



TORONTO RUSH FC

RULES OF COMPETITION

The Toronto Rush FC adult recreational soccer league is designed to provide an **enjoyable** and **safe** soccer experience to all participants. All Toronto Rush FC games shall be played in accordance with *International Federation of Association Football (FIFA) Laws*, except as specifically modified by these rules. The rules outlined below are not meant to be exhaustive, but to provide league members a general indication of expected conduct.

Good luck to all teams!

LEAGUE SEASON & POINT SYSTEM:

- Each division has 6-12 teams. All teams play a 16 game schedule (includes playoffs)
- Teams will receive 3 points for a win, 1 point for a tie and 0 points for a loss
- In any division where there is a tie, the following tie-breaker will be used to determine seeding: The team awarded the highest position in the divisional standings will be the team with the greatest number of points

TIE-BREAKERS:

In the event that two or more teams finish the regular season with an equal number of points, the following system will be used to break the tie:

1. The highest position shall be awarded to the team with the better win/loss record in current regular season games against all other teams equal in points. (head-to-head competition)
2. If the teams are still equal in the standings, the highest position shall be awarded to the team with the greater goal difference against all other teams during the regular season. (goal differential)
3. If the teams are still equal in the standings, the highest position shall be awarded to the team scoring the greatest number of total goals against all other teams during the regular season. (total goals)
4. If the teams are still equal in the standings, the highest position shall be awarded to the team allowing the fewest goals against all other teams during the regular season (goals against)

ALCOHOLIC BEVERAGES

The use and/or consumption of any alcoholic beverages or controlled substances immediately before, during or immediately after the playing of any Toronto Rush FC soccer games is expressly prohibited. The prohibition extends to any parking area adjacent to the playing fields.

Any Player or team official who violates this prohibition, shall be subject to disciplinary action and/or suspension by the league.

GARBAGE AND RECYCLING POLICY

Toronto Rush FC asks that all users do their very best to keep fields clean and beautiful. Please deposit all refuse into the appropriate containers. In addition, we encourage all park users to recycle where possible.



PLAYOFF FINALS FORMAT:

- The top 4 teams at the completion of the regular season will complete in finals (i.e. 1 v 4 and 2 v 3)
- Both winners go through to the playoff championship final
- Teams that don't finish in the top four, will play for seeding
- If the score is tied after regulation time. The teams will go to penalty kicks (5 per team)
- If score remains tied, kicks will go to sudden death

PLAYER REGISTRATION & ELIGIBILITY:

- Completed roster and online player waiver & release forms are due prior to the first scheduled game of the season. Toronto Rush FC will not be responsible for players that do not submit an online waiver. Any team that has not submitted these forms by that time will have its scheduled games declared a "forfeit" until all such information is received
- If a player fails to complete & submit their signed waiver form, all liability and legal issues will be the responsibility of the team captain.
- A player must be at least 16 years old to play in any adult division
- No one may play on two teams in the same division
- No one may switch teams after having played for one team in the current season
- Any player found to be registered/playing on more than one team in the same division will be suspended for a length of time to be determined by the discipline committee

GAME SHEETS:

- All teams can only dress a **maximum of 18** players for any one game. Any players **NOT** on the game sheet can **NOT** be on the team bench.
- **Both** teams must fill out a game sheet and present the sheet to the game official prior to kickoff
- Sheets must be fully and properly completed identifying the players' first and last names and jersey numbers
- Sheets must be filled out **fully and accurately** for statistics to be awarded
- Additions may be made to the game sheet at half time, but no additions will be allowed on the game sheet after the second half has commenced
- All players entering the field of play must be on the game sheet before playing
- The game will not commence until **BOTH** teams have provided a game sheet, however the "game clock" will start at the scheduled game time



PLAYER EQUIPMENT:

- It is mandatory that players wear shin guards of an appropriate size. Shin guards must be worn on both legs and must be totally covered by socks.
- No jewellery
- No **metal** cleats
- No headwear, caps, bandanas, or metal hair clips can be worn
- No eyewear with any type of hard material deemed, by the referee, a potential danger to the player or others. Sports goggles are acceptable. However, eyewear must be tied at back of head
- No casual or dress shorts
- The home team is responsible for providing the game ball
- Players must be dressed in matching or similar jerseys (with permanent numbers for proper identification)
- Where opposing team's uniform colours are similar, the designated **home team will change colours**

**THE REFEREE WILL MAKE THE FINAL DECISION AS TO THE
ACCEPTABILITY OF ANY CAST OR BRACE.**

CONDUCT :

- Players, coaches, and spectators are expected to conduct themselves within the Laws of the game. Displays of temper or dissent are cause for ejection from the game and the surrounding field area. Repeated violations may result in the suspension of the team from the league as decided by Toronto Rush FC officials
- Players, coaches and team officials ejected from a game by the referee shall be ineligible for the next scheduled game
- It is the responsibility of the team's coach or the person acting in the coach's behalf to control the conduct of its spectators. Failure to do so may result in a warning to the coach or the person acting in the coach's behalf by the referee. If unacceptable conduct continues, the referee may eject the team's coach, or the person acting in the coach's behalf, from the game



