

SPACE COAST UNITED SOCCER CLUB

Adult Soccer League - Rules & Regulations

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ADULT SOCCER LEAGUE

RULES & REGULATIONS

Club-formatted edition based on the supplied ECASL Rules & Regulations dated June 28, 2024

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Adult Soccer League - Rules & Regulations

1. Governance

- The operation of the adult soccer league is conducted by the league's Board of Directors / Executive Committee.
- By participating as a member club or team, participants are required to comply with the bylaws, rules, and policies of the league.

2. Participant Safety, Respect & Eligibility

Emotional, Physical and Sexual Misconduct

- The league has a zero-tolerance policy for abuse and/or molestation of any athlete participating in a sanctioned activity and prohibits bullying, hazing, harassment (including sexual harassment), emotional misconduct, physical misconduct, and sexual misconduct of any kind.

Concussions

- If a participant incurs a head injury during a sanctioned activity, the match official must receive verbal approval from the attending trainer that the player is cleared to return to the game.

Discrimination

- Discrimination and discriminatory remarks toward any person involved in a game or sanctioned activity are prohibited, including contemptuous, discriminatory, or derogatory words or actions based on race, skin color, ethnic, national or social origin, gender, disability, or sexual orientation.

Eligibility

- The league is open to athletes, coaches, trainers, managers, administrators, and officials active in soccer who are not subject to suspension or disciplinary action.
- Any amateur soccer club or organization may apply.

3. League Format

- Coed League: 8v8.
- Women's League: 6v6.
- Two 35-minute halves with mandatory water breaks.
- Halftime may not exceed 8 minutes.
- Unlimited substitutions.
- US Soccer Federation Laws of the Game apply except where modified by these rules.
- One match official per match; a three-person crew is used for the Final.
- Match officials must be at least 18 years old and have six years of experience. Adult-league registered players are not eligible to officiate.
- Standings are maintained and qualifying teams advance to postseason play as described in the Rules of Competition.
- No player may participate who is still in high school or under age 18.

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4. League Policies

Game Rosters & Identification

- Players may upload a head-shot photo ID during registration. The game-day roster will show the player's name and photo if uploaded.
- If no photo was uploaded, the player must provide photo identification at match check-in, such as a driver's license, passport, or other photo ID showing date of birth. Digital IDs are accepted.
- A player who does not provide identification when requested may not enter the field of play or remain in the technical area.
- Each team must bring a printed game-day roster for match-official check-in.
- A team using a player who is not registered with the league will forfeit the game. Subsequent infractions incur a \$100 team fee.
- A player may switch teams only through the league's designated transfer window and with a written, signed agreement involving both teams and their team managers. No transfers are allowed after the window closes.

Suspensions

- Five yellow cards for an individual player result in a one-game suspension. After the suspension is served, the yellow-card accumulation is cleared.
- A second caution in the same match (2CT) results in a minimum one-game suspension.
- A red card for denying an obvious goal-scoring opportunity (DOGSO) results in a minimum one-game suspension.
- A red card for Serious Foul Play results in a minimum one-game suspension.
- A red card for fighting results in a minimum four-game suspension.
- All red cards remain subject to additional suspension or bans imposed by the Disciplinary Committee.
- A suspended player is removed from the game-day roster for the length of the suspension.

Player Equipment Requirements

- The two teams must wear colors that distinguish them from each other and from the match official(s). Jersey numbers are required.
- Each goalkeeper must wear colors distinguishable from the other players and match official(s). A goalkeeper number is not required.
- If both goalkeepers wear the same color and neither has another shirt, the match official may allow the match to proceed.
- Undershirts must be a single color matching the main color of the shirt sleeve, or a pattern/color that exactly replicates the sleeve.
- Undershorts/tights must match the main color of the shorts or the lowest part of the shorts; players on the same team must wear the same color.

5. Laws of the Game

US Soccer Federation Laws of the Game apply except for the league-specific modifications below.

Law	Space Coast Adult League Application
Law 1	Same as USSF.
Law 2	Same as USSF; the home team provides three game balls inflated to 10-12 PSI.
Law 3	Same as USSF. Unlimited substitutions are permitted at any stoppage at the discretion of the match official.

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Law 4	Same as USSF, except when team shirts are indistinguishable, the listed HOME team changes colors.
Law 5	Same as USSF.
Law 6	Same as USSF at the discretion of the match official.
Law 7	Two 35-minute halves; a hydration break occurs midway through each half and may not exceed two minutes. Halftime may not exceed eight minutes. Allowance for lost time applies only in finals, except the clock may be stopped for injuries exceeding two minutes.
Law 8	Same as USSF except required distance from the kick is 8 yards.
Law 9	Same as USSF.
Law 10	Same as USSF; after the first half, a seven-goal differential may end the match under the mercy-rule provisions. USSF penalty-shootout laws apply in postseason matches requiring a winner.
Law 11	Offside offenses are called at the discretion of the match official.
Law 12	Sliding is prohibited as defined below.
Law 13	Same as USSF except required distance from the kick is 8 yards.
Laws 14-17	Same as USSF.

