

# ERIE PARKS & RECREATION



## ADULT COED SOCCER RULES & INFORMATION 2019

[www.quickscores.com/erie](http://www.quickscores.com/erie)

450 Powers Street  
Erie, Colorado  
Phone: 303.926.2550

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## I. LEAGUE INFORMATION

### A. MISSION STATEMENT

The Parks and Recreation Department builds community through the delivery of exceptional parks, open spaces, trails, facilities, programs and services.

### B. Play Hard – Have Fun – Respect One Another

### C. FACILITIES

League games will be played at the Erie Community Park, located at 450 Powers Street, or Longs Peak Park located at 339 Meadow View Pkwy.

### D. LEAGUE CONTACT INFORMATION

Erie Parks & Recreation Adult Sports Leagues are managed by:

Levi Moser, Recreation Coordinator-Sports  
303.926.2559  
[lmoser@erieco.gov](mailto:lmoser@erieco.gov)

Mollie Gunter, Assistant Coordinator-Sports  
303.926.2794  
[mgunter@erieco.gov](mailto:mgunter@erieco.gov)

Websites

[www.erieco.gov/erieparksandrec](http://www.erieco.gov/erieparksandrec)  
[www.quickscores.com/erie](http://www.quickscores.com/erie)

### E. WEATHER HOTLINE

- 1) The weather hotline is a recorded message, which will inform teams of the status of that day's games. **A message will be recorded at 4pm Monday – Friday and 8am on Saturdays and Sundays.** Updates are made as necessary. It is every team captain's and player's responsibility to call the weather hotline. In case of inclement weather or poor field conditions after a game has begun, the field supervisor and/or umpire will decide if the field is playable. Every attempt will be made to play; however, safety is the #1 concern of Erie Parks & Recreation.
- 2) **WEATHER HOTLINE NUMBER IS – 303.926.2550 option 4.** This is a voicemail recording. Please listen to the full message as there can be many different fields listed on this recording.
- 3) You may also access game status information at [www.quickscores.com/erie](http://www.quickscores.com/erie) at 4pm Monday – Friday and at 8am on Saturday and Sunday.

### F. LEAGUE CLASSIFICATIONS AND RE-CLASSIFICATION PROCEDURE

We do our best to appropriately place teams into leagues; however, we reserve the right to place teams as we see fit and do not guarantee perfectly matched leagues. The league supervisor and Sports Administration team will monitor teams and/or players and if it is deemed a team and/or player(s) are incorrectly classified, may move teams and/or players up or down accordingly in future leagues. **To help determine the proper classification of your team, please use the following guidelines:**

**To help determine the proper classification of your team, please use the following guidelines:**

- 1) Recreational/Open – This is the only league available at this time. There will be a mix of novice and experienced players/teams.

## **G. TEAM CAPTAIN'S RESPONSIBILITIES**

The team captain is the primary link between their team and Erie Parks & Recreation. It is the team captain's responsibility to obtain all information regarding league play and communicate it to their team members. Responsibilities include:

- 1) Registering the team. To register with a deposit, you must pay with a credit or debit card in-person at the Erie Community Center. Balances should be paid in full by the third week of the season. Any remaining balance will automatically be charged to your card on the fourth week of the season
- 2) Read, understand, and explain league rules and facility regulations to each player prior to participation
- 3) Ensure that all players sign the roster prior to their first game played
- 4) Maintain control over players in all circumstances, including disputes on the field; disputes will be discussed with the team captain only
- 5) Regularly check [www.quickscores.com/erie](http://www.quickscores.com/erie) for correct scores and schedule updates.
- 6) Communicate with Sports Administration as needed.
- 7) Ensure your team is ready to play at the scheduled game time.
- 8) Ensure that the team area is cleaned after each game.

## **H. EMERGENCY PROCEDURES AND FIRST AID**

Staff will respond to on-site emergencies. Participants and spectators must follow staff directions during any emergency. In the event of a medical emergency, participants/team captains are asked to report them immediately to the field supervisor. League supervisors will have first aid supplies as well as an AED.

## **I. BLOOD RULE**

Any player or coach who is bleeding or who has blood on his/her uniform shall be prohibited from further participation until appropriate treatment can be administered. Officials should stop the game and allow treatment. If treatment is administered in a reasonable amount of time, the individual will not have to leave the game. The official will then apply the appropriate rules regarding substitution, re-entry, and playing short-handed.

## **J. SCHEDULES**

- 1) All schedules, standings, and scores can be found at [www.quickscores.com/erie](http://www.quickscores.com/erie).
- 2) League schedules will be ready approximately one week prior to the first game of the season and team captains will be emailed when they are ready.
- 3) Scheduling requests will not be accepted.
- 4) Games will be played if at all possible and may be played in weather conditions that are not ideal.
- 5) Games are not rescheduled except for inclement weather and/or poor field conditions.

