



7v7 Coed Summer Soccer League

General Rules:

- **Individual player fee of \$50.00. Sign up at blackmountainsoccer.com. Team shirt is included.**
- Each team will field 6 field players and 1 goalkeeper.
- Teams must field at least one female at all times. If a female player is unable to play at any given time, the team must play one player down.
- The field size will be approximately 65 yards by 55 yards. Goal size will be 6.5' x 18.5'.
- All game rules, unless specified in this document, will be in accordance with FIFA, the international governing body of soccer.
- **NO GUEST PLAYERS ALLOWED!** Any team that plays with guest players will forfeit that game.

Player Requirements:

- Players will be able to list up to 4 other players they would like to play with for the season. BMS will create teams with the understanding that this is intended to be a "leisure" league and welcoming for all skill levels.
- Minimum age requirement is 13 years of age and requires a guardian's signature.
- Teams must have at least 5 field players, including a goalkeeper, 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 5 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. Team shirts will be supplied for this league.
- FIFA Authorized footwear is required. **NO METAL CLEATS** will be allowed.
- Shin guards are required.

Play Rules:

- Games will consist of two 30-minute halves with a minimum of 1 official. Halftime will consist of 5 minutes. Clock will run nonstop. If a game starts late, each half will be shortened. The amount of time the halves are shortened is at the discretion of the referees. The clock will begin at the scheduled game time.
- Tough play is encouraged. Play on the ground will be at the discretion of the referee, but dangerous play will be judged for a foul and discipline will be issued.
- 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 the 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.

- Any ball that goes over the Touch Lines will be played in with a throw-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 opposing players.
- Penalties are given for infractions inside the designated goal area. When a direct kick penalty is given, the offensive player will place the ball at the penalty kick mark. The keeper cannot move off their line until the ball is struck.
- **THERE IS NO SLIDING IN THIS LEAGUE. EXCEPTION: The Goalie may slide in a goal-saving capacity and not into other players.**
- **THERE WILL BE GAMES WITH ONLY ONE OFFICIAL AND OTHERS WITH DUAL REFEREES. THERE WILL BE NO OFFSIDE!**
- 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.
- 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.
- Goalkeepers are allowed to use hands inside the designated Goal Area. Goal Keepers are not allowed to “Handle” the ball outside of the area.
- Goalkeepers are allowed to slide for oncoming balls in the goal area, as long as safety is taken into account from all players.
- 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 not be ball shaggers provided for this league. It is up to the teams to retrieve the balls that are kicked outside of the playing area.
- Black Mountain Soccer will abide by the USSF Referee Abuse Policy. Follow the link to read the policy and the consequences associated with it. <https://www.ussoccer.com/rap> NOTE: Cards do not have to be issued for the policy to be enforced.
- Black Mountain Soccer will have their field manager present 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 are determined by the teams that have accumulated the most points at the end of the season.
- Ties will be broken in the following order: Goal Differential, Goals For, Goals Against, head-to-head.
- There will be playoffs at the end of each season. It will employ a single-elimination knockout playoff system, based on the number of teams in the league. The number of teams participating in the playoffs will be announced before the start of the regular season.
- Post-season games will consist of two 30-minute halves. Post-season overtime will consist of two five-minute halves, with a Golden Goal. Penalty kicks to follow with 5 players from each team, consisting of players who were on the field when the match play ended.

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.