials pertaining to the game, during or after the contest. Such criticism should be made in writing to the Sports Manager and/or Coordinator.
- D) Unsportsmanlike conduct, poor attitude, disrespect, vulgarity, or profanity will not be tolerated at any time, and will result in an immediate yellow card.
- E) The Sports Manager and/or Coordinator, after reviewing the report of the officials, will take the appropriate and necessary action to uphold the above rules.
- F) In the event a team fails to respect the official's authority or decisions, the officials have been instructed to abandon the game after one (1) warning has been given that such action will be taken. The official will file a report with the GCRD.
- G) Coaches must remain in the team area and should not cross opposite sides of the midfield line.
- H) Spectators must stay back away from the field.
- I) Only the head coach or acting head coach may enter into a discussion with an official. To maintain the proper flow of the game and schedules, these discussions should be limited to before the game, at halftime, or after the game.

**13. RAINOUTS**

- A) The Field Supervisor along with the officials shall make the decision as to whether a match should be called on account of unsafe conditions before the start of the game. Once the game starts, the officials have the sole responsibility to abandon the game due to inclement weather or unsafe conditions. Games completed to half time or beyond will be considered complete. Games that have not reached half time will be replayed starting from the beginning with a 0-0 score.
- B) Both teams and officials shall be present for a scheduled match unless the teams have been informed by GCRD that the game has been cancelled. Notice of rained out games will be made from the GCRD office if time allows.
- C) Regular season games not played because of inclement weather will be rescheduled only once, unless there are tournament implications. Call the weather hotline at any time to check your game status (676-2180, menu option #2), or visit [www.gcrd.org](http://www.gcrd.org).

14. **COUNTY CHAMPIONS AND PLAYOFFS**

- A) A single-elimination post-season tournament will be held after regular season play is completed. The top teams from each division will be eligible to participate. The exact number of teams eligible will be determined by the total number of teams participating. Tournament seeding will be determined by points gained during the season using the following system:
  - 1) Three (3) points for a win.
  - 2) One (1) point for a tie
- B) In the event of a tie for playoff position, the following will be used to break the tie: overall record, head-to-head season record, record vs. common opponents, coin flip.
- C) Make-up and tournament games for men's and coed divisions may be played on Monday, Tuesday, Wednesday or Thursday, as needed. Be prepared to play make-up or tournament games on any of these days.
- D) Overtime periods during tiebreakers and tournament games will consist of two (2) 10-minute periods. In the Coed 7v7, Men's 7v7, and all Summer 6v6, the overtime will be two (2) five-minute periods.
- E) If in tiebreaker or tournament play the match is still tied after overtime periods, the game shall be decided by the taking of "Kicks from the Penalty-Mark", as per FIFA rules. Refer to FIFA Manual for specifics.
- F) In 6v6 and 7v7 play (men's & coed), players will be required to bring a photo ID to playoff games, to be checked against the team roster on file with GCRD. Players not on the roster, or who do not have a picture ID, will not be allowed to participate. It is the team's responsibility to submit an updated roster to GCRD before the roster freeze date. No roster changes or additions will be accepted after the freeze date.

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