## **K. CANCELLATIONS AND RESCHEDULING**

- 1) If games are cancelled, makeup game schedules will be within 48 hours after the cancelled game. Once rescheduled, the makeup game time will not change.
- 2) Makeup games will be scheduled as long as the length of the season allows and will include doubleheaders. Should any team not receive the guaranteed number of games due to weather cancellations or other unforeseen events, pro-rated refunds will be given.

#### L. STANDINGS/TIEBREAKERS

Winning percentage will determine league standings and positional playoff rankings. If 2 or more teams have the same winning percentage at the end of league play, the following tiebreaker methods will be used:

- 1) Forfeits
- 2) Head-To-Head
- 3) Head-To-Head Point Differential
- 4) Average Point Differential
- 5) Average Points Against
- 6) Coin Toss

For more information, visit: [http://www.quickscores.com/Orgs/Help\\_TieBreakers.php#winning-percentage](http://www.quickscores.com/Orgs/Help_TieBreakers.php#winning-percentage)

#### M. TEAM AWARDS/PLAYOFFS

- 1) All teams in each league will play a single-elimination tournament at the end of the season.
- 2) Tournament champions will receive awards at the conclusion of the season.
- 3) Team captains must complete the League Champions - Award Form at the conclusion of the championship game and submit to the gym supervisor prior to receiving their awards.
- 4) If the team is requesting more awards than the maximum allotted amount (as stated on the League Champions - Award Form), the team captain is responsible for incurring the additional fees at the rate shown on the form. Sports Administration will add this fee to the team captain's ActiveNet account to be paid within one week.

#### N. ROSTERS

- 1) All participants must be 18 years of age and teams may have unlimited players on their roster.
- 2) All players must sign the roster prior to participating. Any team playing with a non-rostered player is subject to a forfeit.
- 3) Open Rosters: All players must be on a roster in the league to be eligible to play; however, they may play, **as invited**, on any other team in the same league. Players may not play on more than one team per game. In the playoffs, players may only play on the team they are on the roster for. Players may only be on one roster per league. Teams may only pickup players if they have less than 8 players and then only as many as it takes to get to 8 players. At least 50% of each team playing must be from their own roster to play the match.
- 4) Rosters freeze at the end of the regular season. No players may be added to any team's roster for playoff games.
- 5) Each player must carry a photo ID with them to all games in the event of a roster check.
- 6) Any non-rostered player or player playing under an assumed name shall result in ejection of that player. A team may protest a player's eligibility, but must do so by the conclusion of the half of the game the player enters.
- 7) Anyone participating in an adult sport prior to signing the waiver or team roster is considered an illegal player. By participating in that sport without signing the waiver/roster this illegal player assumes the same responsibility and is playing under the same inherent risks of the sports as any other legal player. Any team with an illegal player participating in the sport / activity could be subject to forfeit.
- 8) Free agent (players looking for teams) information is available at [www.quickscores.com/erie](http://www.quickscores.com/erie).

## II. LEAGUE RULES

### A. GOVERNING RULES

- 1) Erie Parks & Recreation is the sole governing body of the league.
- 2) Erie Parks & Recreation reserves the right to expel any team/player from the league for reasons of conduct or failure to observe rules, regulations and procedures. Written notification of such actions will be provided to the individual and/or team captain.
- 3) Any situation not covered explicitly in these rules will be acted upon by the league supervisor and/or Sports Administration team. In addition, Erie Parks & Recreation reserves the right to interpret any and all rules and situations and further reserves the right to insert, delete or change rules at any time and make retroactive decisions should it be deemed necessary for the benefit of the program.

### B. FORFEITS

- 1) Teams must have a minimum of 5 players to start and finish the match.
- 2) If a team or both teams do not have the minimum number of required players to start a game, that team (or both) teams will be granted a 10-minute grace period to allow for the minimum number of players to arrive. The official game clock will start at game time and continue to run until enough players arrive to start the game or a forfeit is declared at the end of the 10-minute grace period.
- 3) Forfeited matches will be scored 2-0.
- 4) The field supervisor and/or Sports Administration will make the final call on all forfeits.
- 5) Officials will NOT officiate a forfeited game.
- 6) Teams will be allowed use of the field until 10 minutes prior to the next scheduled game time.
- 7) Non-appearance forfeit: When a team fails to show up for their assigned game without notification, the team must conduct a meeting with Sports Administration prior to participating in their next scheduled game. If a team has 2 non-appearance forfeits during the season, it is automatically dropped from the league. No refunds will be given.
- 8) If a team has to forfeit, the team captain MUST contact Sports Administration by 12pm on game day. If notified properly (e-mail and/or work phone), there will be no forfeit fee charged to the team. The team captain MUST also, out of courtesy, notify the opposing team captain by email and phone to ensure that the opposing team is aware of the forfeit.
- 9) Any team that forfeits 3 games in a season will be removed from the league without refund.

