



City of Kentwood Parks and Recreation Department

2024 Adult Soccer League Rules and Regulations

Under extenuating circumstances, the Kentwood Parks and Recreation Department reserves the right to amend all rules for the best interest and safety of the entire recreational atmosphere of the league.

General League Information

1. Team rosters are to be submitted and all fees are to be paid before the first date of each league season. Failure to do so will result in the forfeiture of all games until submission of both items is completed.
2. No portion of a player's fee or team fee will be refunded after a player/team is placed in a league.
3. **All members of the team** are required to know the Kentwood Parks and Recreation Soccer Rules and Regulations and abide by them. Managers are responsible for the conduct of their players and spectators.

League Format

1. All players must be 18 years of age or older to participate in the Adult Soccer Leagues. Please bring identification to all games.
2. Teams are allowed a maximum number of 24 players on their roster at any time; any substitute **MUST** be rostered within this 24-roster limit and this roster cannot be altered and must be turned in prior to the start of the first game. All other roster additions or changes must be sent to barnums@kentwood.us by 5:00pm on the day of the scheduled game.
 - a. Rosters should include the player's legal name on ID.
 - b. All players must be signed up before the 5th week of the season. Any players added after that point must be pre-approved by the Kentwood Parks and Recreation sports coordinator.
3. Each team will play an (8) game schedule, (2) forfeits will result in league dismissal. Game time is forfeit time - no exceptions!
 - a. If a game is forfeited, the referees are required to leave the field, but the players may be allowed to use the field to scrimmage during the allotted game time.
 - b. All forfeit winners will be logged with a 3-0 score.
4. League schedules will be e-mailed to team managers at the beginning of the season; the schedule and standings will be available online throughout the season at Kentwood.us/schedules.
 - a. Schedules will include both your primary and secondary (if team managers provide secondary) jersey color.
 - b. A Drop/Add date will be posted so you know when the deadline is for roster adjustments.
5. A "mercy rule" will be in effect in all league games. If one team has an (8) goal lead at any time after the completion of the first half, the match will end.
6. If a regular season game is cancelled for any reason after the conclusion of the first half of play, it will be considered a completed game. Tournament or championship games will be rescheduled and continued at the time and score of the cancellation.



Team Manager Responsibilities

1. The team manager will act as the liaison between their players and Kentwood Parks and Recreation staff. Team managers will:
 - a. Manage the team's roster to ensure it is up-to-date and accurate each week. Any roster updates must be submitted before 5:00pm on the day of the scheduled game.
 - b. Disperse important information, including the league rules, to all players.
 - c. Be present at all games to ensure City of Kentwood soccer league rules are being adhered to by all players and spectators.
2. Team managers will name an assistant manager to perform the above duties if they cannot be present at a game. This assistant manager will be included on the roster form filled out at the beginning of the season.

Roster Substitutes

1. Substitutes should be of equal or lesser playing level than the person they are subbing for.
2. New players are not permitted during playoffs or tournaments unless pre-approved by the Kentwood Parks and Recreation sports coordinator.
3. **Sub Saver – NEW FOR 2024:** If a team has one or fewer subs, we will allow them to ask **up to two players** who are rostered on another team in the same league to play for them.
 1. The team manager and Sub Saver(s) need to approach the site supervisor prior to the game and verbally submit the request.
 - a. If this info is known prior to 4:30 pm, names can be emailed to the sports coordinator. The referees and/or site supervisors should be notified prior to game time.
 2. The site supervisor will inform the referees.
 3. Both team managers and the referees will discuss the situation at the coin toss.
 - a. The opposing manager has the right to refuse the Sub Saver's eligibility.
 - b. If agreed upon, the Sub Saver's name will be added to a master list.
 - i. Players will **only** be allowed to be a Sub Saver 3 times in a season.
 - ii. Once a name is added to the list and the player steps on the field during play, it counts as a game regardless of time played.
 - c. Once the Sub Saver is approved, that player cannot be challenged as an illegal player by the opposing team.
 4. If full-time rostered players show up, the Sub Saver will not be able to continue and will be subbed out at the next stoppage in play.
 5. It is preferred that the Sub Saver(s) have a unique number different than anyone on the team's roster for the night but in the event that can't happen, we will allow a same color jersey with no number.
 6. Once the game clock starts, the roster is locked, and no one can be added.
 7. If a team/player does not go through the above steps, this would be deemed as using an illegal player and could result in forfeiture of the game.