FAILURE TO SHOW AND FORFEITS:

- A team shall be allowed a fifteen (15) minute grace period after the scheduled kick-off time before the match is awarded to their opponent
- A minimum of seven (7) players constitutes a team and if (7) players are present, the game will not be delayed. In Co-ed a team must have a minimum of seven (7) players and 2 must be female.
- If a team is the cause for termination of a game, that team will be considered to have forfeited that game. The determination as to which team is the cause for the termination shall be at the sole discretion of the referee on the field and **the decision may not be protested**
- A forfeit shall be awarded to the opposing team as three (3) points for a win. The score for all forfeited games will be recorded as a 5-0 result
- **New Rule: No Shows** Teams will be allowed one no show during the season, provided they give a minimum 12 hours notice prior to kick-off. Teams that default more than once, or fail to give 12 hours notice will be assessed a \$75 team fine. All proceeds from this fine will be credited directly to their opponents – to compensate for the loss of the game. All fines must be paid before a team's next kick-off.
- Playing a "red-carded player" (a player receiving either a red card or two yellow cards in one game) in the game following the receipt of a red card or two yellow cards in the same game is grounds for a forfeit

PRE-GAME:

- Team captains will introduce themselves to the officials prior to the start of the game. Only team captains or representatives are allowed to consult with officials during and after games
- A coin toss will determine possession and territory. The winner of the toss may either choose which goal to defend, elect to kick off, or defer to the other team. If one team chooses an end of the field, the other will choose possession and vice-versa. Possession and kickoff in the second half should be the opposite of the first half

DURATION OF GAMES:

The duration of season games shall be in accordance with the following:

- Two 40-minute halves, no overtime period
- The official game time for all Toronto Rush FC games will be managed on the field by the referee. If necessary, the referee may also allot extra time (a.k.a. "stoppage time") at the end of each period (i.e. first half, second half) to allow for injuries, time-wasting or other disturbances. All decisions regarding game duration are solely at the referee's discretion and shall not be protested



SUBSTITUTIONS:

Unlimited substitutions may be made with the referee's permission:

1. After a goal has been scored;
2. At the beginning of the second half of play;
3. At a goal kick by one's own team; or
4. At a throw in by the team in possession. (**teams may "piggy back"**)
5. In case of stoppage of play for an injury

Under no circumstances may substitutions be made on corner kicks.

All substitutions shall be made at midfield within (10) yards of the halfway line. The substitute player shall not enter the field of play until allowed by the Referee and the player substituted has left the field. Excessive substitutions resulting in confusion or delay of game are to be discouraged by the referee.

GAME AND SCORE REPORTING:

It is the responsibility of the referee to deliver the completed and signed game sheets to the appropriate league official promptly at the conclusion of each game. In case of a discrepancy, the Official Game Report Form, signed by the referee, prevails.

PROTESTS:

1. All referee decisions and game results are final and no appeals or protests are permitted.
2. Disputes such as player eligibility or rule interpretation are decided by the League officials. These decisions may not be appealed or protested.



INCLEMENT WEATHER:

In the event of inclement weather, Toronto Rush FC official representative(s) will have the authority to:

1. Reschedule any game(s);
2. Change the duration of any game(s);
3. **A game is deemed to be complete if 25% or less remains un-played when called off by a game official due to weather or playing conditions or for any other reason as the referee sees fit.**
4. Determine the format for advancement.





DISCIPLINE /SUSPENSIONS :

A player will be suspended upon receiving his/her 3rd yellow card of the season, regardless of the nature of the infraction which resulted in his/her being awarded a yellow card.



A second suspension would result after the awarding of an additional 2 yellow cards.

All RED and accumulating yellow cards carry a \$50 fine that must be paid at the Rush Club Office before the player is eligible to play their next game.

GB Rule: A red card fine must be paid in cash or visa. No cheques or coin will be accepted.

A player receiving a RED card during a game is automatically suspended for the next game. The league office will contact the Team Captain with the length of suspension.

There is **ZERO** tolerance towards any physical or verbal abuse/assault towards any opponents, teammates or referee's and staff. Any team found guilty of such actions will be ejected from the league and will forfeit the team's league fee.

** Award will be provided to the team with the best discipline record at the end of the season*

DISCIPLINE BY REVIEW:

A committee meets once a week to review any discipline reports that occurred the previous week. Player in question does not attend these meetings. The committee discusses each report individually and uses the *Ontario Soccer Association Standard Penalties for Misconduct by a Player* guideline, as a reference, to determine the suspension.



ADAPTATION OF RULES:

The League reserves the right to adapt rules to fit expected or unexpected situations resulting from weather, player/team conduct, field conditions to ensure the safety of all players and to maintain the integrity of the league.

***BE GOOD, BE SAFE, HAVE FUN, AND HAVE
A GREAT OUTDOOR SOCCER SEASON***