



CITY OF BEVERLY HILLS  
COMMUNITY SERVICES DEPARTMENT  
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[www.beverlyhillsadultsports.org](http://www.beverlyhillsadultsports.org)

### **ADULT 7-on-7 SOCCER LEAGUE RULES**

#### **OBJECTIVE:**

This is a recreational 7-on-7 soccer league. The objective of the league is to promote, develop and conduct recreational soccer within the City of Beverly Hills and to promote physical activity and good sportsmanship. Respect each other. Play hard. Play fair. Compete. Have fun.

#### **LEAGUE INFORMATION:**

- 1) All games will be played at Nickoll Field at Beverly Hills High School, located at 241 South Moreno Drive, Beverly Hills 90212.
  - a. Absolutely no dogs allowed on the field.
  - b. Absolutely no gum or beverages other than water are allowed on the field.
- 2) Schedules will consist of a 10 game season
- 3) Game times are 8:00am, 9:00am, 10:00am, 11:00am, 12:00pm, and 1:00pm.
- 4) Games will be 50 minutes long (Two 25 minute halves) with a running clock and an approximate 3 minute halftime. Game time will be maintained by the referee. Clock will not stop during injury time-outs.
- 5) Teams weekly game times will be determined by the league coordinator.
- 6) Games will be played on Sunday mornings / early afternoons. All game must conclude by 2:00pm.
- 7) All league matters will be primarily communicated via e-mail and [www.beverlyhillsadultsports.org](http://www.beverlyhillsadultsports.org). Text messages may also be incorporated.
- 8) League schedules, standings, and registration information will be posted and updated weekly on [www.beverlyhillsadultsports.org](http://www.beverlyhillsadultsports.org).
- 9) It is the manager's responsibility to ensure that his team receives the schedule and schedule revisions.
- 10) Teams are responsible for their own bench area, including the removal of all trash and personal belongings. Teams should vacate their bench quickly after their game.

- 11) Participants in the league are only allowed to play on one team per season. No player will be allowed to play for two teams in the same division/season. If a player does play for two teams, they will be considered an “illegal player” and the game will be forfeited.

## REGISTRATION & LEAGUE FEES:

- 1.) How to register:
  - a. Complete registration form online.
  - b. Complete team roster form and submit at the manager’s meeting.
- 2.) Registration Priority:
  - a. **1<sup>st</sup> Priority:** Any returning or new resident team with a minimum of (5) five players on the roster residing in Beverly Hills. (Players who use address of parents or a P.O. Box in the city do not qualify as resident players).
  - b. **2<sup>nd</sup> Priority:** Any returning or new City of Beverly Hills licensed business sponsored team with a minimum of (5) five employees of that business, listed on their roster at the time of registration.
  - c. **3<sup>rd</sup> Priority:** Any non-resident returning team from the season ***immediately*** preceding.
  - d. **4<sup>th</sup> Priority:** Any NEW non-resident team.
  - e. Registration is first come, first serve, based on priority dates set by the league coordinator.
- 3.) League Fees:
  - a. Beverly Hills Resident Team - \$378
  - b. Beverly Hills Business Team - \$420
  - c. Returning and New Non-Resident Team - \$462
    - i. Official Fees - \$15 per team, per game.
- 4.) Leagues Offered:
  - a. Adult 7-on-7: Sunday competitive division

## LEAGUE RULES:

All City of Beverly Hills adult soccer league matches will be played in accordance with current FIFA “Laws of the Game”, found at <http://www.fifa.com/en/laws/menu.htm>. The rules listed below overwrite the FIFA rule book where contradiction occurs. All league decisions on protests, illegal players, and soccer rule interpretations are final – NO appeals will be allowed.

