Athletic Services

11 vs. 11 SOCCER LEAGUE BYLAWS (WINTER '26)

Men's, Master's and Coed 11v11

The City of Irvine will not assume responsibility for injury. **EVERYONE PARTICIPATES AT THEIR OWN RISK**. League play will be governed by FIFA rules except where City of Irvine rules modify or supersede those rules, as outlined in this document. A Player Code of Conduct is strictly enforced to insure fair and wholesome play from all players.

I. LEAGUE INFORMATION

a. Teams will be scheduled a total of nine (9) games, with a maximum of ten (10) games depending on playoff outcomes. Regular season games will be worth 3 points for each win, 1 point for each tie, and 0 points for each loss. League champions will be determined by the results of a playoff. The number of teams that qualify for playoffs will depend on the size of each league. Playoff seating ties will be broken using head-to-head record, goal differential head-to-head, goal differential in all games, and fewest goals allowed.
b. During playoff games, if games are tied at the end of regulation, a winner will be decided using a shootout. Kicks will be taken from the center line; kicks are a dead ball shot on goal.
c. Winners from each league will receive championship awards. Eighteen (18) players from the roster will be receiving these awards at the manager's discretion.
d. All game schedules and standings will be posted at www.teamsideline.com/irvineathletics
e. Game times will be Monday's or Wednesday's at 7:15 p.m. and 9:00 p.m dependent on the league. If any changes are made to start time or field locations, team managers will be notified with an email and/or phone call. Please call the League Office at (949)-724-6899 with any scheduling questions.
f. Whenever in doubt about field conditions of rain outs, the manager should call the City of Irvine MUDD Line after 3pm at (949) 724-6833 or http://www.cityofirvine.gov/MUDD
g. Teams interested in purchasing additional supplement medical insurance can do so by visiting www.SCMAF.org and clicking on the "insurance" tab.

II. TEAM ROSTERS

a. All managers will be responsible for maintaining a current team roster.
b. Rosters are limited to 26 players for 11v11.
c. Roster additions may be made up until your 7th league game provided there is space left on your roster. After the 7th league game, roster changes will be accepted only for seriously injured players or some other extreme circumstance when satisfactory proof is presented to the league coordinator. **Added players must sign the team roster and obtain a player ID card before legally playing in a game.**
d. Players may not be added the week of playoffs or championship games.
e. Roster additions will be accepted by signing the team rosters in the staff office locations at the site of the team's games. All player additions will not be eligible to play without a Player ID Card.
f. Player ID cards can be obtained at the Great Park Athletic Programs Office.
g. 11v11 men's soccer division teams are allowed up to two (2) female players per roster.

III. PLAYER ELGIBILITY

a. Players must be at least 18 years old before playing.
b. All players must have a City of Irvine soccer ID card. Soccer ID cards can be purchased for $15 at the Athletic Programs Office:

   City Of Irvine Athletic Programs Office – Great Park Administration Office
   431 Phantom
   Irvine, CA 92618
   Hours: Monday through Thursday 10:00 a.m.-7:30 p.m. and Friday 10:00 a.m.-4:00 p.m.

c. All players must show valid photo I.D. to a Community Services staff and sign the roster/indemnification/waiver form prior to participation. Failure to sign these forms before playing will result in the use of an illegal player, and upon protest, the game shall be forfeited.
d. All players must sign the scoresheet prior to participation in each game played.
e. Players may not play on more than one team in the same league, i.e., a player cannot play on a team that his/her team is scheduled to play against anytime during that season.

IV. LEAGUE RULES

League play will be governed by FIFA rules except where City of Irvine rules modify or supersede those rules, as outlined in this document.

11v11 Rules

a. 11v11 leagues will play 40-minute halves with a 10-minute halftime. Teams will exchange sides for the second half. The designated away team will kick off the first half. The home team will kick off the second half.
b. Each team must set up on the opposite side of the field and substitutes must stay on the chosen side of the field. The home team chooses which side prior to the start of the match.
c. The referee will keep official time and score. Games will be considered official once the second half has started.
d. Substitutions for 11v11:
   - To replace a player by a substitute, the following conditions must be observed:
   - The referee is informed before any proposed substitution occurs.
   - A substitute only enters the field of play after the replaced player has left and after receiving a signal from the referee.
   - A substitute only enters the field of play at the halfway line and during a stoppage in the match.
   - A substitution is completed when a substitute enters the field of play.
   - Substitutions are allowed on any stoppage. A referee shall not allow a substitution by the defense if it stops an attacking team that wants to play quickly.
e. All jewelry must be removed before playing. This includes earrings, necklaces, watches, rings and wrist bands. Any other equipment the referee deems dangerous, the player must remove prior to entering the game field.

MASTER'S 11v11 Rules

a. Master's divisions are for players who are aged 30 years or older.
b. Master's 11v11 rosters can have up to four (4) 18-29 aged players.
c. The on-field team can consist of any of the rostered players, there are no restrictions on how many 18-29 year old players can be on the field at one time.

COED 11v11 Rules

f. No slide tackling against an opponent will be allowed. Slide tackling may result in an automatic yellow card. This rule applies to situations where a player alters his/her direction of play by another player sliding to prevent a

ball from going out of bounds or a shot on goal. Sliding for the ball will be allowed where no opponents are within 3 yards. Playing the ball while sitting or lying on the ground will be allowed providing no opponents are within 3 yards. Referee discretion applies.

g. The maximum number of one gender on the field is 7. The minimum is 2. The minimum number of players to play the game is 7. The following male to female ratios is accepted: 5:6, 6:5, 5:5, 4:7, 3:7, 2:7, 4:6, 3:6, 2:6, 4:5, 3:5, 2:5, 4:4, 3:4.