### C. LINEUPS

- 1) A full team consists of 8 players (depends on season). **All teams must have at least 5 players start** and finish every game. A 50/50 male/female ratio is encouraged; however, teams may play with any of the following combinations:

# of Players	Male	Female
5	0	5
	1	4
	2	3
	3	2
	4	1
	4	1
6	0	6
	1	5
	2	4
	3	3
	4	2
	5	1

# of Players	Male	Female
7	0	7
	1	6
	2	5
	3	4
	4	3
	5	2
8	0	8
	1	7
	2	6
	3	5
	4	4
	5	3
	6	2

#### D. COMPLETE GAMES

- 1) The match consists of two 25-minute halves with a 3-minute intermission and running clock. There is no injury time.
- 2) If a game is delayed for any reason, teams are required to wait for instruction from the field supervisor before leaving. If your team leaves prior to receiving information from the field supervisor and games resume, your team will be assessed a forfeit.

#### E. OVERTIME AND PENALTY KICKS: There will be NO overtime during the regular season. During the playoffs, games tied at the end of regulation will continue with one, 5-minute sudden victory overtime. If the score is still tied, the game will be decided by penalty kicks. Penalty kicks will be a best of 5 format with alternating team shots. If still tied after 5, teams will enter sudden victory format.


- a. Sudden victory is defined as one player from each team attempting a penalty shot against a goalie. If after the two kicks (one from each team) one team has taken the lead, the match is over. If the match is still tied, this repeats until a winner is determined. Every player from each team must attempt a penalty shot (including the 5 initial players) before any player may attempt a second penalty shot.

#### F. GAME PLAY

- 1) **COIN TOSS:** Each match will start with a coin toss. Winner will determine direction and kicks to start the 2<sup>nd</sup> half. Loser of the coin toss kicks 1<sup>st</sup> half.
- 2) **PLAYERS:** The match is played between two teams of eight (8) players each, one of which must be a goalkeeper. **Both teams must be ready for play at the scheduled time.** There must be at least two (2) female players on the field at all times. If a team does not have two (2) female players, they may play with seven (7) players, one (1) of which must be a female. If a team has no female players, then the match will be a forfeit.
- 3) **POINTS:** **All goals will count as 1 point, regardless of gender of scoring player.**
- 4) **FIELD SIZES:** The field size is approximately 50 yards by 40 yards. The penalty kick mark is 8 yards from the midpoint of the goal line. The field will be lined and corner flags will be placed.
- 5) **SUBSTITUTIONS:** All substitutions must take place at the mid-field area. *Substitutions may only* occur during dead balls and stopped play. Teams may substitute on any dead ball or play stoppage, regardless of possession. The players **MUST** enter and exit at mid-field. **NO SUBSTITUTIONS** are allowed during the last minute of each half.
- 6) **GOALKEEPER:** On any occasion when a player deliberately kicks the ball to his/her own goalkeeper, the goalkeeper is not permitted to touch it with his/her hands. This rule also applies to the throw-in. Players may not use trickery to circumvent the rule. Failure to comply will result in a penalty kick for the opposing team.
- 7) **GOAL KICKS:** These can be taken from anywhere on the line of the goal box.
- 8) **GOAL BOX:** Any player, offense or defense, may enter the goal box for any length of time. Players must avoid contact with the goalie; failure doing so may lead to a foul/infraction call.
  - i. The only exception to the rules is Corner Kicks.
- 9) **CORNER KICKS:** No one, neither offensive nor defensive players, except the goalie, may be in the goal box on a corner kick, until the ball is kicked.
- 10) **OFFSIDES:** Offsides will not be enforced.