- 1.) The minimum age requirement to participate in the league is 18 years old.
- 2.) The game is played with 2 teams of (7) seven players on each team, including a goaltender.
  - a. The minimum number of players needed to start or finish a game is (5) five. If a team has less than (5) five players, the game will be determined a forfeit.
- 3.) All participants shall behave in a sportsmanlike manner at all times. Unsportsmanlike conduct, aggressive play, profanity, derogatory remarks, flagrant fouls, excessive fouling, physical abuse or fighting will not be tolerated.
- 4.) No slide tackling. Players may play the ball from the ground legally (5 feet radius) but may not slide or dive. Goalkeepers are exempt.
- 5.) There is no offside rule.

- 6.) All kicks are indirect kicks. The only direct kicks allowed are corner kicks, goal kicks, and penalty kicks.
- 7.) Goalkeeper: Once the goalkeeper has possession of the soccer ball in his hands, he may not throw or punt the ball past the halfway line of the field on the fly. He may put the ball on the ground and kick the ball on the fly without any distance restrictions.
- 8.) Encroachment: Players of the opposing team must be at least 8 yards away from kickoffs, direct free kicks, corner kicks, and penalty kicks. Players must be at least 2 yards away from throw-ins.
- 9.) Playing Field: Approximately 54 x 74 yard field.
  - a. Full sized goals will be used.
  - b. Penalty area will be made by pacing approximately 7 yards from each goals post and 12 yards from the goal line. Small plastic cones will be placed on the corner of the penalty area and outside the goal line to indicate the penalty area boundaries.
  - c. No goal box will be designated. All goal kicks should be taken within the penalty area and within 6 yards of the goal line. Goal kicks may not pass the halfway line in the air. Infractions will result in an indirect free kick for the opposite team at the place where the ball crossed the halfway line.
- 10.) Substitutions: Substitutions are allowed on an unlimited basis.
  - a. Subs may only enter the game during a “dead ball” period.
  - b. Subs may enter the game only after the player being substituted for is completely off the playing field.
  - c. All substitutes must stand behind the sideline and may enter only after being instructed by the referee.
  - d. A team fielding more than (7) seven players at any time will be penalized with a two minute shorthanded penalty.
- 11.) Match Overtime: A tied score at the end of regulation time will remain a tied score. There will be no match overtime for regular season games.
  - a. In playoff games, a (5) five minute sudden death “golden goal” overtime will be played.
  - b. If the game is still tied at the conclusion of the overtime period, (5) five penalty shots will be taken by (5) five different players. The best of (5) five will determine the winner. Penalty mark is 12 yards from the goal.
  - c. If the game is still tied at the conclusion of the penalty shot, the same (5) five players will enter a sudden death kick off until a winner is decided. A player may not take two penalty shots in the same round.
- 12.) Referees: The City will provide official referees who will enforce the “laws of the game” and the league rules.
  - a. Referees will be official scorekeeper and timekeeper.
  - b. One man referee system will be used.
  - c. All decisions on judgment calls will be considered final.
  - d. Referees will submit game results to the City staff at the conclusion of the game, including goals, yellow cards, red cards, injuries, etc.
  - e. In the event, a referee is not present, at no time will a City staff member officiate a game.
- 13.) A (10) ten minute grace period will be in effect for the 8:00am game and a (5) minute grace period will be in effect for all games after only if:
  - a. A team does not have the minimum (5) five players needed to begin the game.
  - b. The referee has not yet arrived to officiate the game.

## **ROSTER & ELIGIBILITY:**

- 1.) Team rosters must be turned prior to the start of the season.
  - a. Rosters must be complete with player names, contact information, and signatures, in order for players to be eligible to participate.
  - b. Only players who are listed on the roster and have all the required information completed are eligible to participate.
  - c. Any player who is not listed on the roster, or who is listed but has not signed the roster, will be considered an illegal player.
- 2.) Each team will be allowed a maximum of (15) fifteen players on its roster.
- 3.) All players must have a positive means of photo identification at all games.
- 4.) A player must play in (3) three league games in order to be eligible to participate in the playoffs.
- 5.) Roster changes may be done at the field with the site scorekeeper through the (4th) fourth week of the season. No roster changes can be made after the 4<sup>th</sup> week of the season for any reason.
- 6.) Any team found to be using an illegal player (a player that has not signed the team's official roster) will be penalized in the following manner:
  - a. First Offense:
    - i. Forfeiture of the game.
    - ii. A (2) two game suspension for the manager of the offending team, REGARDLESS if he was at the game or not.
  - b. Second Offense:
    - i. Forfeiture of the game.
    - ii. Manager of the offending team will be suspended for the remainder of the season.
  - c. Third Offense:
    - i. Forfeiture of the game.
    - ii. Offending team will not be eligible to register or participate in the following season.

