



Fusion Futbol Club of Tampa Bay Spring Adult 8v8 League Rules

Logistics

Registration

- Individuals and teams must register by March 1st to:
Fusion FC Adult League
PO Box 47026,
Tampa FL 33646
- Cost is \$85 per player, a \$10 discount is available per player if 10 or more players register at the same time.
- 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 (3 female, 5 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

Game times will run 3-7pm, Sundays March 7, 14, 21, 28, April 11, 18, 25

Tournament Playoffs begin Saturday May 8th

Player Eligibility

- Individuals must pay the \$85 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.
- Team captains must present current roster to Referees before game start.
- Players on the roster must present a picture I.D. at check in before game start.
- Maximum 12 player roster. For COED Minimum of 3 females (no maximum), and a minimum of 5 males.
- Individuals can only appear on one team roster for the duration of the season. Players can be added or dropped from rosters throughout the regular season for a cost of \$10 per change in addition to the \$85 registration fee for a new player. Individuals cannot transfer to a new

team after the registration deadline, March 1st. Rosters are frozen at the start of Tournament play. All roster changes must be completed 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.

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.

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 3 females should be on the field at all times (no maximum), and a maximum of 5 men. At least one female must be present on the field in order for the match to be played.
- The offside rule shall not apply
- Slide tackling. There is NO slide tackling permitted in the OPEN league. There is NO slide tackling in the COED league
- 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.

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.

Equipment

- The ball will be a size 5
- No sharp and/or metal cleats
- Shin guards must be worn

Substitutions

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

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
- If the referee deems a players repeated misconduct to warrant a red card, it will be issued. If a red card is issued the team has to play a man down for the remainder of the game and the player may have sit at least one additional game, pending review by the league. Excessive red cards or dangerous play may result in expulsion from the league. Any player or fan is encouraged to rout for their own team but routing against teams or use of disparaging language is discouraged and could result in penalties of players or dismissals of fans.

Tournament & Standings

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 (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 have 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.

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/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.
 - In the recreational over 30 League all males must be 30 or older. The female players must be 25 or older.
 - In the recreational Over 30 League teams are allowed to have only 2 players under 30 (but over 18) on their rosters.

Players attempting to play under an assumed name or false age will cause their team to forfeit the game. If the rostered player knowingly lets another non-rostered individual play on the team the rostered player is red carded automatically the next game.

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.
- **All rules must be adhered to including; NO SMOKING OR ALCOHOLIC BEVERAGES** of any kind are allowed by players on the bench, on the playing field, or in the parking lot. **VIOLATION OF THIS/HER RULE WILL RESULT IN FORFEITURE OF THE GAME. THERE WILL BE NO WARNINGS.**
- Goalkeeper may be either sex.
- There can be more women players than men players.
- Only the team manager or captain is allowed to approach officials.

- Teams are responsible for cleaning up any and all garbage in and around their general location, regardless of who created it.
- All players and coaches must remain on the side line in their team area (away from the end lines and on opposite sides of the field). ONLY players are allowed on the sideline.
- NO SPITTING!! No spitting on the field. Please respect the facility and the others that use it (including very small children). Repeated violations will result in cards given.

In consideration of your safety and the safety of other participants, please do not show up to the games intoxicated.

No alcoholic beverages are allowed at any field at any time, during or after games.

PLAYER FOULS

- Any player or manager receiving a **Yellow Card** must sit out 5 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 Yellow Cards will result in a two game suspension. Suspensions will carry over into future seasons.*
- A player or manager receiving one **Red Card** will be immediately ejected from the game and be subject to a minimum of a two league game suspension. A substitute for the ejected player will not be allowed. *Two Red Cards in one season, the participant will be suspended for the remainder of the season from all Fusion FC Adult soccer league play. Suspensions will carry over into future seasons.*
- Intentional or aggressive sliding shall be considered dangerous play. Dangerous play will result in an indirect kick.
- Foul or abusive language or gestures will not be permitted. Such conduct will result in a 5 minute sit out from the game, yellow card for the second offense and a red card for the third offense. Obvious loss of one's temper and self control will result in a red card. In the event of a yellow card, the player must be replaced by a substitute for a period of time to be determined by the referee. In the event of a red card, the player must leave the field immediately. The player will automatically be suspended from the next game. The decision to issue a red card cannot be reversed.

SLIDING/SLIDE TACKLES

- Slide tackles are prohibited at all times.
- 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 with the exception of keepers inside the box. Once the keeper is outside the box they are a field player and cannot slide.

Player Conduct (This applies to before, during, and after the game.)

Good sportsmanship is expected to be maintained at all times.

Continuous harassment of officials, players, managers, or spectators, will result in a yellow card and if necessary a red card.

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 is inexcusable and 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.

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.

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.

ROSTERS

- Team rosters must carry a minimum of 8 players and a maximum of 12 players. Playing managers must be listed as part of the 12 players.
- Teams may add/drop players, but must do so through the League Official Coordinator using add/drop forms in order for it to be official.
- Players must be added at least one working day prior to the game in order for the new player to be eligible for that game.
- No more than three (3) changes or additions are permitted to a team's roster.
- No changes after the fourth (4th) league game has been played are allowed.
- Changes submitted to a team roster (additions/drops) after the deadline are at the discretion of the league coordinator.

Pre-Game Responsibilities

- Teams are encouraged to arrive at least 15 minutes prior to their game's scheduled start time. Teams are allowed a five (5) minute grace period. Teams arriving after the grace period will forfeit the contest. The referee 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 must check make sure their team is checked in with the referee prior to starting the game.

Equipment

- Matching colored jerseys are 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.
- Game balls will be provided by the FFC. Teams must bring their own equipment to warm up with. If they so choose, Captains can agree to use their own balls during the captain's pre-game meeting.
- Shoes must be worn. Boots, and/or sandals are strictly prohibited. Furthermore, pants (blue jeans) that restrict the natural movement of the body are prohibited.
- All players must wear shin guards. (The shin guards must provide a reasonable degree of protection.)
- The Home team of the first game is responsible for setting up the corner flags. The Home team of the last game is responsible for returning the corner flags to storage. * Home team will be listed first on the schedule.
- The Visiting Team is responsible for ensuring the nets are properly affixed to the goals.