

PBFC ADULT FOOTBALL LEAGUE RULES AND REGULATIONS

Players in the PBFC Adult Football League (“PBFC AFL”) must conduct themselves in accordance with PBFC AFL rules of play and regulations. This Participation Agreement must be acknowledged to be eligible to play in the PBFC AFL Adult League games and scrimmages.

1. RULES of PLAY

- Current FIFA and USSF rules of play shall be in effect except as specifically noted in the following rules.

2. AGE

- a. All players must be forty (40) years of age, as of the first game they play in. Please note that any player who violates this rule will be suspended for one (1) year and will not be reinstated until he meets the criteria to play in the PBFC AFL. Also, any team who has a player who is shown to be under age, will forfeit ALL matches in which the player participated. *
- b. The only players permitted to be under the age of 30, is a goalkeeper, who may only play the position of goalkeeper.
- c. As of July 1st, 2016, the age bracket moved from over 35 to over 40. Each team may have no more than ten (10) players under the age of 40 but over the age of 30. Each team can have no more than four (4) players under the age of 35 but over the age of 30.
- d. Only five (5) players under the age of 40 may be on the field at one time. Of those five (5) only two (2) can be under the age of thirty-five (35). The policing of this policy will be the responsibility of the Team Manager.
- e. In the event more than the amount identified in part “d” be on the field, the last player to enter the field in violation will receive a red card and the team will play down one player.
- f. Violation of this rule may warrant an immediate forfeit of the game.
- g. It is the responsibility of each team to identify the two under aged brackets separately. This system will be maintained throughout the entire season. The method of identification will be provided to the LD prior to the first game, and cannot be changed.

3. REGISTRATION

- a. Any team desiring to join the league, must submit a \$1000.00 refundable deposit prior to the start of the season and must attend the season opening meeting and be voted in by the existing teams.
- b. The Team Managers (TM) shall be the final authority on roster questions. TM's are the representative from each team. Each team will have one (1) TM and designate one (1) assistant TM.
- c. Registration will close following the third (3rd) week of the season.
- d. Addition of new players may occur in week eight (8th) through week ten (10), with a fee of Fifty (\$50) per registrant.

4. ROSTERS

- a. All final rosters must be submitted to the league organizer prior to week two (2) of the season. Any team not meeting this rule will forfeit each match until final roster is submitted.
- b. No changes may be made in final roster without concurrence of the TM.
- c. Teams using ineligible players will forfeit each match these players participate in.
- d. No player may play on more than one team in any given season, without the consent of the League Director (LD).
- e. Players being substituted on the roster, due to injury or extended leave to the original player, may not remain on the roster when the player that was originally on the roster returns.

5. UNIFORM and EQUIPMENT

- a. All uniforms and equipment must meet FIFA requirements. Please note that if both teams have same color shirts, then the HOME team is responsible to secure a different color shirt or use numbered pennies.
- b. Players will wear shin guards, same color socks, same color shorts, shoes and the same uniform shirts with a number permanently affixed number to the back of the uniform.
- c. No outer garments or head gear (jackets, warm-ups, bandanas), other than approved by FIFA, can be worn during play.
- d. All players will be assigned a permanent number for the duration of the season. Any change in number must be approved by the League Director.

6. OFFICIALS (Referees and Assistant Referees)

- a. All officials will be assigned by the League's Referee Assignor and any complaints or comments should be addressed to the League Director in writing.
- b. If a referee is a no show, then the two (2) teams must agree upon a substitute referee if the match is to continue or agree to use the 2 man system.

7. NUMBER of PLAYERS and TEAM PASSES

- a. Maximum roster size is 25 players.
- b. Minimum number of players needed to start a match is eight (8). Once there are 8 players the game **MUST** start. Teams that are unable to start the game will incur a goal for every five (5) minutes, for a maximum of fifteen (15) minutes.
- c. **TEAM PASS** - Each team will be issued a TEAM PASS. The pass will display a picture, date of birth, team name and jersey number. Each team must provide the referee the pass prior to the game. Passes that are lost or replaced require a \$25 fee for replacement. Teams without a team pass CANNOT play the game.
- d. Replacement passes can be obtained for a replacement fee of \$25.00 per card.

8. GAME TIME and PLACE

- a. All matches will start as close to 7:00 PM as possible, but no later than 7:30 PM. The late start will not interfere with the start of the second game. The second game will begin at 8:30 PM.

