



**CITY OF KERRVILLE  
PARKS AND RECREATION  
DEPARTMENT  
SOCCER BY-LAWS**

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## **1. League Purpose**

1.1 The City of Kerrville Parks and Recreation Adult Soccer League is designed to provide a fun, safe, and inclusive environment for players of all skill levels.

1.2 The league promotes teamwork, sportsmanship, and physical fitness through organized recreational soccer activities.

## **2. League Governance and Jurisdiction**

2.1. The Parks and Recreation Department governs the league. The Recreation Coordinator and Recreation Manager shall act as League Commissioners.

2.2. All participants are subject to the rules, eligibility requirements, conduct standards, and schedules set forth by the Department.

## **3. League Rules Framework**

3.1. **Governing Rules:** All play shall be governed by the International Football Association Board (IFAB) Laws of the Game, commonly referred to as the FIFA Rules.

3.2. **Local Modifications:** Specific local league modifications, as outlined in these by-laws, supersede IFAB laws where applicable.

## **4. Eligibility of Players**

4.1. All players must be 15 years of age or older at the start of the season.

4.2. Teams must be registered at the Parks and Recreation Office by 5:00 p.m. on the day of the registration deadline. To be registered, a full team fee shall have been paid.

4.3. All players must have completed and signed a waiver and release of liability before participating.

4.4. Teams will not be permitted to play until all required forms are submitted. Non-compliance with this rule will result in forfeits for any scheduled games until the forms are completed and submitted to the game commissioner.

4.5. If an event such as a team disbandment occurs, players who still want to play have the opportunity to become free agents at the league commissioner's discretion.

## **5. Team Roster**

5.1. Team rosters will be limited to fourteen (14) players unless otherwise allowed by the League Commissioner.

5.2. Each team is permitted up to seven (7) roster changes prior to the start of the season. After the season begins, roster changes will only be allowed in the event of a player injury.

a. All roster changes must be submitted to and approved by the League Commissioner.

b. A clear photo of the replacement player and their jersey number must be provided before participation.

5.3. A team consists of not more than nine (9) players, one of whom shall be the goalkeeper.

5.4. A team may start with a minimum of seven (7) players. The game is forfeited if the number of players falls below seven (7) because of an ejection.

5.5. Substitutes must be reported to an official on mid-field before they are considered to be legally in the game and show player ID.

5.6. Team representatives must submit clear photos of all rostered players to the League Commissioner at least one week prior to the first game. Failure to do so results in player ineligibility and forfeiture until resolved.

## **6. League Structure**

6.1. Games will be played 9v9 (including a goalkeeper).

6.2. Games consist of two 30-minute halves with a 5-minute halftime.

6.3. The league may include a regular season followed by playoffs, depending on the number of teams.

6.4 At the conclusion of the regular season, the top four teams in the standings will advance to the playoffs.

## **7. Equipment and Uniforms**

7.1. No metal cleats will be allowed. Players may wear regulation soccer shoes, tennis shoes, or rubber/plastic turf-type cleated shoes. Any rubber/plastic turf-type cleated shoes must have the toe cleat removed before any participation. Shoes will be checked before each game.

7.2. Players will not play barefoot or without shirts.

7.3. Shin guards are mandatory.

7.4. Game jerseys should have a number on the back, all of a similar color with the goalkeeper wearing a color that distinguishes them. Duplicate numbers are not allowed. Numbers 0 and 00 are legal.

a. Jerseys with numbers must be obtained prior to the first game of the league.

- b.** If a team does not meet this standard, games in which jerseys are worn without numbers will be deemed an automatic forfeit.

7.5 Each team must provide a minimum of two balls per game.

## **8. Rules of Play**

Games are played under modified FIFA Laws of the Game, with the following local league modifications:

### **8.1. Slide tackles:**

- a.** Goalies can slide tackle with cleats down.
- b.** Players can slide tackle if no other player is around
- c.** Any other slide tackles, regardless of contact, are prohibited and will result in a direct free kick for the opposing team.
- d.** Repeated infractions will lead to an automatic red card.

