



# DCFL Rules

Effective May 14, 2019

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## 1. OUR MISSION

- **Have fun. Don't be a jerk!**
- The league will not tolerate aggression or verbal/physical abuse between players, staff, referees, and/or spectators.

## 2. OVERVIEW

- Players, coaches, bench personnel, and fans must be courteous and exhibit appropriate conduct.
- Players, coaches, and bench personnel are prohibited from consuming alcohol, tobacco, or illegal drugs, before or during competition.
- DCFL Staff may eject or ban anyone from future play, or may adjust our match rules as Staff may deem necessary at any point. Player safety is of top priority.
- There are two major variations in fields:
  - 8v8            Field size: 70 yds by 40 yds      Goal size: 6.5 ft by 18.5 ft      Sideline restart: throw-in
  - 11v11        Field size: 110 yds by 60 yds      Goal size: 8 ft by 24 ft        Sideline restart: throw-in
- Unless otherwise noted, the *FIFA Laws of the Game* apply.

## 3. LEAGUES

- Regular season matches are 2x 25-minute halves, with a 5-minute halftime interval (no overtime).
- Postseason matches are 2x 20-minute halves, with a 2-minute halftime. If the match is tied at the end of regulation:
  - Kicks from the Mark: best of three, followed by single rounds; coed must alternate sex.
- Standings: a win is awarded 3 pts, a tie is awarded 1 pt (to each team). Goal differential is not recorded.
- Standings tiebreaker: least number of red cards; least number of yellow cards; head-to-head; random draw.
- Games will be scheduled at 6:15pm, 7:15pm, and 8:15pm.

## 4. ROSTERS

- All players must agree to and sign our waiver form.
- Final rosters are due prior to half of the matches in a team's season played. Late additions will be considered on a case-by-case basis. Failure of the team captain to ensure all players are properly registered may result in forfeit.
- Each team selects a captain and associate captain to enforce rules and ensure that players are properly registered (waivers signed, etc). There must be one male and one female captain.
- Unless otherwise noted, the word "City" refers to the region including Detroit, Hamtramck, and Highland Park
- Players for adult leagues must be 18+ yrs old. There is no maximum roster size.
  - **Exception:** For the Tuesday 8v8 Neighborhood League, the minimum roster size is 22. All players must be *City Residents*, with exceptions for 5 *Non-Residents* and 5 *Legacy Players*.

## 5. TEAM ORGANIZATION & EQUIPMENT

- Team captains are encouraged to organize matching jerseys for their team. The home team is responsible for changing shirts if the color is too similar to opponents (at the referee's discretion). The goalkeepers must be distinct from the teams' colors. We do not provide pinnies.
- A match ball must be provided by both teams.
- Shin guards are required, and must be covered by socks or equivalent. Shoes must not have metal cleats. Casts (and other non-standard gear) must be approved by the referee. Jewelry and watches are not permitted. *(If an exception is required, please check with the referee.)*
- Teammates or coaches should assist injured players. Referees are not encouraged to assist injured players.

## 6. FORFEITS

- Teams not on the field, ready to play, within 5 minutes of scheduled start time, are subject to forfeit.
- 'Bench Clearing' results in automatic forfeit, and further disciplinary actions as may be deemed necessary by Staff.
- Teams in coed leagues with insufficient members of the minority sex are subject to forfeit.
- The referee is not permitted to officiate a forfeited match.
- **All forfeits are recorded as a score of 3-0.**



## 8. OFFICIALS

- Referees are expected to be courteous, professional, and exhibit appropriate conduct.
- **REFEREES DECISIONS ARE FINAL - NO PROTESTS - NO APPEALS.**
- There shall be no dissent between players and the referee. Questioning a referee is dissent.
- Team captains are responsible for the actions of spectators, including the verbal abuse of referees.

## 9. UNSPORTSMANLIKE BEHAVIOR

- A yellow or red card may be issued to any player, coach, substitute, or bench personnel.
- An individual shown a red card must leave the field area.
- Sexist, racist, etc. statements will result in a red card.
- The League Commissioner (or representative) tracks cards, and reserves the right to suspend any player for any period of time for excessive inappropriate conduct. A player may be booked for unsportsmanlike offense, including but not limited to, persistently infringing the *Laws of the Game*, and/or inappropriate verbal or physical altercations.
- Teams which have accrued more than two red cards during the season are ineligible for postseason play.
- A player accumulating two (2) yellow cards during a season will be suspended for one match. Accumulation of four (4) yellow cards during a season results in suspension for the remainder of the season, including postseason.
- A player who is issued a "direct" red card, in addition to ejection from the current match, will be suspended for an additional two matches. A "double-yellow" red card results in ejection plus suspension of one match.
- Accumulation of two red cards during the season results in suspension for the remainder of the season, including postseason play.
- The team captain (or his/her alternate) / coach must identify players who receive cards. Failure to provide accurate information, or intent to mislead, may result in team forfeit and/or suspension.

## 10. TUES. NEIGHBORHOOD LEAGUE (adopted by league-wide vote 4/8/2019)

- Community Service
  - o All DCFL 8v8 Neighborhood League teams must obtain 22 baseline *Service Points* in order to participate in COPA. Only rostered players (who have paid their league dues) are eligible.
  - o Acceptable projects are in the team's City neighborhood, sanctioned as a league-wide volunteer event, or sponsored by a nonprofit organization in the City. Efforts in fundraising, advocacy, and/or political campaigns are **NOT** included in our definition of community service.
    - All service hours must be completed and submitted no later than 14 days prior to COPA.
    - All teams must complete one project within their neighborhood.
- *Service Points* Details
  - o One (1) point is earned for each hour of service by a player. Projects completed in combination with another league team receive two (2) points.
  - o An event photo and summary sheet must be submitted, preferably within 48 hours of the project.
- Captains Meetings
  - o Attendance of a team representative is required at captains' meetings. Absence results in a team deduction of 22 *Service Points*. Absence of more than 50% of meetings in a calendar year may result in removal by a vote of league members.
- Legacy Players (L)
  - o Up to 5 *Legacy Players* are permitted on a team. To qualify, the player must:
    - a) not be a *City Resident*
    - b) have been a rostered player of the prior year's DCFL Neighborhood League
    - c) be accounted for two (2) *Service Points* in a project within the neighborhood
- Non-Resident Players (N)
  - o Up to 5 *Non-Resident Players* are permitted on a team. To qualify, the player must:
    - a) not be a *City Resident*
    - b) be accounted for two (2) *Service Points* in a project within the neighborhood

### Summary:

Minimum Projects within Neighborhood	=	1
Minimum Service Pts within Neighborhood	=	(L * 2) + (N * 2)
TOTAL MINIMUM SERVICE PTS	=	(L * 2) + (N * 2) + 22