

## **Stafford Soccer Adult League**

### **Laws of the Game Play will be governed by the IFAB Laws of the Game with the following exceptions:**

- 1) Games will be 50 minutes in length (25-minute halves)
- 2) Games will be in an 8v8 format, with a minimum of 5 players needed per team for a game to proceed (a 10-minute grace period is given for a team with less than 5 players before the game is forfeited)
- 3) Offside is only enforced from the opposing team's goal line to the top of the 18-yard box (this extends to the entire width of the field)
- 4) Goalkeepers may only distribute the ball by a throw or by a kick with the ball on the ground. No punts or drop-kicks are permitted (an infraction will result in an indirect free kick at the spot where the infraction took place)
- 5) Substitutions are permitted on any stoppage of play
- 6) NO slide tackling under any circumstances
- 7) Red Cards: must leave the facility and receive an automatic suspension of 1 or more games dependent on the severity of the infraction (subject to review by Rules & Discipline)
- 8) If the game is terminated at any point, the game will be scored as is.
- 9) If the game is forfeited by any team, the score will result in 3-0.
- 10) Players will now be required to purchase and wear a reversible pinnie that we will provide
- 11) These reversible pinnies are a one-time purchase, and can be reused for the following seasons.
- 12) Coaches will be held responsible to pick up reversible pinnies from our office
- 13) Coaches will be given a roster that identifies which player is which number
- 14) Free agents will reach out to [programs@staffordsoccer.com](mailto:programs@staffordsoccer.com) to acquire their reversible pinnie.
- 15) Teams are required to play in the numbered reversible pinnie, if a team does not show up with their reversible pinnies they will not be allowed to play
- 16) If a team decides to allow unregistered players wear their reversible pinnie, the team will forfeit their game and be banned from future games in our adult league program.

