



ADULT DIVISION RULES ADDENDUM

(Revised 3/2005)

1. ADULT LEAGUE PLAYER ELIGIBILITY

In order to be eligible to play in the Texarkana Soccer Association (TSA) Adult Division, each player must be 18 (eighteen) years of age or older on the day of the registration deadline for the current Adult Division season. The Adult Division is open to all persons, male or female, that fit the above age criteria. If a player turns 18 (eighteen) years of age after the registration deadline, he/she can register to join an Adult Division team provided that a roster spot is available. TSA reserves the right to refuse or revoke a player's registration provided sufficient cause exists to require such action.

2. ADULT LEAGUE TEAM FORMATION RULES

Each Adult Division team can consist of up to 14 (fourteen) registered players. Each Adult Division Team Manager is responsible for building his/her team. Any additional players registering with TSA that were not recruited by an existing Team Manager will be eligible to join any team provided that a roster spot is available.

3. FEES

There will be a fee paid to TSA by each player each playing season. Should a player, for any reason, withdraw from TSA after the first game of the season, he/she will not be eligible for a refund. Those players withdrawing prior to the first game of the season will be eligible for a refund. The TSA Board reserves the right to waive an individual's fee in such cases, as it deems necessary. The TSA Board of Directors shall have the final authority to raise or lower the fee.

4. STAFF OF TEAMS

Each Adult Division team must designate a Team Manager (which does not need to be a player). The Team Manager will oversee team issues such as practices, uniforms, game preparations, etc. and will serve as the liaison between the team and TSA. Each team will be allowed up to 3 (three) non-registered persons on the bench to serve as assistants to the Team Manager. All spectators shall remain on the sideline opposite the players' sideline and all players shall remain on their designated sideline during the game. Neither players nor spectators are allowed behind the goal line.

5. THE BALL

The Adult Division will play with a size 5 Ball. TSA will provide all game balls. Teams shall provide their own soccer balls for warm-up as needed.

6. THE FIELD OF PLAY

Field Dimensions: 90 yards in length by 60 yards in width

Goals: 8 ft X 24 ft

Markings: A center circle with a 10 yard radius. Four corner arcs each with a 3 ft radius.

Goal area: Six yards from each goal post and six yards into the field of play.

Penalty area: Eighteen yards from each goal post and eighteen yards into the field of play.

Penalty spot is 12 yards out from the center of the goal line.

7. NUMBER OF PLAYERS

The Adult Division will play 7 a side including a goalkeeper. Games may be started with as few as 5 players per team. There shall be a maximum of 5 (five) male players per team (but no minimum) on the field of play at any one time. The referee shall stop the game if there is a violation of this rule and not continue the game until compliance is reached.

8. SUBSTITUTIONS

The Adult Division will utilize a “substitution-on-the-fly” policy. A substitute who desires to enter the game shall go to the centerline and call for the player to leave the field. The substitute shall only enter the field of play after the player being replaced has left the field. It is not necessary to obtain the referee’s permission or wait until a dead-ball situation to substitute players, however each team is expected to strictly adhere to the maximum number of 7 (seven) players on the field at any one time and not attempt to gain any advantage during a substitution. Any violations will result in an indirect kick for the non-offending team to be awarded at the spot of the ball when the violation occurs. Each Adult Division team is allowed an unlimited number of substitutes during a game.

9. TEAM UNIFORM REQUIREMENTS

Each Adult Division Team Manager shall be responsible for securing uniforms for his/her team. Every player is required to wear a uniform (Shirt, Shorts, and Socks) in order to play. The jerseys of the team must all be of the same or similar color and display a number of at least 6 (six) inches in height on the back of the jersey. The jersey of the goalkeeper must be distinctly different from that of any teammate, opponent, or Referee and does not have to be numbered. Athletic pants are allowed in cold weather and are allowed for the goalkeeper regardless of the climate. Players found to be in violation of these rules by the referee will not be allowed to play until the violation is rectified to the referee’s satisfaction. The decision of the referee is final.

10. PLAYER EQUIPMENT

The required player equipment shall include a jersey or shirt, shorts, socks and shin guards. Socks are to be worn over the shin guards and shall completely cover the shin guards. Soccer-type shoes are recommended but not required. It is mandatory that the referee of each game examine the equipment of each player, to ensure that the equipment complies with TSA Rules.

The following items shall be considered illegal equipment:

- A. Projecting metal or other hard plates or projections on clothing or person, including artificial limbs or braces
- B. Knee, head, arm, thigh, or hip pads containing fiber, metal or any unyielding materials
- C. Helmets, except those specifically designed for soccer made of soft materials
- D. Shin guards that have sharp edges
- E. Shoes with a cleat at the toe of the shoe, such as a baseball shoe cleat
- F. Shoes with metal or metal-tipped cleats
- G. Shoes with cleats that slant or project out toward the side instead of straight down.
- H. Players shall not wear jewelry such as watches, rings, earrings, barrettes or any other objects that could cause injury to themselves OR others

Note: A brace or cast may be worn if it is wrapped properly, so that no projections or sharp edges are felt. The player and coach must have the referee's approval before the game has begun. The referee's decision is final.

11. DURATION OF GAME

The Adult Division shall play games consisting of 2 30-minute halves with a halftime period of 5 minutes.

12. SCORING

Each player in the Adult Division will be limited to a maximum of 3 (three) goals scored per game. If a player with three goals scores again, the non-offending team will be awarded a goal kick and no goal will be counted.

13. GAME RULES

All rules and procedures not specifically addressed in this addendum will be ruled according to the Official TSA Playing Rules. In addition, due to the small sided nature of the play, there will be no offside calls. Players shall review the rules of play relating to throw-ins, corner kicks, goal kicks, direct kicks, indirect kicks, fouls, misconduct and goal scoring.

14. REFEREE RULES

Referees of the Adult Division will follow the USSF rules and TSA local rules including this addendum. In cases of conflicting rules, TSA rules take precedence. In addition, the individual referee's status as a player on another Adult Division team will not disqualify him/her from performing referee duties in Adult Division games as long as his/her team is not competing in the contest.