



General Rules:

- **Individual fee is \$50.00. This includes your team t-shirt.**
- Each team will field 6 field players.
- Field size will be approximately 110' x 90'. Goal size will be 4' x 6'.
- All game rules, unless specified in this document, will be in accordance with FIFA, international governing body of soccer.
- **NO GUEST PLAYERS ALLOWED!** Any team that plays with guest players will forfeit that game.

Player Requirements:

- BMS soccer will set up the team rosters. Players will be able to request to play with one other player to encourage inclusion and growth of the league.
- Minimum age requirement is 13 years of age and any player under the age of 18 requires a guardian's signature.
- Teams must have at least 4 field players to begin. Late arrivals will be allowed to sub-in when ready. If a team does not have the required number of players to start, the team has 10 minutes to get to the minimum number of players or they will forfeit the game. As soon as they meet the minimum number of players the game will begin.
- Substitutes are unlimited and "on the fly".
- Players must wear matching colored kits.
- Shin guards are required.

Play Rules:

- Games will be 30 minutes. Teams will play 2 games each night. Games will have 1 official. Clock will run nonstop. In case of injury or any other reason deemed necessary by the official, the game clock may be paused at the discretion of the official. The clock will start at the time the game is scheduled to begin.
- Tough play is encouraged. Play on the ground will be at the discretion of the official, but dangerous play will be judged for a foul and discipline will be issued.
- Never argue with an official. If you disagree, have your captain approach the official or speak with them during a break or after the match. Arguing with the official will result in a yellow card.
- Yellow cards and Red cards will be issued for all deserving offenses, in accordance with FIFA regulation. A second yellow card in the same game warrants a red, which requires the player to be sent off, and the offending player's team is to play down one player for the duration of the game. Two Yellow cards receive a suspension of following game.

- A Red card results in the offending player's team to play down one player for the duration of the game and an automatic suspension of following game. Two red cards by any one player will result in automatic suspension for the duration of the season.
- Any physical altercation (fight) between two players will result in automatic suspension for the duration of the season.
- A card accumulation policy will also be implemented (See attached documentation).
- Any ball that goes over the Touch Lines will be played in with a kick-in. Any ball that travels over the End Lines will result in a Goal kick or a Corner Kick. Free Kicks will be given a minimum of 5 yards by the opposing. All free kicks are to be indirect in nature including kick-offs, corner kicks, and goal kicks. There is no offside and players can score from anywhere on the field of play. There will be a goal area approximately 5' x 12' in dimensions around the goal. Defending players may not "camp" out in this box. They may, however, enter the area to make a play for the ball or to defend an opposing player who enters the box.
- Any foul committed in the goal area by a defending player will result in a penalty kick for the offensive team from the tip of the center circle on the team's defensive half. This includes fouls for defensive players "camping" in the box. All remaining players will stand on the sideline while the kick is being taken. Once the ball is kicked, the result will be a goal for the kicking team or a goal kick for the defending team. If the kick deflects off the goal post into play, the ball will still be deemed dead and given to the opposite team for a goal kick. If a goal kick is required, play will begin on the official's whistle.
- The official has the final say on any and all "on-field" calls, goals, discipline, and ejections. Each team will provide a captain, who may converse with the official, but all referee decisions are final.
- Each player is expected to hold themselves in the highest accords with FIFA's Fair Play and Sportsmanship rules. Foul language, inappropriate gestures, violence, intentional dangerous play, and any other activities that violate the rule or spirit of the game, or the rules of Black Mountain Soccer and/or the rules of its facilities will be subject to discipline, removal, suspension, and/or expulsion from the league.
- There will be a member of the board present at all times during league play if any team captain has anything that they feel should be brought to the board or BMS officials.

League System:

- All Wins will be worth 3 points, Ties will be worth 1, and Losses will be worth 0.
- Standings determined by the teams that have most accumulated points at end of season.
- Ties will be broken in the following order: Goal Differential, Goals For, Goals Against, coin flip.
- There will be playoffs at the end of each season. It will be a single elimination knockout playoffs system (based on the number of teams in the league). Number of teams participating in the playoffs will be announced prior to the start of the regular season.
- 1st and 2nd round Post-season games will be 30 minutes in length. If overtime is necessary in the first two rounds, the overtime will consist of golden goal with no time limit.
- The championship game will be 60 minutes in length with 2 30-minute halves and a 5-minute halftime. If overtime is necessary, there will be two 5-minute halves and if still a tie after the two 5-minute halves, there will be golden goal with no time limit.

Black Mountain Soccer

Rule article: Card accumulation

Intro: The objective of the Card accumulation system is to protect Black Mountain Soccer and the community at large, as well as to bring the highest quality of play. The following articles will outline the usage of the Card Accumulation System. As of January 1, 2020, all participants of Black Mountain Soccer leagues will be required to abide by these rules and future variations.

Part one: Yellow cards: As of January 1, 2020, yellow cards will carry over one game. If a player accumulates 2 yellow cards over the span of two games, they will be suspended for the next game of league play. The moment a second yellow card is awarded, the player will also be given a red card and required to leave the field of play.

A player's card count re-sets:

- A game without a yellow card.
- After serving out an accumulation suspension.

Part two: Red cards: There is no changes to a player awarded a red card. If a player is awarded a red card, they will be required to leave the field of play and may not return. They then must serve a one game suspension.

Part three: Card Tracking: Player Card tracking will be clerked by the Black Mountain Soccer field manager. Officials will be responsible for informing said field manager with card incidents so that it may be recorded. The field manager will then be responsible for passing on information to the next officiating crew pertaining to outstanding yellows and suspensions. Players may not approach field manager or officiating crews in attempts to appeal a card or suspension.

Part four: Card Appeals: At this time, it is the view of Black Mountain Soccer will not appeal Cards and Suspensions. We feel it is the duty of each player to hold themselves to a higher standard while participating in a Black Mountain Soccer league or tournament. While this is subject to change in the future, this viewpoint will be seen unless otherwise stated.

Outro: It is not the viewpoint of Black Mountain Soccer to limit the level of competitive play or physicality. The objective of the accumulation system is to promote safer, smarter play as well as urging players to keep focused on the play that is happening and not of that which has already happened.