V. FORFEITS

Games shall be forfeited if:

a. If eight (8) or more players do not show up after a 5-minute grace period, then the game will be considered a 2-0 loss to the team's record.
b. A team is found to have used an illegal or non-rostered player. This is a league office decision.
c. In the opinion of the referee/staff, a manager does not have complete control of his/her team.
d. A team continues to delay the game.
e. A team or spectator continues to harass the referee and/or players or if the referee feels the situation is such that physical harm may come to him/her, other players, or spectators.
f. Any player is consuming any alcoholic spirits during the game; this includes on or off the field, or in the stands.
g. Forfeitures shall be considered as scheduled games and shall not be rescheduled at a later date.

If a team knows that they will forfeit a game, the team manager is required to notify the league office.
Teams who forfeit two (2) or more games during a single season may be removed from the league and no refund issued.

VI. TEAM VIOLATIONS

a. The referee finds a team with a player that is not registered on roster/or doesn't possess valid player ID card and has knowingly attempted to play without properly registering.
b. Yellow card to team manager and player must exit the game and not be eligible to play until proper registration verification can be determined by league coordinator.
c. Players are ALL expected to properly register themselves with the City of Irvine.

VII. PLAYER CONDUCT

a. Any player receiving two yellow cards, or one red card will be ejected from that game. Any player who is ejected may face additional suspensions after evaluation by the league office. The league office may suspend any player receiving four (4) yellow cards throughout the season in multiple games. Any player receiving a red card will serve a 7-day suspension from all City of Irvine games including games on the same day, on other days, and in other leagues or divisions unless told otherwise by the league office. A red carded player shall sit one game per league, if for some reason; both leagues aren't in the same 7-day period. If you receive a 2-game suspension, it can be seen as a 2-week suspension, 3 games are 3 weeks etc. The league can upgrade/downgrade cards and suspensions if necessary. League office can administer red cards.
b. Only the team manager may communicate grievances.
c. Any dangerous play, excessive profanity, or derogatory remarks by a player or manager shall result in the player(s) being shown a red card and being ejected from the game.

d. Any player receiving a red card (administrative or not) must leave the field of play and may also be asked to leave the park where the match is taking place. That is at the discretion of the referee and/or park staff. The red carded player cannot be substituted, and the team will play one person short for the remainder of the game.
e. Players may be ejected at any time: before, during, or after a game.
f. Only the team manager may appeal suspensions. Appeals must be written and received by the league office within 48 hours of the infraction. A decision on the appeal will be made within two working days after it has been received. If a suspended player plays in a game, the team will be charged with a forfeit loss and the offending player and **team manager** will be suspended for at least one more game.
g. Any player who is ejected twice in one season may be suspended for the remainder of the season and possibly more.
h. Any player guilty of offensive, insulting, or abusive language toward any referee or park staff for any reason will be suspended immediately from playing for a length of time determined by the league office.
i. Disciplinary action may be taken by the referee or City of Irvine staff toward any player using profane or abusive language before, during, or after the game.
j. Any player who physically abuses or threatens to push, shove, or strike a referee or staff member shall be permanently banned from participation in adult sports with the City of Irvine and can be legally prosecuted for assault.
k. Any player guilty of fighting may be suspended up to one year. Punching, or attempting to punch participants, officials, spectators, or City staff will lead to a permanent lifetime ban.
l. Referees and City staff have the authority to prohibit any player from playing in a game if, in their judgment, said player appears intoxicated and is endangering the players. It is illegal to consume alcoholic beverages at any City of Irvine Park. Teams/players that are found to be consuming alcohol may be suspended/forfeit the game.
m. Any manager or acting manager who refuses to assist the referee or league office in identifying players will be suspended and the game will be forfeited.
n. A player who receives a yellow card must leave the field for 5 minutes. The player may be substituted for, but it is not required to replace the player who received a yellow card. If the team elects to not replace the player, they will play down a player.
o. Any player receiving two yellow cards in one game will be disqualified from that game and suspended from the team's next game. Any further suspension(s) will be determined by league office.
p. Problematic teams and players may lose the privilege to play in the City of Irvine Soccer League. Refunds are not issued for problematic teams.
q. It is the team managers' responsibility to always keep your team under control. If the referee needs assistance with anything, assist them. Failure to keep your team under control can result in a forfeit for the team, and possibly a suspension for the team manager.

VIII. TEAM AND MANAGER PROTESTS

a. Team managers have a 48-hour window from the completion of a game to file a formal protest with the league office. These protests can include player eligibility, score disputes, or rule infractions that apply specifically to the City of Irvine soccer league. Protests filed after the 48-hour period will be dismissed.

IX. EQUIPMENT

a. Each team must provide at least one (1) size 5 game ball.
b. Teams must have the same color jerseys and/or shirts with a permanent number on the back. Tape is not allowed.

c. If there is a conflict of jersey colors, it is the responsibility of the designated home team to have an alternate color ready. Failure to switch or making the away team switch may count as an automatic loss.
d. Shin guards are required.
e. Each player may wear indoor soccer, artificial turf, cleats, or tennis shoes. No metal/ or other hard molded studded cleats deemed dangerous by the referee will be permitted. (Referee discretion).

X. FIELD POLICIES

a. Your team must adhere to City of Irvine field policies (field closures per the Muddline, City of Irvine Park staff instruction, etc.) or you and your team may forfeit the privilege to play in future City of Irvine adult leagues. This applies to all days whether you have a game scheduled or not.
b. Practice fields are not provided for teams in the adult soccer league.