8.2. Unlimited substitutions allowed during stoppages with referee approval.

8.3. Offside rules are in effect and will be enforced by the referee.

8.4. Goal kicks may be taken from anywhere within the goal box.

8.5. All free kicks are indirect, except for penalty kicks and serious fouls.

8.6. Ties during the Playoffs and Championship go to 5-minute overtime, then penalty kicks if needed.

8.7. Spectators and teams must remain on separate sides of the field.

## **9. Conduct of Games**

9.1. Defending goal will be determined by a coin flip prior to each game.

9.2. A game may be halted if one team leads by 8 or more goals. Teams may continue to scrimmage if both agree.

9.3. Only Site Supervisor, League Commissioner may cancel or delay games due to inclement weather or unsafe conditions.

## **10. Officials**

10.1 All referees assigned to league games will be certified officials.

10.2 Each game will be officiated by two referees, responsible for enforcing the rules of play, managing game flow, and ensuring player safety.

10.3 Each team is responsible for paying one referee a fee of \$45 per game. Payment is required before the start of the match.

10.4. All officials have complete charge of the games. Decisions of the officials are final.

10.5. Officials may stop unsportsmanlike conduct by any participant or spectator. Offenders may be ejected, and further disciplinary actions may be taken.

10.6. Non-compliance within 2 minutes will result in a team forfeit.

## **11. Code of Conduct and Disciplinary Policy**

### **11.1. General Conduct**

All participants and spectators are expected to exhibit respect, sportsmanship, and fair play. Harassment, fighting, or unsportsmanlike behavior will result in disciplinary action.

### **11.2. Disciplinary System**

- a. **Yellow Card (Caution):** Warning for unsportsmanlike conduct or minor violations.
- b. **Red Card (Ejection):** Immediate removal from the match and an automatic one-game suspension.
- c. **Point Accumulation:** Yellow = 1 point; Red = 3 points.
- d. 3 points = 1 game suspension; 12 points = season suspension. Points reset for playoffs but suspensions carry over.

### **11.3. Referee Abuse**

- a. Verbal or physical abuse toward referees or officials will not be tolerated.
- b. Verbal abuse = ejection + minimum one-game suspension.
- c. Physical contact, threats, or intimidation = permanent league ban.
- d. All incidents are reviewed by the Parks & Recreation Department.

### **11.4. Unsportsmanlike Conduct**

Includes, but is not limited to: fighting, profanity, spitting, taunting, or persistent dissent toward officials.

- a. First offence: warning or ejection
- b. Repeated offences: multi-game suspension or removal from the league

### **11.5. Alcohol and Substance Use**

Possession or consumption of alcohol or drugs before, during, or after matches is prohibited. Violations may result in forfeiture and/or suspension of individuals or teams.

### **11.6. Addressing Officials**

Only team captains may approach referees respectfully regarding rule clarifications. Post-game confrontation or verbal abuse toward officials will result in suspension.

#### 11.7. Disciplinary Review Process

- a. The League Commissioner will review all ejections, protests, and reported incidents within 48 hours.
- b. Captains may submit written appeals within 24 hours of notification.
- c. All disciplinary decisions by the Parks and Recreation Department are final.

#### 12. Forfeits and Cancellations

- 12.1. Teams must have at least seven (7) players to start a game.
- 12.2. If a team falls below this number due to ejections, the game is forfeited.
- 12.3. A 10-minute grace period is allowed before a forfeit is declared.
- 12.4. Weather cancellations will be rescheduled if possible.

#### 13. Rescheduling Policy

- 13.1. The League Commissioner will make any rescheduling due to weather cancellations.
- 13.2. If a game needs to be rescheduled for any reason, all communication must go directly through the League Commissioner. Teams may not independently reschedule games without official approval.
- 13.3. If the opposing team cannot accommodate the reschedule request, the team initiating the reschedule will be deemed to forfeit the game.

#### 14. Protests and Appeals

- 14.1. Protests must be submitted in writing/email to the league commissioner within 24 hours.
- 14.2. Protests regarding referee judgment calls will not be considered.
- 14.3. League commissioner decisions are final.

#### 15. City of Kerrville Guidelines

- 15.1. Fighting, profanity, and unsportsmanlike behavior are prohibited.
- 15.2. Alcohol is prohibited
- 15.3. No glass containers are permitted in city parks.
- 15.4. Smoking is not allowed.
- 15.5. Teams must clean their sidelines and utilize provided trash barrels.
- 15.6. Rosters must be confirmed before each game.

#### 16. Modifications

- 16.1. The City of Kerrville Parks and Recreation Department reserves the right to modify these rules and regulations as necessary. – With little to no notice.