

# SILVERBACKS PARK

Adult 7v7 League Soccer League  
Team/Player Handbook

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## **SILVERBACKS PARK GENERAL RULES**

Silverbacks Park is a privately owned and operated facility on private property. We reserve the right to enforce our rules and regulations as well as remove you from the park if necessary.

**Searches:** We reserve the right to randomly search backpacks, purses and other bags.

**No Weapons:** This includes: knives and sharp objects that can cause severe injuries or possible death. Any weapons discovered will be confiscated by Silverbacks Park staff or State, County or City Law Enforcement.

**No Firearms:** Any illegal firearms discovered will be confiscated by Silverbacks Park staff or State, County or City Law Enforcement.

**No Gang Activity:** Silverbacks Park reserves the right to refuse or remove any person(s) who displays any Gang affiliated material or gestures relating to Gang activity. This includes: bandanas, hand signs and clothing related to Gang affiliation. Silverbacks Park reserves the right to confiscate any material related to Gang affiliation.

**No Smoking:** No smoking except in designated areas. Designated areas are marked on the map on page 11.

**No Drugs:** Anyone caught possessing, consuming or distributing illegal drugs on Silverbacks Park property will be prosecuted by State, County or City Law Enforcement.

**No Outside Alcohol:** No outside alcohol is allowed. You must be 21 years of age to purchase or consume alcohol at Silverbacks Park. If you are caught consuming alcohol and you are underage, you will be escorted off the property by Silverbacks Park staff and released to the State, County, or City Law Enforcement.

### **No Outside Food or Beverages**

**No Glass Bottles/Containers:** If you are seen with a glass bottle/container, you will be escorted off of Silverbacks Park property.

**No Gum:** Upon arrival, *please* discard into a *trash can*, **not** onto field turf, grass, or parking lot. Those seen discarding gum on the turf will be asked to leave the field and may be subject to suspension or banishment from the park.

### **No Seeds with Shells**

### **No Hanging on Crossbars**

**No Pets:** Properly identified service dogs are permitted. Service dogs must have a visible license and photo ID.

**Play at Your Own Risk:** Management assumes no liability for injuries or accidents that may occur. Players/Spectators are responsible for their own personal items. All players play at their own risk.

## **SILVERBACKS PARK 7v7 LEAGUE GUIDELINES**

**League Fees:** Full payment must be received by the second game of the season. If full payment is not received prior to the start of the second game of the season, our referees are instructed to postpone the start of the game until they receive the OK from the league office.

### **FIELD SIZE, GAME DURATION, FORFEITS, RESCHEDULING**

Silverbacks Park soccer league rules follow FIFA Laws of the Game, with the exceptions of the following in-house league rule modifications:

**Field:** 7v7 field size is modified to 70 X 50 yards.

**Number of Games:** All teams are guaranteed nine games.

#### **Game Duration:**

Two 24-minute halves, plus 2 minute halftime.

Halftimes may be shortened in the interest of time constraints at the discretion of the referee when trying to stay on time for the next match. Games starting late as a result of team delay will end at the scheduled time (minutes deducted from the match) in order for the next game to start as scheduled.

Weather Related - For torrential downpours, we may delay games to wait for it to subside. We also will honor lightning delays when lightning is in the area. Players should seek shelter in cars if necessary. Players may call the Silverbacks Park Weather Hotline for updated information at 678-608-0651. Using the weather hotline is the fastest, best way to find out if the park is open.

Abandoned Match - If a game in progress is cancelled after one half has been played, the game will be considered a completed match. If one half has not been played, the game will be rescheduled and started over.

#### **Forfeits:**

If a team does not show for their game, the result will be a 3-0 loss on the team's record. The team that shows may still use the field for their game duration. With 7v7 team rosters capable of carrying 14 players, teams should rarely be unable to field at least the minimum number of 5 players. Teams must have minimum player representation at each game in order to avoid a forfeit. A team will forfeit if they do not have the minimum number of players.

