



Fusion Futbol Club of Tampa Bay Adult 8v8 League Rules

Logistics

Registration

- Individuals and teams must register by deadline to:
Fusion FC Adult League
PO Box 47026,
Tampa FL 33646
- All players will receive T-shirt in their designated team color.
- Individuals registering without a team will be placed as free agents on teams with open roster spots. If a team does not meet a minimum of 8 (2 female, 6 male, for COED) registered players, it may be subject to the addition of free agents.
- Players must be at least 18 years old to register.

Games will be located at Fusion FC 30th St Fields

Player Eligibility

- Individuals must pay the registration fee and sign a waiver of consent before being permitted to play. Use of ineligible players will result in a forfeit of that match.
- Players on the roster must present a picture I.D. at check in before game start.
- Maximum 12 player roster, minimum 8. For COED Minimum of 2 females (no maximum), and a minimum of 6 males. More than 12 players may be registered, but only 12 will be allowed to dress and play on game day.
- Individuals can only appear on one team roster for the duration of the season. Players may appear on one team roster for COED, and one team roster for Men's Open.
- Players can be added or dropped from rosters throughout the regular season. Individuals cannot transfer to a new team after the registration deadline. Rosters are frozen at the start of Tournament play. Roster change requests must be submitted with Fusion administration by the Friday before the next game.
- There are no refunds for individuals or teams if they cannot participate after the registration deadline.
- Changes submitted to a team roster (additions/drops) after the deadline are at the discretion of the league coordinator.

Field of Play

- Approximately 80 yards by 50 yards, Standard Full size goals 8'x24'.

Duration

- The duration of the games will be two (2) 30 minutes halves, with a 5 minute half time period.

Equipment

- The ball will be a size 5
- No sharp and/or metal cleats. Shoes must be worn. Boots, and/or sandals are strictly prohibited.
- Shin guards must be worn. (The shin guards must provide a reasonable degree of protection.)
- Matching colored jerseys are provided and required. Each player shall wear a uniform with a unique number as listed on the official roster. The referee shall be notified of any number changes prior to the match.
- Players must remove watches, rings, chains, and all other jewelry that may cause injury.
- Pants (blue jeans) that restrict the natural movement of the body are prohibited.

Pre-Game Responsibilities

- Teams are encouraged to arrive at least 15 minutes prior to their game's scheduled start time. Teams are allowed a ten (10) minute grace period. Teams arriving after the grace period will forfeit the contest. The league administrator will make the call regarding the grace period.
- Games start with a coin toss (conducted by the referee) to determine starting directions and first possession.
- Captains are responsible for their players to be checked in with the referee prior to starting the game.

Game Play

- Minimum of 5 players on the roster must be present (COED 4 males and 1 female) in order to start the match at game time. If the minimum cannot be met 10 minutes after the scheduled game start time, the match will result in a forfeit by the short team.
- For COED, a minimum of 2 females should be on the field at all times (no maximum), and a maximum of 6 men. At least one female must be present on the field in order for the match to be played. There can be more women players than men players.
- The offside rule shall not apply
- All direct and indirect kicks will apply. All walls will be ten (10) yards
- A goal kick will be taken within the penalty area. All goal kicks must touch the ground or be touched by any player in the defensive half of the field before it goes over the midline or there is a loss of ball possession. Play starts with an indirect kick at the midline for any infraction.
- Only the team manager or captain is allowed to approach officials.
- All players and coaches must remain on the sideline in their team area (away from the end lines). Spectators must remain on the opposite sideline.
- Good sportsmanship is expected to be maintained at all times.

Slide Tackles

- Slide tackles are prohibited at all times.
- Intentional or aggressive sliding shall be considered dangerous play. Dangerous play will result in an indirect kick.
- Sliding for the ball is permissible under the following conditions:
 - The player sliding is attempting to stop the ball from traveling out of bounds; there must not be another player within 10 feet of the player who is sliding.
 - Slide tackling is absolutely prohibited. Keepers inside the box may go **HANDS** first on the ground, but not with their feet. Once the keeper is outside the box they are a field player and cannot slide.

Goalkeeping

- After a save when the goalkeeper restarts the ball it must touch the ground or player in the defensive half of the field before it goes over the midline or there is a loss of ball possession. Play starts with an indirect kick at the midline for infractions. Once the ball is released from the goalkeeper's hands to the ground, it can be played with the feet across the midline without infraction. A drop kick, volley or half volley does not constitute as a release from the goalkeeper's hands.
- Player of the same team cannot pass back to their goalkeeper's hands.
- Goalkeepers may not hold the ball for more than 6 seconds.
- For COED, Goalkeeper may be either sex.

Substitutions

- Substitutions are on the fly from the midline. No substitution shall be made in a manner that is an advantageous play on the ball.

