

## **Silverbacks Park General Leagues/Game Rules - For ALL divisions**

All rules that are not listed on this page follow the direct IFAB Laws of the Game that can be found on: [theifab.com](http://theifab.com)  
Here are the general park rules for Silverbacks Park 7v7 League play:

- **Game Times:** Games are 50 minutes long with 24 minute halves and a 2 minute halftime.

- **Offside:** There is no offside rule in Silverbacks Park 7v7 Leagues. Players may position themselves around the field however they see fit.

- **Yellow Cards:** Players who are issued a caution (yellow card) must sit for two minutes before being eligible to re-enter the match. If the team has a substitute player available, they may be replaced. Goalkeepers 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 after giving their information to the referee. Their team will play down a player for the rest of the game. Goalkeepers who receive a red card must exit the field of play as well. A red card given to a player on the bench will also result in the team needing to play down a player for the remainder of the game. Players receiving a red card may not play for the remainder of the game/night. If a player refuses to leave the field of play after receiving a red, the referee is permitted to terminate the match, resulting in a forfeit. After receiving a red card, players should do their best to come to the office immediately to give their information and side of the story to the manager on duty. If they do not, the written statement by the referee and witness accounts will be the only sides taken into consideration. Red carded players will also likely receive discipline in the form of a suspension (see next bullet).

- **Suspensions/Red Cards:** Suspensions are served in weeks, not games. This means that if a player plays for multiple leagues/teams, they will not be permitted to play on any of them until their suspension is over. Players who receive a red card will be suspended for a minimum of one week unless otherwise told by league management. Communication on suspension will be sent out within the week of the red card. If for some reason a player does not hear from management within that week, they still must sit out the following week and expect further communication. This communication will be sent out to the individual player and the captains of all teams they play for via email. Appeals can be made via email to [tyler.lord@atlantasilverbacks.com](mailto:tyler.lord@atlantasilverbacks.com) or [leagues@atlantasilverbacks.com](mailto:leagues@atlantasilverbacks.com).

- **Playing in a Dangerous Manner:** Playing in a dangerous manner is any action that, while trying to play the ball, threatens injury to someone (including the player themselves) and includes preventing a nearby opponent from playing the ball for fear of injury. A scissors or bicycle kick is permissible provided that it is not dangerous to an opponent.

- **Penalty Kicks:** Players not taking the penalty kick must stand 5 yards away from the penalty mark and behind the ball.

- **Kicks From The Mark:** The shootout will start with the best of three kicks. If still tied after both teams have shot three times it will become sudden death and the first team to miss will lose. \*in coed, teams can choose whichever three players they want on their team. One of these does NOT need to be a woman. However, all players on the team must take a penalty kick before any player may repeat an attempt. If at the end of the match and before the kicks start to be taken from the penalty mark, one team has a greater number of players than its opponents, they will have the choice to either reduce their number of players to the number of the other team, or use all of their players. If the team decides to reduce their number to that of their opponent, they must keep a minimum of three women on their active PK roster. Any player thus excluded may not participate in kicks from the penalty mark. If they choose not to reduce their number of players, all players must kick a PK before any player can rekick, regardless of the other team beginning their rekick.

- **Free Kicks:** Until the ball is in play, all opponents must remain at least **FIVE (5)** yards from the ball, unless they are on their own goal line between the goal-posts.

- **Goalkeeper Punts/DropKicks:** Punts and Dropkicks are not permitted. Punting/drop kicking the ball will result in an indirect free kick at the location of the violation.

- Jerseys: Jerseys are not required during league play, however, teams are required to wear the same color shirt. If a player is wearing a different color than their team, the referee is permitted to stop that player from coming on the field until their shirt is the same color as their team. If two teams are wearing the same color, it is up to the AWAY team to change colors. Captains, please notify management of your team's primary color and secondary (if applicable) so it can be added to your team name. This allows for teams to avoid wearing the same color. Silverbacks does not provide pinnies at this time.

- Kickoffs: Kickoffs are always indirect.

- Score input: Scores are inputted into the system no later than the following day after gameplay. Results can be seen via the DaySmart app. If you feel there has been a mistake on a score, please email [leagues@atlantasilverbacks.com](mailto:leagues@atlantasilverbacks.com) or [tyler.lord@atlantasilverbacks.com](mailto:tyler.lord@atlantasilverbacks.com) with your concern.

- Late Teams: Teams have a 10 minute grace period before their game is forfeited. If the team actually shows up 10 minutes late with enough players to play, it is up to the opposing team whether or not they want to take the forfeit win or play. We will now be implementing a penalty for late teams, resulting in a two goal penalty every 5 minutes that a team is late. For example if they are 5 minutes late, they will start down 2-0. This penalty will occur for a team's first game of the night. If a team has a double header on a different field and arrives late, this goal penalty will not be enforced and their game will not be shortened.

- Pay Before Plays: Teams are required to pay for their team fee by the start of their second game of the season. If they have not done so, referees will get a "pay before play" stamped on the game card. If the team fails to pay the team balance before the start of their 3rd game, they will incur a 2 goal penalty toward their team for every 5 minutes late their game starts due to missing payment. In order to begin playing the game, the team must receive a "team is good to play" slip from the manager on duty and give it to the referee. This penalty will begin Week 3 and on for each season.