If there are not enough players at the scheduled kick off time, the team has up to 10 minutes to wait for more players to show. If after those 10 minutes a team still cannot be formed, the opponent may decide to earn the 3-0 forfeit win, or wait until more players show. As stated in the Game Duration section, the game will end on time. Both team captains and the referee must agree that the match will take place if 10 minutes have passed. Also see Number of Players rules (p.5).

If forfeiting becomes a regular occurrence for a team, they will be removed from the league for a minimum of 1 full season. If a team fails to notify the league office of a forfeit, resulting in a "no call, no show" scenario, that offending team will be suspended for a minimum of two games.

#### **Game Rescheduling:**

Silverbacks Park will attempt to fulfill requests for a game reschedule so long as we receive notice within a reasonable time before the scheduled game time. Once the request is received, it will be the opposing team's decision whether or not they want to reschedule. Should the opposing team not agree to the change, the game will stay at its' originally scheduled day and time. If the opposing team does not agree to reschedule and you are unable to field a team, then the game will be recorded as a 3-0 forfeit win to the opposing team. Silverbacks Park also has the right to refuse any reschedule requests at their discretion. To reschedule a game, please email [leagues@atlantasilverbacks.com](mailto:leagues@atlantasilverbacks.com)

## ROSTERS, NUMBER OF PLAYERS, SUBSTITUTIONS

### Rosters:

Team managers are responsible for roster management. They have the ability to request players to join their team and drop players from their roster through the DASH program. All players must join their team roster through the DASH program. For questions/assistance with roster management, please email [leagues@atlantasilverbacks.com](mailto:leagues@atlantasilverbacks.com)

**Minimum and Maximum # of Players on a Roster:** Minimum 10 Players / Maximum 14 Players.

In the near future, we will require rosters to be completed by the start of the fourth game. After the start of the fourth game the roster is locked through the remainder of the season (and playoffs if applicable). In the event a player is injured during the season, that player may be replaced by a new player at any time throughout the season. Please email [leagues@atlantasilverbacks.com](mailto:leagues@atlantasilverbacks.com) for injury replacements after week 4. The date that this will begin will be communicated through the league office.

### **\*\* Picking Up of Non-Roster Players by Teams:**

*In order to count as an official game teams must start with 5 players. Four of these 5 must be on the team roster.*

*The referee must be notified of the player's first and last name, and the team he/she is on the roster for.*

*Non-roster players may not be used if your team has 7 or more roster players available. If non-roster players are picked up, the team can only add players up to the number of players that can field a team. If your team can fully field 7 players, then you cannot pick up another player. In coed games, a non-roster player may be picked up if your team has more than 7 players only if the makeup of those 7 players does not allow you to field 4 males or 3 females at any given point in time. In O-30 and O-40 games, all non-roster players being picked up must show their ID's to the referee before entering the field of play. If they are not of age, then they are not permitted to play.*

### **O-30 Age Rules:**

Starting in the near future (date tbd), all players within an O-30 roster must be turning 30 during the current calendar year (2020). This means that their birthday must end in 1990 or later. Players that are 29 years of age, but do not turn 30 in 2020, are not allowed. Teams will no longer be permitted to add players that are younger than 29 (see last sentence) to their roster, or be permitted to pick up someone younger than 29 to fill their roster for a game. Roster/ID checks will begin before the start of each game. Please note that there are some players younger than 29 that will be grandfathered into this roster rule, due to the previous rules that were in place. **All players must be able to present ID with age verification upon request by the referee or staff. If the player does not have ID upon request they will not be able to participate.**

### **O-40 Age Rules:**

Starting in the near future (date tbd), all players within an O-40 roster must be turning 40 during the current calendar year (2020). This means that their birthday must end in 1980 or later. Players that are 39 years of age, but do not turn 40 in 2020 are not allowed. Teams will no longer be permitted to add players that are younger than 39 (see last sentence) to their roster, or be permitted to pick up someone up younger than 39 to fill their roster for a game. Roster/ID checks will begin before the start of each game. Please note that there are some players younger than 39 that will be grandfathered into this roster rule, due to the previous rules that were in place. **All players must be able to present ID with age verification upon request by the referee or staff. If the player does not have ID upon request they will not be able to participate.**

\*\*\*The team captain may request, at any time up until the start of the second half, for the referee to check the ID of an opposing player. Teams are encouraged to bring their ID's to all games. If a player arrives during or after halftime, then the player must be IDed before entering the field.