Field Rules

- F.I.F.A. rules and the "Code of Conduct" govern play, with exceptions listed.
- Official referees are provided by the FFC and shall have full authority over players and managers at all times. Referees shall have the authority to order any player, manager or coach, and spectators out of the game or off the field for unsportsmanlike conduct.
- **NO SMOKING OR ALCOHOLIC BEVERAGES** are allowed by players on the bench, on the playing field, or in the parking lot, before, during or after the game. **VIOLATION OF THIS RULE WILL RESULT IN FORFEITURE OF THE GAME. THERE WILL BE NO WARNINGS.** In consideration of your safety and the safety of other participants, please do not show up to the games intoxicated.
- Teams are responsible for cleaning up any and all garbage in and around their general location, regardless of who created it.

Discipline

- The behavior of teams, players, coaches and spectators on the sidelines are appropriately controlled. The issuance of yellow and/or red cards will be reported on the game reports to include an incident/supplemental report. Please be aware that spectators are considered part

of the team for player conduct purposes. Therefore, they are bound by the same code of conduct as participants and teams are responsible for their actions.

- Continuous harassment of officials, players, managers, or spectators, will result in a yellow card and if necessary a red card.
- Any player or fan is encouraged to root for their own team but rooting against teams or use of disparaging language is discouraged and could result in penalties of players or dismissals of fans.
- Foul or abusive language or gestures will not be permitted. Such conduct will result in a yellow card. Obvious loss of one's temper and self control will result in a red,
- Profanity will result in an automatic red card. Derogatory remarks and taunting will not be tolerated; players who engage in this act MAY be warned (officials are not required to warn players but may eject a player without warning.) If the behavior continues, the player will be ejected from the game.
- Fighting and physical abuse of any kind will not be tolerated. Players who engage in any type of physical confrontation will be suspended for at least one (1) game, up to expulsion from the league depending on the severity of the action. Decision on punishment for fighting is solely at the discretion of the Fusion Futbol Club League officials and is not subject to appeal.

Yellow and Red Card Procedure

- Any player or manager receiving a **Yellow Card** must sit out 2 minutes, with a substitute being allowed. Three Yellow Cards by one player in a single season will result in a one game suspension. Two additional (total of 5) Yellow Cards will result in a two game suspension. Suspensions will carry over into future seasons.
- Any player or manager receiving a **Red Card** will be immediately ejected from the game and the team has to play a man down for the remainder of the game. The player will have to serve a one (1) game suspension for the following game. The player may have to sit additional games pending review of the game report by the league. Excessive red cards or dangerous play may result in expulsion from the league.

Standings & Tournament

In group play, there shall be no overtime periods. Standings in a group will be determined by:

- 3 points for a win
- 1 points for a tie
- 0 points for a loss

Forfeits shall be recorded at 1-0 score.

All teams make a single elimination tournament with seeding based on regular season standings. Tournament seeding is based on the following criteria: 1) most total points (with 3 for win and 1 for tie), 2) highest goal differential (The maximum goal differential for a single game will be capped at +5) 3) fewest goals allowed, 4) most goals scored, 5) head-to-head play (if any), 6) best record vs. common opponents, 7) coin toss.

During playoffs, a game tied after regulation will go into overtime. Overtime will consist of two (2) 5-minute sudden death periods. If neither team scores after the overtime periods, teams will go into a penalty kicks.

Penalty Kicks:

1. Each team selects 5 players (3 males, 2 females)- players don't have to be playing at the end of regulation. A coin toss will decide which team shoots first. The referee will decide which goal to shoot at. Shots will be placed and not dribbled.
2. Teams will alternate taking direct penalty shots from 12 paces off the goal line. (No guy/ girl shooting order is necessary)
3. The 2nd round is SUDDEN DEATH i.e. 1st player from Team A scores & 1st player from Team B misses - Team A wins.

Forfeits

A game will be ruled a forfeit and a fee will be required if any of the following apply:

- A team fails to field the required number of players by game time.
- If neither team is ready to play, it will result in a double forfeit.
- Any player or manager who consumes any alcoholic beverages during the game.
- Continued delay of game.
- Continued harassment of officials, players, managers, league officials or spectators.
- A team uses an ineligible player or players.
- In the opinion of the official, a manager does not control his/her team.

Weather

In the event unusual conditions necessitate the rescheduling, curtailment, or cancellation of games, the league shall have absolute authority to make these changes to best serve the interest of the league as a whole, keeping in mind the need to successfully identify winners by a certain time period.

Injuries and Insurance

Injuries to players or spectators are not the liability of the Fusion Futbol Club. It shall be understood by all participants that the FFC and all others associated with the adult league shall not assume responsibility for accidents during play or in coming to or returning home from games. The FFC urges all teams and/or individuals to provide insurance coverage for themselves and their respective teams.

Protests and Illegal Players

- There will be no protests. All questions will be solved at the time of the incident by the referee.
- It is up to the teams to watch for illegal players. If a team suspects an illegal player, the team manager should immediately notify the official and the following should take place:
 - The official will get a form of legal picture ID from the player in question and the official will compare it with the team roster.
 - If the player is not found on the roster, the name will be documented and the game will be played under player protest.
 - The following workday, the League Director will rule on the player protest.
 - Players attempting to play under an assumed name or false age will cause their team to forfeit the game. If the registered player knowingly lets another non-registered individual play on the team, the registered player is red carded automatically the next game.