**If the Sub Saver is involved in an altercation or severe misbehavior, that player could be reprimanded for the team they are subbing on AND their full-time team. They will not be permitted to be a Sub Saver for an extended period determined by the sports coordinator.

Uniforms

1. Each team is responsible for supplying each team member with an individually numbered shirt/jersey in the team's pre-chosen color.
 - a. All shirts/jerseys must be the same color, no variations.
 - i. If one player has a non-matching jersey, the entire team will be required to wear pennies, or the player may not be allowed to play.
 - b. Jersey colors are not to be changed unless pre-approved by the Kentwood Parks and Recreation sports coordinator.
 - c. Pennies are not considered jerseys and will not be allowed unless authorized by the site supervisor or referee to differentiate the team's colors during play.
2. Numbers must be at least 3 inches tall and clearly displayed on all shirts/jerseys.
 - a. Duplicate numbers within the same team will not be permitted.
 - b. Taped numbers will not be permitted.
 - c. Once a number is assigned to a player, it will be that player's number unless changed and approved by the sports coordinator.
3. Goalkeepers must wear a color that is separate from players and referees.
 - a. Please carry at least 3 different color jerseys to make sure you can be different from both teams.
4. All teams will select a secondary color to have with them in the event of similar colored jerseys with the opposing team. Secondary colors do not need to be numbered.
 - a. Secondary color is only to be worn in the event of similar jersey colors with opponent.
 - i. Home team (team listed first) is required to make the jersey change.
5. Players are allowed to dress accordingly to the weather forecast but their assigned jersey must be worn on the outside.
6. The Parks and Recreation Department will supply game pennies if needed.

Any player or players who fail to follow the uniform rules listed above may not be allowed to play and could result in a team forfeit for that game.

Equipment

1. Teams are asked to bring at least (1) game ball each week. Team managers/captains will agree prior to game-time what ball will be used as the game ball.
2. Shin guards are mandatory for all adult soccer leagues. Hard plastic shin guards must be covered with socks.
3. Players are not allowed to wear metal or screw in cleats. All players must wear a rubber soled soccer or sports shoe.



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4. All loose jewelry must be removed (necklaces, hoop earrings, etc.). We strongly recommend removing stud earrings, nose rings, lip rings, wedding rings, etc.; these can be worn at the player's discretion.
5. Watches/Smart attire must be removed or covered with a sweatband.
 - a. Anything other than a sweatband will not be permitted.
 - i. If players do not follow this rule, referees will have the right to ban all wearables for the game and /or season.

Any player who fails to follow the equipment rules listed above, will be given a yellow card, and be required to sit for the mandatory 5 minutes.

Game Format

1. Each player will be required to check in with the site-supervisor prior to each game using their own name. If a player uses a false name their team will forfeit that game.
 - i. Player using a false name could be banned for the year, the season or set number of games.
 - b. Players will state their name and jersey number to be "checked in" to play. Please bring identification to all games as ID checks may be performed. No ID = no play.
 - c. If a player makes it into the game without checking in, the game will be stopped immediately. The player or players will be pulled from the game and legal players will be allowed to sub in. Once he/she is checked in and cleared by the site supervisor to play, they will be allowed back into the game at next legal substitution opportunity.
2. For the 11-player leagues, teams may start a game with as few as (5) players, if after (5) minutes of play a team does not have at least (7) players, the game shall be declared a forfeit. Teams may not finish with less than (7) players.
 - a. Co-Ed leagues must have a minimum of (2) females, no team shall exceed (7) of any one gender on the playing field at any time.
3. Our 9-player leagues will need (5) players to start a game but only need to have (6) players to finish a game without a forfeit.
4. The City of Kentwood recommends that pregnant players do not play in games for their own safety. If the player does wish to play, she must submit written permission from her physician. This permission slip must be updated once a month by the physician and filed with the parks and recreation department. Pregnant women cannot play goalie.