If a team requests to check a players ID after the match is complete, the game will count as an official game even if a player that has participated in the match has played in the match.

Consistent infringement of age rules by a team may result in being kicked out of that age specific league.

**Coed Rules:**

Three (3) females are required in the field of play at all times in a COED division. The goalkeeper may count as one of these three. In the event three females are not available for a team at any given time of match, the team may play less than that player position, as long as there is the required minimum number of females available and as long as total number of players for a team does not drop below the required minimum of 5 total players for game to continue (5 to start, 5 to finish). If a female gets a yellow card, you cannot replace them with a Male if the number of female players is below the minimum. You may choose to play without that position for the allotted 2 min penalty time. **\*\*\*if a male gets a red card, you can't swap a male player for a female?\*\*\***

Five (5) players are required for each team for a match to start and finish. In a COED division, two (2) of the minimum five must be female. If the female number for a team is one or zero before the start of the match, the game will be awarded as a forfeit victory to the opposing team. If during play, then the referee may continue the game if it appears the female player(s) will return to the match before its completion. The female player spot(s) may not be filled by a male player. If a female player(s) return does not occur, then forfeit victory will be awarded to the opposing team, even in the instance of the short-sided team having more goals at the time.

In a coed match, if either a female or a male receives a red card, the remaining 6 players on the field cannot exceed 4 males.

**Substitutions:**

Players may substitute on dead ball situations once acknowledged by the referee. This includes - either team kickoff or restart of game; either team goal kick; either team throw-in; at time of injury subs for either team; at time of a yellow card for carded player of either team (yellow carded player **MUST** be subbed for, and may return after two minutes at first eligible sub time; other times at the discretion of referee; corner kick subs are allowed for either team.

**PLAYER'S EQUIPMENT**

**Jerseys:** Teams should wear similar colored jerseys with numbers (number policy relaxed, but encouraged). Teams should have a primary and secondary color with them at each game. Pinnies will be available in the near future for rent in the situation of color conflicts at the league office (red trailer). Teams listed as VISITOR on the game schedule are responsible to wear the vests or change colors.

**Shin Guards:** Shin guards are not mandatory at Silverbacks Park at this time. However, anyone electing against the use of shin guards assumes the risk associated with not wearing them.

**Footwear:** Players may play in flats, turfs, or molded plastic or rubber cleats (**no screw-in studs or metal cleats**)

**No Jewelry:** allowed except flat wedding bands and medical/alert bracelet, necklace, anklet.

**Casts:** No hard casts allowed in games.

**Hats:** No caps with bills on field players (keeper may wear a referee approved head covering if desired, like bandana or ball cap).

**Match Soccer Balls:** League will provide match balls.

## SCORING, STANDINGS, PLAYOFFS, PROMOTION & RELEGATION

### Coed Rules:

In all COED games, female non-PK goals scored are awarded 2 goals. If a female scores an own goal, the opposing team is awarded only one point. On a penalty kick, if a male is fouled resulting in a PK, the team does not get two goals for having a girl shoot and score the PK. It will be counted as one goal. If a girl is fouled which results in a PK, a girl scoring that PK would be worth 2 goals. A female must be a part in both to be awarded the two goals. A hand ball (committed by a male or female) PK that results in a goal is awarded 1 goal (scored by a male or female). A goal that is scored by a female that is headed toward the goal and gets deflected by the opposing team will be scored as two goals. If a female kicks the ball and it is not headed toward the goal and gets deflected into the goal by the opposing team the goal will be awarded only one point. In order for a goal to be counted as two points, it must be intentionally played by a female on the attacking team. If the ball that is kicked by a male is deflected off a female offensive player with no intent to play the ball, the goal will only count as one point. The referee has the final decision to decide if a team is awarded two points or one point.

