

SCRIPPS RANCH OLD PROS SUNDAY SOCCER RULES  
(Revised August, 2007)

1. Each half is 35 minutes long. If the match is terminated because of outside interference of any kind with less than 15 minutes left in the second half the game is considered complete and counts in the standings.
2. First team listed is Home Team.
3. Both teams for first game are responsible for setting up goals & corner flags. Nets & flags are in the shed. Both teams for last game are responsible for returning nets & corner flags and for locking the goals & shed.
4. The team specified on the Schedule is responsible for lining the field.
5. No Slide Tackling allowed (goalies excluded inside their own penalty box). This is any playing or attempting to play while not on one's feet when other players are within playing distance. This is considered dangerous play.
6. Shin guards are required. No hats with bills allowed except goalkeepers (must be soft-billed).
7. Each team must have a minimum of seven players from its roster at the assigned starting time of the game or they forfeit. A forfeit by one team will be scored 1-0, by both teams 1-1
8. Both teams are allowed to substitute on goal kicks and kickoffs. On corner kicks and throw-ins the team with possession is allowed to substitute; and if they do, then and only then, the non-possession team is also allowed to substitute. These are the only substitution times except for substituting for a cautioned player (only the cautioned player may be substituted) and, at the referee's discretion, an injured player (only the injured player may be substituted).
9. If a player (goalies included) receives a yellow card he must immediately sit out five minutes except when playing with only seven players (replacement allowed). If a player receives a red card he must sit out the rest of that game (replacement not allowed) and his team's next game.
10. All SROP Sunday Soccer Officials (consisting of the current Commissioners of any SROP soccer league, and all managers of the current Sunday League season) may issue a player a managerial warning for conduct unbecoming to our league that takes place on or around the fields, before, during or after league games or events. A managerial warning cannot be issued to a player for conduct unbecoming to our league for which a referee has already issued him a red card, or for which he has already received a managerial warning. A player that receives two managerial warnings (both cannot be from the same person) will be given a managerial suspension and he must sit out his team's next game.
11. If a player receives any combination of three red cards and/or managerial suspensions in a season he is banned from playing the rest of the season, his roster spot will not be replaced, his money will not be refunded, and he will be ineligible to play in any SROP Soccer League for one year.
12. If a wait list of players is available, the following rules will apply. A Substitute player is entitled to be eligible for a minimum of three games; however, if the Substitute player agrees the minimum can be reduced. If Substitute (temporarily fills the spot of the player substituted for) or Replacement (permanently fills the spot of the player replaced) players are requested by a team which has less than three games left in the season (first playoff game included), the new player must have a rating that is at least one level lower than the player being replaced (this provides a sub, but does not potentially improve the team).
13. All managers must email the score, missing players, and any Red Cards or Managerial Warnings to John Ruiz @ [forjar@casaderuiz.com](mailto:forjar@casaderuiz.com) by Monday night the week after the game.
14. Standings within a division are determined by points based on overall record; with three points for a win, one point for a tie, and zero points for a loss. Tiebreakers for teams within the same division, in order of precedence, are points based on division games, record in head to head games (must have more wins than losses against each team involved), goal differential in all games, most shutouts in all games, and coin toss (or similar random method for more than two teams). For tiebreakers involving more than two teams use the tiebreakers, in order of precedence, until one team wins a tiebreaker; then restart using the tiebreakers, in order of precedence, for the remaining teams; repeat as necessary. Playoff seeding is determined by having the division first place teams fill the highest seeds as determined by points based on overall record as stated above and, if needed, tiebreakers as stated above except points earned in divisional games will not be used as a tiebreaker. Playoff seeds three through eight are determined by points based on the process above. This seeding process may result in a second seed going to a division winner with fewer points over a second place team in the other division with more points, giving a seeding bonus to the team that wins its division.
15. FIFA rules apply unless in conflict with local rules above, in such case, local rules supersede.