Sliding - Law 12 Modification

- Sliding means leaving the feet and going to the ground on the buttocks or thigh to challenge for or play the ball. A player who simply slips and loses footing is not considered to be sliding.
1. No opponent nearby: a slide to control the ball or prevent it from leaving the field is a foul; caution/yellow card; restart with an indirect free kick from the spot of the foul.
 2. Opponent nearby, no contact: the slide is a foul; caution/yellow card; restart with a direct free kick from the spot of the foul.
 3. Contact with an opponent: except for the special considerations below, the player is sent off with a red card; restart with a direct free kick (or penalty kick when applicable); the team plays short.

Special Considerations

- Goalkeepers inside their own penalty area may go to ground with opponents nearby if they lead with the hands and arms. Leading with the feet is treated as a foul under the sliding rule.
- If the ball has passed the last defender and is headed into goal but is stopped by an illegal desperation slide, the foul is penalized by an indirect free kick and DOGSO sanctions apply; the player is sent off and the team plays short.

6. Rules of Competition

- Teams are checked in 10 minutes before the official match start time. Late players must be checked in during a water break or halftime.
- A player entering the field before being checked in by the match official is suspended for two games.

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- Matches begin at the official start time whether or not teams are ready. If the match official causes the delay, the match is played in its entirety.
- Water breaks are required in both halves, even if both teams agree not to take them.
- Only rostered players, coaches, and/or managers may be in the technical area.
- For division finals, players and match officials perform an international walkout.

Standings & Tiebreakers

- Finalists and postseason qualification are determined from the regular-season standings under the league's competition format.
- When two or more teams finish level on points, rankings are determined in this order:
 - Total goal difference
 - Total goals scored
 - Head-to-head points
 - Head-to-head goal difference
 - Greatest away goal in head-to-head
 - For a three-way tie or more, a mini-table involving the tied teams using the above order

Semi-Finals & Finals

- The top four teams advance to the semi-final round.
- Semi-final winners advance to the final.
- A tied semi-final or final proceeds to two 10-minute overtime periods.
- If still tied after overtime, the match is decided by kicks from the penalty mark.

Mercy Rule

- A seven-goal differential at the end of the first half, or reached during the second half, terminates the game unless the losing team elects to continue.
- The score is recorded as it stands when the game is terminated.

30+ Division Rules

- No player under age 30 may participate in the 30+ division without Executive Committee approval, subject to the exceptions below.
- An under-30 player participating without approval may be banned for one year from league competition and events.
- Two eligible players age 28 or older may request permission to play in the 30+ division by providing age, playing experience, and reason for the request. The league may reject the request.
- Goalkeepers may be under 30 but must play as goalkeeper and may not leave the penalty area.

7. Postponement, Withdrawal, Refusal to Play & Forfeiture

- The league may postpone a match due to unforeseen circumstances.
- The attending referee or league will postpone a game when on-field temperature is 100°F or higher, or is expected to exceed 100°F before the game.
- League-assigned referees must be present at sanctioned matches. A match will be postponed if the required official referee crew is not present.

Weather / Match Stoppage

Time Played	Result
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1-35 minutes	Replay from the start.
35-55 minutes	Replay the second half with the same score line as when the game was called.
55 minutes or more	Game is considered official; score stands.

Canceled & Rescheduled Games

- Each team manager has one week / seven days from the originally scheduled match date to inform the league of the mutually agreed rescheduled date, subject to league seasonal deadlines.
- If both teams cannot agree on a date by the applicable deadline, both teams may forfeit and receive a one-point deduction.
- A team seeking a fixture change must first obtain the opponent's agreement and then submit the league's Game Change Approval Request at least seven days before the match in question.

Forfeiture of Matches & Refusal to Play

A team may forfeit a match for circumstances including:

- Refusing to continue a game for more than 10 minutes, walking off the field, or using tactics intended to abort the game.
- Appearing with fewer than six eligible players or without a printed roster, unless a digital roster has been approved.
- Supporters, players, or officials initiating conduct responsible for the abrupt end of the game.
- Arriving 15 minutes after scheduled kickoff unless the referee and opposing team agree there is a legitimate reason to delay or reschedule.
- Fielding an illegal player or coach, including an unregistered, improperly transferred, impersonating, or suspended participant.
- Canceling within six days of kickoff without a reason acceptable to the opponent and league.
- Allowing unregistered players in the technical area after warnings.
- A player or club official refusing to leave the field and team area after a red card.

Forfeit penalties may include:

- Loss recorded as 0-2 (or the prevailing score if more favorable to the opponent).
- Deduction of one additional point in regular-season games.
- Fine of up to \$100.
- Responsibility for referee expenses when a forfeited game is not played.

8. Fighting

- Fighting of any magnitude is prohibited.
- A team or teams involved may be fined \$200, and players directly involved may be banned for a minimum of two years and up to a lifetime.
- If the fine is not paid before the next scheduled game, the team of the rostered player(s) will not be permitted to play and will continue to forfeit until the fine is paid.

9. Destruction or Damage to Field Equipment / Property

- Purposeful destruction of an opposing team's property, Viera Regional Parks property, or Space Coast United property may result in a season ban.
- The person responsible must pay the damages in full or may face a lifetime league ban.

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10. Club Administration

Space Coast United Soccer Club may publish schedules, registration procedures, seasonal dates, contact information, and administrative forms separately from these competition rules. Where a league rule requires Executive Committee or league approval, that approval process remains applicable unless formally amended by the governing body.