### Standings/Results:

WINS = 3 points  
TIES = 1 points  
LOSSES = 0 points

### Tie-Breakers:

In the event of a tie in the standings, the tie-breaker for final league standings are followed in this order:

1. Head-to-head result
2. Goal differential
3. Goals against

### Playoffs:

Divisions with 6 or 10 teams will not have a playoff tournament. The regular season will be 9 games total. Divisions with 7 teams will have a playoff tournament, however the teams in the relegation division are subject to double headers in the final two weeks of the season. Divisions with 8 teams will have a playoff tournament for the top 4 teams at the end of the regular 7 week season. The bottom 4 teams will play amongst themselves to avoid relegation. The regular season standings will determine team seeding for the tournament. The tournament bracket outline is as follows:

Playoff Week 1:

Game 1: Semi-Final: Seed 1 vs. Seed 4  
Game 2: Semi-Final: Seed 2 vs. Seed 3

Game 3: Relegation Bracket: Seed 5 vs. Seed 8  
Game 4: Relegation Bracket: Seed 6 vs. Seed 7

Playoff Week 2:

Champ Game: Winner Game 1 vs. Winner Game 2  
3<sup>rd</sup> and 4<sup>th</sup> place: Loser Game 1 vs. Loser Game 2

Relegation Bracket: Winner Game 3 vs. Winner Game 4  
Relegation Bracket: Loser Game 3 vs. Loser Game 4

**\*\*Please Note:** These schedules for the Relegation bracket are based on a best case scenario. There are times that we may bring in losers of playoff games and also mismatch seedings when deemed necessary. Playoffs are used for promotion/relegation (see the Promotion/Relegation Rules).

**\*\*Leagues with an odd number of teams will have double headers and bye weeks throughout the season. This likely causes one of the teams to play an extra game (10). When this occurs, Silverbacks Park Staff will determine which of the 10 games will not count toward the end of the season standings. However, the team will not be told which of their games does not count toward standings in order to maintain competitive consistency throughout.**

**Champion's Prize:** There are two parts to the prize that the Champions of each division will receive, adding up to a \$170 value. These rewards consist of:

Championship Coupon - 2 free pitchers of beer (your choice of beer) and 20 free wings.

Championship Discount - Silverbacks Park will provide a \$100 league fee credit to the Champions of each division. If the Champions want, they may receive championship shirts instead of the \$100 credit.

**Promotion/Relegation:**

In divisions without a playoff tournament, the top two teams with the most number of points and the bottom two teams with the least number of points after the regular 9 week season will be promoted and relegated respectively. In the event of a tie, see the tie-breaker rule.

In a division with a playoff bracket, the two teams that will be promoted are the winner of the regular season (#1 seed and most number of points after 7 weeks), and the Champion of the playoffs. If the #1 seed of the playoffs wins the championship, then the #2 seed of the playoffs will also be promoted. The two teams that are relegated are the bottom two teams of the standings (that did not make the playoffs) after week 9.

Teams can request to stay in the division that they are currently in, but this decision will ultimately be up to Silverbacks Park. Champions that choose to not be promoted will forfeit their \$100 credit toward next season. If a champion is not promoted due to the decision of Silverbacks Park, they will keep their \$100 credit.

\*\*Silverbacks Park has the right to go against the "2 promoted and 2 relegated" outline if it means the league as a whole benefits more. Silverbacks Park may choose to promote/relegate more or less than 2 teams if it means that multiple divisions are able to reach the ideal number of 8 teams.

## FOULS, MISCONDUCT AND DISCIPLINE POLICY

Players are subject to cautions and send offs according to FIFA's Law 12.

**Yellow Cards:** Players who are issued a caution (yellow card) must sit for two minutes before re-entering the match. This player may be replaced by a substitute while exiting the field. Goalies do not have to exit the field for a yellow card.