Game Duration

1. League games will be two 30-minute halves with a 5-minute halftime.
 - a. Hydration breaks will be allowed during extremely hot weather and will be agreed upon between team captain and referees before the start of the game.
 - i. Play will be stopped at or close to the halfway point of the half during a dead ball that the referee deems timely; goal scored, goal kick, defensive end throw ins, etc.
 - ii. The clock will remain running during all hydration breaks.
2. Referees oversee the official game time; game time is starting time weather teams are ready or not.
3. Games that are tied at the end of regulation play will remain a tie. Teams earn points towards the league championship in the following manner:



3 points = every game won

1 point = every game tied

0 points = every game lost

The team with the most accumulated points as described above will be the league champion. League ties, if any will be determined by head-to-head competition of teams involved during the regular season. If head-to-head is also split the tiebreaker will be the goal differential in head-to-head meetings. If this is still a tie, the league champions will be determined by most goals scored throughout the season.

Substitutions

1. Teams are allowed to substitute on their own possession for throw-ins and corner kicks. Both teams may sub on goals scored or goal kicks. There will be no substitutions on direct or indirect kicks; exceptions will be for injuries.
 - a. Substitution takes place at midfield. If a player is not standing at the midline the referee will not stop the game or allow the substitution.
 - b. In the event your team starts short, and players show up late, they are only allowed to enter on a dead ball or are signaled to enter play by the official after checking in with the site supervisor. These players must be at midfield to enter the field of play.
 - c. Substitutions occur based on who has possession of the ball. If Team A has a sub waiting at half and the ball goes out of bounds but Team B has possession, Team A cannot substitute. If both teams have a sub at half, they both can sub at the next allowed dead ball.
 - d. Illegal substitutions could result in yellow cards for both players.
 - e. Extremely hot weather conditions could alter the above substitution rules per the referee's discretion.
2. At any time, a player is injured, and play is stopped. That injured player is required to step out of the game until the next substitution opportunity. A player on the sideline will be allowed to come on for the injured player. The opposing team will be allowed to sub one player at this time if desired.
 - a. Possible head injury = play stops immediately.
 - b. Other injuries = play will continue until that team possesses the ball or unless the play resumes around the injury.

Player Conduct

1. **Protests concerning player eligibility:** The player in question must show the site supervisor/official their driver's license or other valid picture ID. Failure to do so will result in the player not being allowed to continue play. Upon investigation if the team is found to be using an illegal player, they will forfeit the game and the illegal player will be ejected from the league.
2. Team managers are responsible for any misconduct among their players and spectators.
3. Players and/or team managers may be put on probation, suspended, carded or game may be forfeited if conduct is considered undesirable to the welfare of other players, referees/site supervisors, spectators, or other park-users.



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- a. Examples of undesirable conduct are excessive profane language, verbally abusing referees, continual disagreement with referees and/or site supervisors, smoking marijuana on city property and/or use of alcoholic beverages.
4. Physical violence of any kind will not be tolerated.
 - a. Fighting is not tolerated in any adult sports league. Individuals involved in a fight will be immediately ejected from the game. Additionally, the game will be considered a forfeit to both teams.
5. Anyone who is ejected from a game may be asked to leave the park or game location immediately. Failure to comply could result in the forfeit of the current game.
6. Kentwood Parks and Recreation staff reserve the right to now allow a team or player to participate in any game or league for any reason.
7. Players are not allowed to exchange gifts with referees or coordinators on park grounds.
 - a. Snacks and hydrating beverages will be the exception.
8. Pets must be always on a 6-foot leash and cannot be left unaccompanied during the game at any point. Pet owners are expected to always have control over their pets.
 - a. Failure to adhere to the above rule is a violation of The Kentwood City Code, Chapter 10.
9. No alcoholic beverages or cannabis will be allowed on any city property. If caught smoking and/or drinking or in possession of either, on the stated property, the persons will be required to leave the premises. This applies to team players and spectators.

Any player or team who fails to follow the player conduct rules listed above, will be disciplined accordingly, and may be ejected from the game and asked to leave the premises or game may be forfeited.

Yellow Cards

1. Yellow cards are considered cautionary and will not be carried over from game to game.
2. All yellow cards given will be kept on record; if a pattern is associated with a player, that player will be warned that repeated yellow cards will result in a (1) game suspension.
3. All yellow cards will require the player to be removed from the game for 5 minutes. Exception to this will be the goalie position.