## **PLAYER CONDUCT:**

The Code of Conduct applies to all players, coaches, managers, and spectators. The Code of Conduct applies to players as individuals or as a team and penalties can be applied to an individual or an entire team. The Code of Conduct becomes effective as soon as the participant arrives at the facility of play and it remains until the participant leaves the facility (parking lots, streets, and general vicinity included).

- 1.) No participant shall:
  - a. At any time push, shove, strike, or threaten any player, official, spectator, or City employee.
  - b. Endanger the safety of any player, official, spectator, or City employee.
  - c. Verbally abuse a player, official, spectator, or City employee.
  - d. Taunt another player, official, spectator, or City employee.
  - e. Use profanity at any time while on the facility premises.
  - f. At any time have in possession of any alcohol or drugs. Players under the influence of alcohol and/or drugs are strictly prohibited from participation.

- 2.) Any player and/or team involved in fighting or unsportsmanlike conduct shown towards a player, official, spectator, or City employee will automatically:
  - a. Be suspended for the remainder of the current game.
  - b. Be suspended for the next scheduled game at minimum.
  - c. Have the incident reviewed by the league coordinator for possible further disciplinary action.
    - i. Discipline action after review could range from no further suspension to the permanent suspension of the player(s) and/or team(s) involved from the City of Beverly Hills Soccer Leagues.
  - d. A player ejected from (2) two games in one season due to unsportsmanlike conduct will be suspended for the duration of the season and may be suspended indefinitely from future Beverly Hills Sports Leagues.
- 3.) Officials have jurisdiction before, during, and after the game.
- 4.) Team managers may address the officials during timeouts for rule clarification only.
- 5.) Team managers will be held responsible for the conduct of their players and fans. It is the manager's responsibility to notify his team of the league conduct policies.
- 6.) Yellow Cards, Red Cards, & Suspensions:
  - a. Any player receiving a yellow card must be substituted out for two minutes and the team must play short-handed until the two minute penalty has passed.
  - b. Any player receiving (2) two yellow cards or a red card in a game will be ejected for the duration of the game.
  - c. A team with an ejected player must play one player down for the remainder of the game for each ejection.
  - d. An ejected player will be automatically suspended from his team's next game as a minimum penalty.
  - e. A red card is worth (2) two card points. A yellow card is worth (1) one card point.
    - i. Any player receiving (5) five card points in one season will be removed from the league for the rest of the season.

#### **UNIFORM & EQUIPMENT:**

- 1.) All teams are required to have the same color jerseys.
  - a. Each player must have his own jersey with his own number permanently printed on the back of the jersey.
  - b. Players are not allowed to exchange uniforms during any scheduled game. Violating teams will be charged with a forfeit.
- 2.) Home team has the choice of uniform color. Away teams are responsible for an alternate color uniform. Teams are required to have two jerseys. One dark color and one light color.
- 3.) Molded cleats, turf shoes, or tennis shoes are recommended.
  - a. Metal cleats are strictly prohibited.
- 4.) Age/Size appropriate shin guards must be worn by all players at all times. Players without the proper equipment will not be allowed to participate.
- 5.) Each team is responsible for furnishing (1) one size five game ball to be approved by the referee.
- 6.) All support braces, casts, or splints must be fully covered, with no metal, hard points, or sharp edges exposed. If not covered, player will not be allowed to participate.

- 7.) Bandanas may be worn if deemed necessary by the official.
- 8.) Absolutely no jewelry (ear rings, nose rings, etc.) may be worn during the game.

