



COLUMBUS SOCCER ORGANIZATION ADULT SOCCER LEAGUE

Registration and Team Organization:

1. All registration is done online at columbusunitedsoccer.com.
2. Registration fee is \$55.00. Registration includes the following:
 - Player registration
 - All referee fees for league matches
 - Free entry to the Friendly City Shootout Tournament March 23-24, 2018
 - Field set-up and facility use fee paid to Columbus Parks & Recreation
3. All teams must arrange for a team jersey/shirt. This can be as basic as a t-shirt. It is required that the jersey/shirt:
 - have a permanent number on the back and that the number corresponds with the number for the player on the team roster.
 - Be matching in color, logos, etc.
4. All teams are considered co-ed
5. Individual registration is welcome. Individuals registering without a team noted will be placed by CSO staff at random on a team based on roster numbers.
6. When registering individuals may note that they are registering with other who wish to form a team together.
7. To form a team there must be a minimum of 9 players and no more than 12 on a roster.
8. Players do not need a "player card" however each player should have photo identification available at all matches. The ref or CSO official may ask for i.d. to confirm roster status.
9. Only individuals registered with the league may play during games and training sessions. Guest players from within the league are allowed (see below). Guest players from outside the league are strictly forbidden.

Playing, Practice, and Game Day Rules:

*The use of alcohol or tobacco products is prohibited at practices, as well as before, during, and after matches. Teams violating this rule will first receive a warning. A second violation will result in a \$100 fine. A third violation will result in the team being suspended from the league and being responsible for paying the ref fees for all remaining matches on its schedule.

*Each team is required to have a representative at the mandatory pre-season league meeting.

1. Except for rules covered in CSO/CPR rules, 7v7 Soccer will be governed by FIFA rules.
2. Games will consist of two teams with each team fielding 7 players, one of whom must be the goalkeeper. A team must have at least 5 players to start. Teams will be allowed 10 minutes past game time (Referee will start clock at game time and halves will be shortened.) to field the required 5 players. After 10 minutes, it will be considered a forfeit. If a team must forfeit their game, the score of the game will be recorded as 3-0 for the non-forfeiting team. Forfeiting team will be penalized the ref fee of \$30.00

3. Teams that drop below 8 players for a particular game may pick up a player from a team that does not have a match at that time slot. All participating players MUST be registered with Columbus Soccer Organization. Teams found playing with an unregistered player will forfeit their game.

4. One (1) referee is responsible for control of the game and his/her decisions regarding facts connected with play are final.

5. The game shall be divided into two equal halves of 25 minutes. There will be a 5 minute half time between the two halves.

6. A flip of a coin decides which team will kick off. At kick off, each team must stay on their own half of the field and the defending players must be outside of the center circle until the ball is played.

7. There is no offside.

8. A goal may not be scored from the team's defending half. In the event of a "called back" goal, the restart will be a goal kick.

· A goal will be counted if:

o The ball is deflected off a player and goes into the goal

o A player on either team plays the ball and it goes in the goal

o The goalkeeper mishandles the ball and it goes in the goal.

9. Slide tackling is not allowed. (Exception: Goalkeepers may slide inside their penalty area.)

10. A player may be substituted on the fly. The referee does not need to be made aware of a player being substituted. All substitutions must be made at the center line (both entering and exiting the field). Substituted players must completely exit the field prior to the substitute entering the field. No advantage may be gained when making a substitution.

11. Deliberate handling of the ball that denies the opposing team a goal or an obvious goal scoring opportunity will result in the following: a direct free kick at the site of the offense or a penalty kick if the offense occurs inside the penalty box. The player committing the offense will be shown a yellow card.

12. Players receiving two yellow cards in one game will result in a red card. Any player receiving a red card during a game will automatically be suspended for their next game (no exceptions). If the player receiving the red card was on the field of play, the team must complete the entire game a player short. Any player receiving a red card is subject to be suspended for extended games at the discretion of the CSO Director. If a player is red carded for fighting, they will be ejected from the game and banned from returning for the remainder of the season. Proper authorities will be called at the discretion of the CSO Director.

13. Good sportsmanship is to prevail at all times. Captains are responsible for the conduct of themselves and their players.

14. Players must remove all jewelry (rings, necklaces, earrings, wristwatches, etc.) before participating in any game. Referees have the authority to require that jewelry is removed before a player can begin or continue to participate.

15. Shin guards and cleats are required.

16. League standings are based on points accumulated as follows:

· WINS – 3 points

· TIES – 1 point

· LOSSES – 0 points

League standings will be posted to the CSO Facebook and website on a weekly basis.

17. The tie-breaker procedure used to break ties in league standings will be:

· Most recent head to head

· Most goals scored

· Least goals conceded