- b. Teams must be on the field at least 10 minutes before game start time of the first game.
- c. Referee to be sole judge of playability of the field.
- d. Make up matches will be decided by the League Director.

9. LENGTH of MATCHES, etc.

- a. Normal playing periods will consist of two (2) 40 minute halves and a five (5) minute halftime. A match is official after 40 minutes, and if suspended AFTER 40 minutes, the score at that time will stand.
- b. There are no extra time/overtime periods.
- c. Playoffs games resulting in a draw, will immediately go to penalty kicks (Kicks from the Mark) using FIFA rules.
- d. All matches will be played to their conclusion with the following exceptions: weather, field conditions, at the referee's discretion. Any resumption of the match will be by FIFA rules.
- e. A score of 3-0 will be recorded against a team that forfeits.
- f. Tournament play; will be the 1st rank v. 8th ranked team (1), 2nd rank v. 7rd ranked team (2), 3rd rank v. 6th ranked (3) and 4th rank v. 5th ranked teams (4). Semi- finals will be winner of (1) v. winner of (4) and winner of (2) v. winner of (3).
 - (1) Should a ninth (9th) team be added, there will be a playoff between the 8th and 9th ranked teams for the 8th position in the playoffs.
- g. In the event of a tie in tournament play, the game will be decided on penalty kicks. Players on the field at the conclusion of the final whistle will be the only players permitted to take penalty kicks.

10. SUBSTITUTIONS

- a. Unlimited substitutions at the following stoppages: Goal Kicks, Goal Scored, Half-time, one for one on an injury, Offensive Throw-ins, both teams, if the team with possession of the ball initiates the substitution.
- b. Any player that is injured causing play to be stopped for a short period of time (more than 3 minutes), will be required to leave the pitch. He can be substituted for or wait until the referee allows his return.
- c. Players must notify the assistant referee of the desire to substitute for a player on the pitch. The assistant referee will notify the referee of the substitution and request the play to be stopped. Entry is made at midfield.
- d. Players will not enter the field until the player exiting has exited the field.
- e. All players must remain on the benches located on the concrete at the center of the pitch. Coaches are permitted to step onto the grass but at least 3 yards from the sideline.
- f. Yellow carded players, may be substituted for immediately after the card has been issued by the referee.

11. CAUTIONS and EJECTIONS

- a. A player ejected from a match cannot play in next match. Violent fouls may be reviewed by LD for additional sanctions.
- b. A player ejected from a second match (same season) cannot play in next two (2) matches.

- c. A player ejected for a third time (same Season) is suspended for remainder of the season and cannot be reinstated until approval by the LD.
- d. **Red Card Suspensions** – Any player receiving a red card is required to pay a \$25 fine for the first card, \$50 for the second and \$75 for the third. This fine must be paid prior to playing in the game following the red card suspension.
- e. Play-offs: Yellow cards will not roll over into the play offs. Players that suffer a suspension during the last regular season game will miss the first game of the play offs. Red card rules will continue to apply.
- f. All fighting suspensions will be reviewed by the LD of the league for further punishment.
- g. All ejected players must leave the field prior to the match being restarted.
- h. Any player who gets three (3) yellow cards in any season, will be suspended for one (1) match. Following the initial suspension, if said player receives two (2) more yellow cards, a suspension will result in one (1) match suspension thereafter.
- i. **PLAYOFFS** – players that receive two (2) yellow cards will be suspended the subsequent game.
- j. **DIVING** – is an attempt by a player to gain an unfair advantage by falling to the ground and possibly feigning an injury, to give the impression that a foul has been committed. Dives are often used to exaggerate the amount of contact present in a challenge. Deciding on whether a player has dived is often very subjective, and one of the most controversial aspects of football discussion. Players do this so they can receive free kicks or penalty kicks, which can provide scoring opportunities, or so the opposing player receives a yellow or red card, giving their own team an advantage.

Any player that feigns an injury due to a foul will be receive a yellow or red card AND will be removed from the pitch for a minimum of five (5) minutes, with NO REPLACEMENT/SUBSTITUTION. The linesman on the bench side will keep the time for the penalty.

Any player that claims to be injured from a questionable foul must be seen by the referee to show signs of a recent impact. Players complaining of injury to the face or head will show immediate signs of contact. If there are no immediate signs it will be assumed that there was no contact, hence the player faked the injury and contact.