### **FORFEITS:**

- 1.) A game shall be determined a forfeit, if in the judgment of the official and/or scorekeeper:
  - a. The grace period has elapsed. (8:10am for 1<sup>st</sup> game, 9:05am for the 2<sup>nd</sup> game, 10:05am for the 3<sup>rd</sup> game, etc.)
  - b. A team continues to delay a game after the officials have indicated that it's time to play ball.
  - c. A team has less than (5) five players.
  - d. A manager does not have control of his team.
  - e. A player who has been disqualified and asked to leave due to unsportsmanlike conduct, refuses to leave the field.
  - f. A team and/or their spectator(s) are guilty of harassment of players, officials, spectators, score keepers, or city employees.
  - g. A team uses illegal player(s).
- 2.) Teams who forfeit will be charged \$30 per game from their forfeit bond.
- 3.) Teams who forfeit (2) two games in one season will be immediately dropped from the league and will not be able to participate in the next season. Refunds will not be granted.

### **PROTESTS:**

- 1.) A protest cannot be made on a judgment call. A protest will only be received and considered based on misinterpretation of playing rules ONLY.
- 2.) Whenever a matter of protest arises during a game, only the manager of a team may notify a City staff member of their concern, during a time-out or after the game.
- 3.) All protests not resolved with the on-site staff must be submitted in writing to the league coordinator's office, detailing the full nature of the protest, no later than 5:00pm the following day.
  - a. Teams will be charged \$25 for all protests not granted and must be paid to the league coordinator office prior to the next scheduled game.
    - i. Fax number: (310) 659-1620
    - ii. E-mail: [jleuning@beverlyhills.org](mailto:jleuning@beverlyhills.org)
- 4.) A team manager suspecting the use of an illegal player(s) by the opposing team, must inform the scorekeeper(s) before the game or during an official time-out, prior to the conclusion of the game.

### **POINT SYSTEM & PLAYOFF DETERMINATION:**

Playoffs will be held the week following the last week of regular season play. Playoffs will consist of the (1<sup>st</sup>) first place team playing the (4<sup>th</sup>) fourth place team and the (2<sup>nd</sup>) place team playing the (3<sup>rd</sup>) third place team. Winners of these two games will play in a championship game.

- 1.) Point System
  - a. Win 3 points
  - b. Tie 1 point
  - c. Loss 0 points
- 2.) Tie breaking procedure:
  - a. In the event of a two-team tie, playoff position will be determined in the following order:
    - i. The best head-to-head record of tied teams.
    - ii. Point differential between tied teams (head-to-head).
    - iii. Point differential over the course of the season (total points scored minus total points allowed.)
    - iv. Coin flip.
  - b. In the event of a three or more team tie, playoff position will be determined in the following order:
    - i. The best record involving games between the tied teams.
    - ii. Point differential between remaining tied teams (head-to-head).
    - iii. Point differential over the course of the season among the remaining tied teams (total points scored minus total points allowed.)
    - iv. Coin flip.
- 3.) The league coordinator reserves the right to move a team who wins (2) two consecutive championships into a higher division.
- 4.) The league coordinator reserves the right to move a team who finished in last place (2) two consecutive seasons into a lower division.

#### **MANAGER'S RESPONSIBILITIES:**

- 1.) Team managers assume the responsibility of all the following:
  - a. Attendance at mandatory manager meeting's (if scheduled) or sending a well informed representative in their absence.
  - b. Payment of league fees.
  - c. Submittal and maintenance of official league roster.
  - d. Verification of each player's eligibility and each player's signature on the official league roster.
  - e. Knowledge of all league rules contained herein and in the FIFA Laws and Rule Book.
  - f. Convey all league rules and information to teammates.
  - g. Presentation of a starting line-up and the \$15.00 official's fee to the league scorekeeper before the start of the scheduled game in exact cash. Neither officials nor scorekeepers carry change on them.
  - h. Notifying the league coordinator of any roster changes and/or manager contact information changes.
  - i. Monitoring and regulating player and fan behavior.