**Red Cards:** Players who are issued a send-off (red card) must leave the field of play immediately and proceed to the league office. There they will be able to document their side of the story of what led up to/caused the red card. If the player does not come to the office, they forfeit their chance to tell their story, resulting in the referee and witness descriptions being the only versions taken into account. The player will be asked to leave the park for the night and will likely receive disciplinary action (suspension). The player may not participate in his/her next scheduled game until notified by Silverbacks Park. Suspension decisions will be made within 2 weekdays of the incident. For example, if you receive a red card on Thursday, you will be notified by the end of day Monday on your suspension. **Please notify the league office if the player plays in multiple leagues, which may speed up the decision making process.** All Silverbacks Park incidents, player discipline and red cards will be reviewed and carried out by Silverbacks Park Managers. General suspension guidelines for red card incidents:

- Low-grade Red Card - 1 week (minimum)
  - Hard slide tackle
  - Excessive pushing
  - Physical contact with no punches or kicks thrown
- Referee Dissent - 2-3 weeks
  - Arguing calls resulting in offensive language or threats
- Off the field threats to harm other players - 3 weeks
- Throwing a punch - 6 weeks (minimum)
- Throwing a Ball at Referee - 1 year (minimum)
- Throwing a Punch at Referee - Lifetime Ban
- Team Brawl - Remainder of the season + an addition season (minimum)
- Racial Slurs - Remainder of the season + an addition season (minimum)
- Spitting - Remainder of the season + an additional season (minimum)
- Playing while suspended
  - 1st Offense: Original Suspension is doubled regardless of when you get caught. Original suspension of 4 weeks and get caught playing the last week of suspension, you will be suspended for another 4 weeks.
  - 2nd Offense: 1 Year Suspension.
  - 3rd Offense: Lifetime Ban
- Team playing with a suspended player - Remainder of the season + an additional season.
- Team playing with a banned player - Remainder of the season + an additional year (minimum)

\*\*\*\* Other instances may occur and suspensions will be determined by Silverbacks Park Managers.\*\*\*\*

\*\*\*\*Silverbacks Park has the right to suspend and/remove anyone at any time, for whatever reason.

**Consistent infringement or a serious incident(s) committed by a player or team may result in suspension or being kicked out of Silverbacks Park Leagues.**

### **Slide Tackle Rule:**

Allowed in non-age specific (open) leagues and same gender leagues (men's or women's)

NOT Allowed in Over-30, Over-40 (age specific) or Coed leagues.\*\*

\*\*A slide tackle that is illegal in an age specific or coed league is when the slide is engaging an opponent or close to a "50/50" ball. A slide of the ball not directly involving an opponent (for example - sliding to a free ball to keep it in bounds, sliding to a free ball into the goal), are not slide-tackles and are allowed. All calls by the referee are final.

A slide tackle call results in an indirect free kick from the area of the violation if the call was for an illegal slide (in an age specific or coed league). A restart may be deemed direct by the referee if the slide also resulted in an illegal foul against the player's body.

For slides in age specific leagues and coed leagues, the offending player may be verbally warned on the initial instance which serves as a warning to both teams, or, based upon severity of initial instance, may be given a yellow or red card at the referee's discretion.

Play-on advantage may be awarded by the referee in the instance of a failed attempted slide tackle or foul.

Goalkeeper sliding: The goalkeeper is allowed to slide in open, age specific and coed leagues. The slide may only be towards an opponent who is controlling the ball or in a "50/50" play area of an opponent. A referee may decide to issue a send off to a goalkeeper if the goalkeeper slide tackles and fouls an opponent for denying a goal scoring opportunity. Goalkeepers can only slide inside the penalty box.

### **OTHER PLAY RULES – 7v7**

HOME team listed on schedule will kick off the first half; AWAY team kicks off the second half.

7v7 – Goalkeeper may NOT punt or drop-kick ball. May kick the ball from the ground and may throw the ball. Otherwise, no limits on distance of a played ball.

7v7 - Keeper must release ball within referee's 6-second count, or result is indirect kick for opposing team at top-center of penalty box.

7v7 - Players must be 5 yards from the spot of a free kick anywhere on field, and outside of the penalty box on a PK.

7v7 – If an indirect free kick is called within 5 yards of the goal, the ball will be spotted 5 yards away from the goal line of where the infringement took place.

7v7 - NO Offside calls in 7v7 matches.

7v7 – Goal kicks must be taken within the 3-yard in-bounds area directly forward of the goal mouth.

7v7 – Goal may not be scored directly from kickoff, the kickoff is indirect. Kick off touch may be played forward or backwards.

