

## Mens Over 18 Soccer League Agreement

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### Conditions – Rules – Obligations

- The league organizer (s) shall not be liable for any injury, loss or damage, including death caused to any person or any property arising from the use of the facility during playing in the league.
- Any damage to property caused by any member, will reimburse the organizer(s) for the cost of repairing.
- All players shall indemnify and save harmless to the organizer(s) from all claims of every kind.
- Players cannot sell any goods including food on the facility.
- Players shall maintain housekeeping (cleaning) after the games.
- Organizer(s) and facilities are not responsible for players losing their belongings.
- Water is the only drink allowed on the fields; players may use the common area for food and other drinks.
- Smoking of any kind is strictly prohibited inside the facility.
- The use of drugs or alcohol is prohibited at any time.
- No gum and spitting is allowed inside the doom at any time.
- No amplified music played.

### Game Rules:

- Games are 40 mins each; every team plays at least 2 games per Saturday.
- On the pitch, 7 players from each team. ONLY the players are allowed on the field, others such as captains, subs, and spectators shall be off the pitch (behind the nets.)
- If a team is missing more than 3 players (less than 5 players on the pitch), the team will be considered forfeited once 1 (15) mins passed from the game time. Every 5 minutes will be considered as 1 goal for the waiting team until the forfeit time. The winning team considered winning by 3-0. (at minute 16 of the game.)
- OUT Ball – taking with the foot.
- Fouls- all fouls must be indirect.
- No hard tackles, including lunges, slide tackles, hitting from the back — all up to the to consider it as foul or a Red Card.
- No slide tackles at any time during the game; if a player tackled other players either intentionally or unintentionally
- NO SLIDE tackles on the ball if a player within the radius, it considers as a foul.
- Substitutes: Every team is allowed unlimited subs. Teams can use the privilege of switching players during stopped ball for them (own: out, foul, corner, goal-kick...); other teams should allow them to do so. However, teams can sub at any time during the game, but they should not expect opponents to halt the game for during the opponent



ball position. As such, if the opponent has the ball position (foul, out, corner, goal-kick ...), they will not stop for the other team's substitutes.

- INJURY: MAA is not liable for injuries, and injuries requiring immediate treatment should be directed to first aid on-site or 911 Emergency.
- All players must wear Shin-guards / shin-pads during the game.
- Any players involved in misbehavior, vulgar, harassment or physical fights will be COMPLETELY BANNED from the league and facility. Banned players will collect no refunds from organizers.
- Absolutely no argument with the referees at any point in the game. Referees may send a player off for an argument at their own discretion; a player could be banned for few games for misbehaving with the referees.
- RED Card Rules: One RED card = missing the current game. Second RED Card = Missing the current game and the following. Third RED Card = Banned from the league and facility.
- The winning team receives 3 points, tie 1 point, and a loss receives 0 points.

#### Registering Players:

- All Players must register and sign the form prior to their first game (no exceptions)
- During any game, if a player isn't found on the game-sheet; the team will be considered losing the game regardless of the results. The game sheet will be available with MMA Supervisors or the referee
- Teams can register up to 14 players per squad; in case of an injury or other personal reasons; teams must take prior approval by MAA Supervisor before substituting a player out of the 14.
- A player must be registered at least 24 hours before any game.
- During the league, a player may play for a team but if he decides to change teams, he will not be permitted to return to his original team nor play for a third team. The moving condition must be completed at-least 24 prior the following game and should be done via MAA Supervisor.
- Captains must be over 18 years of age.