Red Cards

1. Red cards are considered an immediate suspension from the remainder of the current game and the next scheduled game. Serious offenses will result in a 2-game suspension; this will be a discretionary call by the Kentwood Parks and Recreation sports coordinator.
 - a. Red card suspensions will be served the following scheduled game in the same league night the card was received. If the player plays in multiple nights, it will not affect play on other nights unless otherwise stated by the Kentwood Parks and Recreation sports coordinator.
2. All red cards given will be kept on record; if a pattern is associated with a player, that player will be warned and may be subject to league dismissal.
3. Red carded individuals are not required to leave the premises; however, if an individual continues improper behavior on the sideline after receiving a red card, the player will be ejected from the premises. Failure to leave will result in a team forfeiture.



Recreation Assistants can issue yellow/red cards for arguing, disrespect, language, etc. that may occur before, during or after the game. These could be infractions directed at the recreation assistant, other players/spectators or the referees.

Slide tackling

Due to injuries, slide tackling is NOT allowed in any Kentwood Adult Soccer League no matter the level of competition. This is a judgment call made by the officials.

1. **Player:** If a player slides to save a ball from going out of bounds or slides to take a shot and they are alone or pose no threat to an opponent, the call will not be made. If a slide tackle is made on an opponent or next to an opponent in the attempt to steal the ball, the call will be made.
2. **Goalies:** Goalies will be allowed to slide in the attempt to make a save on the ball.
 - a. If a goalie goes in feet first without the potential for a save situation, the appropriate call will be made by the officials.
 - b. If the goalie leaves the box, he/she becomes a player and sliding outside the box will result in appropriate action by the officials.
 - c. If the goalie begins to slide inside the box and ends up partially outside the box, the slide will be deemed legal.
3. **Penalty for slide tackling: Yellow Card and 5-minute mandatory sit.**

Additional Soccer League Rules

1. If the goalie comes out of the penalty area, the goalie has the same restrictions as a field player.
2. A goal-kick is no longer required to leave the penalty area before a teammate touches the ball; once the goalkeeper touches the ball for the kick, it is immediately considered in play. Opponents must remain outside the penalty area when a goal-kick takes place.
3. Handballs will not be called if:
 - a. The ball touches a player's hand/arm directly from their own head/body/foot or the head/body/foot of another player who is close (non-intentional).
 - b. The ball touches a player's hand/arm which is close to their body and has not made their body unnaturally bigger.
 - c. If a player is falling and the ball touches their hand/arm when it is between their body and the ground to support the body.
 - d. If the goalkeeper attempts to release into play a throw-in or deliberate kick from a teammate but the attempt fails, the goalkeeper can handle the ball.
4. A drop ball will be awarded if a ball strikes a referee, and the play will be whistled dead.

Protests

1. Protests will be honored only on a rule infraction, not on referee judgement calls. Team managers must use the following procedure to make a formal protest:
 - a. All protests must be in writing and turned in to the Kentwood Parks and Recreation Department sports coordinator no later than 5:00pm the following day.



- b. All protests will be addressed with all involved parties within 3 business days of the protest.

Referees and Recreation Assistants

1. Kentwood Parks and Recreation will supply at least one, but preferably two, referees for each game. We will also supply one recreation assistant at each field location.
2. The game referees, in addition to the recreation assistant, are officially in charge of the field and game and are empowered to discipline and/or eject players, team managers, and spectators from the game or premises for violation of any of the above rules and regulations.
 - a. This jurisdiction extends to the soccer field's immediate surroundings and is defined as the parking sites and the areas between the soccer field and them. Disciplinary actions can take place from the time the individual arrives to the time they leave.
3. League fees do not cover referee or site supervisor abuse.
4. Recreation Assistants and/or referees reserve the right to call the police on any player or spectator where they feel they or other park goers are unsafe. Disruptive behavior will not be tolerated.

Weather

1. In case of weather-related issues or cancellations, emails will be sent to team managers by 4:45pm of each game day. Cancellations will also be recorded on the weather line at 656-5280.
2. Games will be played in the event of a severe thunderstorm watch.
3. Games will be cancelled in the event of a severe thunderstorm warning, tornado watch, or tornado warning.
4. Referees and site supervisors have the power to postpone or cancel games due to inclement weather after the start of game time.
5. All cancelled games will be rescheduled for the end of the season if there are no conflicts. In the event of a conflict, games will be rescheduled for a night other than the regular league night, if possible.

If you have any questions, comments or concerns please direct them to

Sherry Barnum, Recreation Coordinator

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