- Substitutions: Players may substitute at any stoppage in play 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). If a team only has 7 players, they must play down if a player receives a yellow. They can be subbed back in at the first stoppage of play after the 2 minutes. Other times are at the discretion of the referee; corner kick subs are allowed for either team. "Hockey" substitutions are not allowed and may be subject to yellow cards by the referee.

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

- Age Rules: All players in O-30 must be turning 30 during the current calendar year (2022). This means that their birthday must end in 1992 or later. Players that are 29 years of age, but do not turn 30 in 2022, 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 when assigned by the manager on duty. Each playoff and championship game will always have ID checks. On games that do not have ID checks, the opposing team is allowed to request an ID check when they believe a player is too young. These requests must be made at the beginning of the game or at halftime. If a player comes later than halftime, a manager can be requested to do the ID check. Teams caught with players violating the age restriction will receive a 3-0 forfeit loss. **All players must be able to present ID with age verification upon request by the referee or staff. If the player does not have their ID upon request they will not be able to participate.**

- Slide Tackling: Slide Tackling is not permitted in O-30 leagues. We define slide tackling as any slides within a 5 yard radius of an opposing player. Slides within a 5 yard radius of an opponent, but directed away from the player should be called as a normal foul, regardless of its location on the field (In the box still results in a PK, etc). Sliding in the direction of an opponent, or making direct contact with an opponent is a definite foul, likely resulting in a yellow or red card depending on the discretion of the referee. Multiple slides by the same player should result in a yellow card (minimum). Sliding to save/score a goal or to save a ball from going out of bounds is allowed as long as there is not an opposing player within 5 yards. Lunging for a ball is an unavoidable gray area, and therefore will be at the referees discretion.

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

- **Age Rules:** All players in O-40 must be turning 40 during the current calendar year (2022). This means that their birthday must end in 1982 or later. Players that are 39 years of age, but do not turn 40 in 2022, 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 younger than 39 to fill their roster for a game. Roster/ID checks will begin before the start of each game when assigned by the manager on duty. Each playoff and championship game will always have ID checks. On games that do not have ID checks, the opposing team is allowed to request an ID check when they believe a player is too young. These requests must be made at the beginning of the game or at halftime. If a player comes later than halftime, a manager can be requested to do the ID check. Teams caught with players violating the age restriction will receive a 3-0 forfeit loss. **All players must be able to present ID with age verification upon request by the referee or staff. If the player does not have their ID upon request they will not be able to participate.**

- **Slide Tackling:** Slide Tackling is not permitted in O-40 leagues. We define slide tackling as any slides within a 5 yard radius of an opposing player. Slides within a 5 yard radius of an opponent, but directed away from the player should be called as a normal foul, regardless of its location on the field (In the box still results in a PK, etc). Sliding in the direction of an opponent, or making direct contact with an opponent is a definite foul, likely resulting in a yellow or red card depending on the discretion of the referee. Multiple slides by the same player should result in a yellow card (minimum). Sliding to save/score a goal or to save a ball from going out of bounds is allowed as long as there is not an opposing player within 5 yards. Lunging for a ball is an unavoidable gray area, and therefore will be at the referees discretion.

### **O-50 Age Rules:**

- **Age Rules:** All players in O-50 must be turning 50 during the current calendar year (2022). This means that their birthday must end in 1972 or later. Players that are 49 years of age, but do not turn 50 in 2022, are not allowed. Teams will no longer be permitted to add players that are younger than 49 (see last sentence) to their roster, or be permitted to pick up someone younger than 49 to fill their roster for a game. Roster/ID checks will begin before the start of each game when assigned by the manager on duty. Each playoff and championship game will always have ID checks. On games that do not have ID checks, the opposing team is allowed to request an ID check when they believe a player is too young. These requests must be made at the beginning of the game or at halftime. If a player comes later than halftime, a manager can be requested to do the ID check. Teams caught with players violating the age restriction will receive a 3-0 forfeit loss. **All players must be able to present ID with age verification upon request by the referee or staff. If the player does not have their ID upon request they will not be able to participate.**

- **Slide Tackling:** Slide Tackling is not permitted in O-50 leagues. We define slide tackling as any slides within a 5 yard radius of an opposing player. Slides within a 5 yard radius of an opponent, but directed away from the player should be called as a normal foul, regardless of its location on the field (In the box still results in a PK, etc). Sliding in the direction of an opponent, or making direct contact with an opponent is a definite foul, likely resulting in a yellow or red card depending on the discretion of the referee. Multiple slides by the same player should result in a yellow card (minimum). Sliding to save/score a goal or to save a ball from going out of bounds is allowed as long as there is not an opposing player within 5 yards. Lunging for a ball is an unavoidable gray area, and therefore will be at the referees discretion.

### **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 that player position, as long as there is the required minimum number 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.

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.

- Slide Tackling: Slide Tackling is not permitted in Coed leagues. We define slide tackling as any slides within a 5 yard radius of an opposing player. Slides within a 5 yard radius of an opponent, but directed away from the player should be called as a normal foul, regardless of its location on the field (In the box still results in a PK, etc). Sliding in the direction of an opponent, or making direct contact with an opponent is a definite foul, likely resulting in a yellow or red card depending on the discretion of the referee. Multiple slides by the same player should result in a yellow card (minimum). Sliding to save/score a goal or to save a ball from going out of bounds is allowed as long as there is not an opposing player within 5 yards. Lunging for a ball is an unavoidable gray area, and therefore will be at the referees discretion.