12. LEAGUE SPECIAL RULES

- a. LANGUAGE, continuous foul language will not be tolerated. Possible caution at the referee's decision. Excessive foul language may result in a suspension from the TM or League Director.
- b. THREATS whether physical or verbal will not be tolerated. Possible suspension at TM or League Director decision.
- c. RACISM – racist statements will result in the immediate suspension for the remainder of the season. Possible suspension/removal at LD decision.
- d. GAME BALLS - are provided by the league. These are the only balls permitted for use during the season. Should a ball be kicked/thrown or headed outside of the complex, the team that caused the ball to leave the playing field **MUST IMMEDIATELY** retrieve the ball. In the event where a ball is stolen/lost after leaving the playing field, the team responsible will incur a one hundred and fifty (\$150) fine to replace the stolen/lost ball.
- e. REFEREES - Referees are responsible for the game balls and the inflation thereof. All decisions regarding the balls will be made by the referee.

- f. SLIDE TACKLES – Caution may be issued.

Slide tackles. Slide tackles are described as someone **leaving their feet** and attacking the ball that is at another player's feet. Sliding away from a player in order to stop a pass or shot is not considered a slide tackle.

Slide tackles from behind or with both legs extended have now been outlawed due to the injury and danger to other players that it causes. These tackles generally earn the player who commits them a straight red card, even if the ball is won cleanly and the tackle is not technically a foul.

Discussion: Since PBFAFL does NOT allow slide tackles, the slide tackle will be considered a "dangerous" play. FIFA recognizes the inherent danger in illegal tackles and does not consider a slide tackle dangerous, but since PBFAFL has identified slide tackles as illegal and deemed dangerous, all slide tackles will result in a "DIRECT" free kick and possible caution, depending on the discretion of the referee.

13. LEAGUE STANDINGS

- a. Three points for a win.
- b. One point for a tie.
- c. Zero points for a loss.
- d. League standings will be published based on these numbers.

14. TIE BREAKING RULES

- a. Goal Differential
- b. Goals Scored
- c. Goals Against
- d. Head to Head
- e. Coin Flip

15. TRANSFERS

Losing Team has Objection:

A player wishing to transfer from one team to another, during the season, must sit for all games until the accepting team has played the releasing team once. Notification must be made to the League Director requesting the transfer who may in turn notify all teams in the league.

Losing Team has No Objection:

A player wishing to transfer from one team to another, during the season, must the next game against the team from which he was transferred from. Both managers must agree to the transfer. The transfer cannot be initiated by the team gaining the new player.

Notification must be made to the League Director requesting the transfer who may in turn notify all teams in the league.

The player will pay a \$50 transfer fee to the league.

There are no transfer rules during the off season.

16. PROTESTS

All protests shall be submitted to the League Director within 24 hours of the match played in an email format. The organizer will then distribute to the TM for final opinions.

A PBFAFL Disciplinary Committee will be convened as deemed necessary to review such reported infractions, and assess proscribed disciplinary actions. If three straight Red cards are issued to a player in a season, that player will be suspended from participating in games for the balance of that season and the next season. If four yellow cards are accumulated player will be suspended for one game.

17. FORFEITS

Any team that forfeits a game will pay the league one hundred dollars (\$100) for the first forfeit, two hundred dollars (\$200) for the second, three hundred dollars (\$300) for the third and removal for the fourth. These fees must be paid prior to the start of their next game. Failure to do so will cause a second forfeit.

Release and Disclaimer:

I, the registrant, agree that I will abide by the rules of this league, PBFC Adult Football League (PBFAFL).

Your signature is required below, signifying that you agree to abide by PBFAFL rules. Without your signature, you will not be allowed to join PBFAFL. **This Agreement must be accepted by the Participant and received by PBFAFL prior to playing.**

August 28th, 2012 - Amended December 14th, 2012 - Amended February 8th, 2013 - Amended February 20th, 2013 -
Amended August 31st, 2013 - Amended October 14th, 2013 - Amended November 7th, 2013 - Amended March 2nd, 2014
- Amended May 29th, 2014 – Amended September 6th, 2014 - Amended August 8th, 2015 – Amended January 18, 2016
- Amended April 14th, 2017

Amended July 21st, 2017