

Cottonwood Co-Ed Adult Soccer

League Rules

Please read through the rules that help make the league organized, fair and fun for everyone:

General Gameplay Rules:

- 1) Play Safe: no slide tackles, easy from behind, careful on headers and give keepers a wide berth. Do what you can to make sure no one gets hurt.
- 2) Everyone has fun: if you are up against a player of lesser ability, go easy, back off some and let them make a pass or two. Do what you can to make sure everyone has a good time.
- 3) Let it go: we play call your own fouls. So, do call your own fouls whether you committed the foul or were on the other end. For out of bounds and particularly off-sides, let it go unless it's really obvious and you are dead certain on the call. Err on the side of letting play continue. BUT, when someone does make a call, let it go. We are just playing for fun, no one needs the aggravation. Take a deep breath and play on.

Failure to follow these rules: The organizers reserve the right to suspend anyone not playing nice. In instances where two players "get into it" either physically or by arguing about something, not letting it go and ruining the game for everyone, we'll likely tell both people involved they need to take some time off and institute a suspension. More than one suspension will be a yellow card (see below) and so on.

Fees: Full registration goes from August to August. Additional registration periods occur every 3 months.

See below fee schedule.

Registration	Period	Duration	Provided	Fee	Returning Player <small>(Already have Jerseys)</small>
Annual	August 14 - 31	12 Months	3 Jerseys, Ability to RSVP to any game	\$140	\$100
Fall/Winter	November 14 - 31	9 Months	3 Jerseys, Ability to RSVP to any game	\$130	\$90
Spring	February 12 - 29	6 Months	3 Jerseys, Ability to RSVP to any game	\$120	\$80
Summer	May 14 -31	3 Months	Ability to RSVP to any game	\$60	\$60

Check out other leagues and do the math yourself, our league is an amazing deal.

Group Community Rules:

For 95% of us, the long and detailed policy that follows is not necessary. If you only RSVP when you can play, and you show up on time and play, thanks much and keep it up.

It really helps everything work better for everyone if we all will follow these rules. And so, for those who don't, there are consequences, and those are spelled out below.

A "**No Show**" means you've RSVP'd "YES", and you don't show up, you show up late (see notes on being late below), or you drop after RSVPs close. (After RSVPs close, the next person on the waitlist does not get bumped into the game, which means you took a spot from someone who could play.)

You can change your RSVP up until 3 pm on weekdays for games that night and 9 pm the night before for weekend morning games. Remember, the time listed is "game time", show up early to warm up and get organized.) After that time, you are locked in.

A "**crasher**" is someone not on the "yes" list who shows up anyway hoping to get some playing time. (Remember, if you are on the "wait" list, check back in to see you got moved up. You are responsible for a "yes" in that case.)

Two exceptions to the "No Show" label

Being late: You note in your RSVP, before the RSVP deadline, that you'll be less than 15 minutes late (more than that and you should take yourself off the "yes" list) and you arrive within that window. Also, a person that has RSVP'd, but calls one of the game hosts at least 15 minutes before kick off and let's them know they'll be less than 15 minutes late will not lose their spot to a crasher (so long as the player does show up no more than 15 minutes late). Habitual use of this exception will result in a loss of this privilege.

A real, last minute emergency: In this case, do the best you can to call an "Event Host's" cell phone to let the group know you won't make it. Or better yet, contact the next on the wait list and see if you can get a replacement for your spot. We understand that sometimes things happen, but please, only for a real emergency – I got tied up at work isn't enough.

Note that the key time in question is when the TEAMS TAKE THE FIELD/KICK OFF. If we are ready to go, and a crasher is in your spot, you've lost your spot. Arrive 15 minutes early and check in to be sure you are set to go.

Consequences for no-shows:

Yellow Card

1 No Show = 1 Yellow Card

Consequence: You are on "crasher" status for 1 month, no RSVP'ing "yes", but you are welcome to play if the game doesn't fill up. If you RSVP to a game, you will be removed from the game to allow a waitlister into the game. Your "No Show Yellow Card" status remains on the record for 3 months though and a second yellow card in that time = red card.

But, you can work off the yellow card "tag" by running lines (calling offsides and out of bounds) or refereeing for 1/2 of an outdoor game, or for an hour during any indoor session. But you can't do this over and over without consequence, see the cumulative yellows policy below. Also, even though you get the "tag" removed you are still on probation and will get a red card if you no show again during the 3-month period.

A Second Yellow Card within 3 months of the first = Red Card

Red Card

-Consequence: For one month, you are suspended and not welcome to play with the group. For two additional months you are on "crasher" status and can play only if games don't fill up.

You can't work off a red card, but must simply suffer the consequences. You are welcome to come run lines or ref during your suspension just to get back in the group's good graces.

Cumulative Yellow's Policy: 4 yellow cards in any one-year period earns you a red card, even if you immediately worked off the yellows. (C'mon, show some consideration for the group!)

2nd Red Card in any one-year period

Consequence: 4 months no play, 4 months "crasher" status.

Somewhat related Who Plays First Policy: What we are shooting for is having people RSVP, and show up on time. 99% of us do it over and over again, you can too!

First Priority: RSVP'd players who show up on time, or note in their RSVP that they'll be less than 15 minutes late and make it within that window.

Second Priority: Paid wait list players crashing who show up on time.

Third Priority: Paid players crashing who show up on time.

Fourth Priority: Paid Players on a yellow or red card penalty who show up on time.

Fifth Priority: The four priorities listed above, in that order, who show up late and there is still space in the game when they arrive. But if you are late, without letting us know where you are, and your spot is taken, then you aren't playing today.

The Organizers HATE dealing with the no show consequences. It's not personal, but it is an Adult league. So, just don't let it happen to you.

Thanks for actually reading through this. See you on the pitch!