- 11) **THROW-INS:** Both feet must be on the ground at the time the ball is released. The ball must be released with straight arms over the head. The ball may NOT have any sideways spin on it. Failure to comply results in a throw-in for the opposing team.
- 12) **FOULS:** All fouls will result in a direct free kick; there are NO indirect free kicks resulting from fouls. The ball may always be directly kicked onto goal. If a foul occurs within the penalty area, then a penalty kick is awarded to the opposing team.
- 13) **SLIDE TACKLES:** Any player using a slide tackle (in the judgment of the referee) will be ejected from the match and issued a red card. SEE EJECTIONS BELOW. A slide tackle is defined as a maneuver in which one or both feet slide on the ground in an attempt to tackle the ball that is in possession of an opponent.
- 14) **SPORTSMANSHIP:** There is ZERO TOLERANCE for rough or dangerous play, or foul and abusive language. Failure to comply will result in cautions or ejections and any involved individual may be ejected from the match and be subject to further penalties. SEE EJECTIONS BELOW.
- 15) **DEFENSIVE WALLS:** The defending team may form a "wall" of defenders to defend against a free kick. This wall must be at least 8 yards from the ball.
- 16) **PROTESTS:** Protests are not allowed. Any complaints regarding a game, team, or official's rule interpretation should be communicated to Sports Administration before the next scheduled game. Judgment calls will not be addressed.
- 17) **CAUTIONS/EJECTIONS:** The referee has the right to issue a caution or ejection at any time to a player who is in violation of sportsmanship or safety rules. A yellow card will be given for a warning / caution. A red card will be given for an ejection. Any ejected player MUST leave the Erie Community Park immediately. Police will be called and may escort the player from the premises and additional suspensions and penalties may be levied. That player will be suspended a minimum of one game (determined by Sports Administration) and be put on probation for the remainder of the season. A second ejection of the same player will result in a suspension for the remainder of the season.
- 18) **CAUTIONS / EJECTIONS PLAYER POLICY:** Any player receiving 2 yellow cards or 1 red card in a match is automatically ejected and will be suspended a minimum of their next scheduled game. If a player is ejected from the game, their team will not have to play a person down. Additionally, any player receiving a total of 2 red cards or 3 cards of any color in a season will be banned from the league for the rest of that season.
- 19) **CAUTIONS / EJECTIONS TEAM POLICY:** Any team receiving 4 red cards or 5 cards of any color in a season will be banned from the league for the rest of the season.

## G. EQUIPMENT

- 1) Teams are required to bring their own shoes, game balls, and any other safety equipment they choose to use.
  - 2) **Uniforms** are strongly encouraged. Teams should dress in similar colored shirts with numbers. All players must wear a shirt and shorts or pants. For all your uniform needs, please contact Sandy at FRP Apparel ([sandy@frpapparel.com](mailto:sandy@frpapparel.com)).
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- 3) No jewelry may be worn during play with the exception of medical alert bracelets/necklaces.
  - 4) Shoes must be worn by all players. No metal cleats allowed. No screw on cleats allowed. No open-toed sandals or shoes allowed (this includes Crocs).



## CODE OF CONDUCT & REGULATIONS - ALCOHOL POLICY

### A. CODE OF CONDUCT & REGULATIONS

All participants must adhere to all Parks and Recreation rules and regulations, as well as the Department's Code of Conduct. Erie Parks & Recreation adult sports leagues are intended to be recreational activities. The Department expects reasonable and appropriate behavior/conduct and sportsmanship from those who participate. A violation of this code of conduct includes, but is not limited to, the use of obscene language or gestures, disorderly conduct, theft, public intoxication, trespassing, verbal or physical assault, use of drugs, sexual misconduct, indecency, harassment, failure to cooperate with staff/umpires, possession of weapons of any kind, non-compliance with established policies, rules, and regulations, an unlawful activity, and any other behavior deemed offensive or unacceptable. Staff will enforce this code of conduct. Of special emphasis are the following:

- 1) Children 10 years of age and younger must be directly supervised.
- 2) Smoking/tobacco/alcohol use is not allowed on the fields or in warm up areas
- 3) Pets are allowed but must be supervised and on leash. Please clean-up after your pet.

### B. ALCOHOL POLICY

Alcohol is not allowed. Alcohol may not be consumed on the fields, warm-up areas, or during your match. Alcohol may not be brought into Erie Community Park, including the adjacent parking lots. Enforcement of the alcohol policy is as follows:

- 1) Anyone seen in violation of this policy will be asked to comply.
- 2) If the person(s) refuses or violates the policy again, the Erie Police Department will be contacted and the violator could be issued a citation by the police in addition to being ejected and/or suspended from league play.
- 3) Should any person (including those associated with a team) receive multiple violations and/or if the situation escalates, games could be forfeited and/or teams could be suspended from the league.
- 4) If a cooler and/or drink container is brought into the park, and it is reasonably suspected to contain alcohol, it may be inspected by the field supervisor and/or Sports Administration. Failure to comply with this request will result in the owner of the cooler and/or drink container being asked to leave. If alcohol is discovered (that has not been purchased at the Concessions Stand), staff will implement steps #1-3 above as necessary.