

RULES: The 8v8 Division of the Charleston Battery Adult League will be played using two 30-minute halves, and the FIFA Laws of the Game shall apply to all matches unless otherwise stipulated here.

1. FIELD OF PLAY: Charleston Battery Fields (including MUSC Health Stadium)
2. NUMBER OF PLAYERS: Eight-a-side. Minimum number of players on the field of play is 6.
3. SUBSTITUTIONS: Either team may have unlimited substitutions; substitutions will be “on the fly” which means that match play does not need to be stopped in order for substitution to occur.
4. PLAYERS EQUIPMENT: A player may not wear anything dangerous to another player as determined at the discretion of the referee. SHINGUARDS ARE MANDATORY!
5. UNIFORMS: All players must play with matching jerseys. Goalkeepers must wear distinct colors.
6. REFEREES: One referee will be assigned to each match.
7. DURATION OF THE GAME: The game is two 30 minute halves with a 5 minute half-time.
8. GRACE PERIOD: There is a 5 (five) minute grace period.
9. COMPLETION OF GAME: If a game is abandoned by the referee due to weather conditions the following shall apply:
 - if abandonment occurs after the completion of the first half, the score at the time of abandonment shall stand as the final score.
 - if abandonment occurs during the first half, the balance of the game shall be rescheduled and remaining time played. The rescheduled game shall commence at the time when the game was abandoned (e.g. the 16th minute) with the score as it stood at the time of abandonment (e.g. 3-1).
10. INCLEMENT WEATHER: Link on Charleston Battery website will inform league participants whether games are cancelled due to field conditions.
11. OFFSIDE: There will be offside violations.
12. START OF PLAY: Opposing players must be a minimum of 5 yds away prior to all kickoffs. A goal may NOT BE scored directly from a kick off.
13. GOALKEEPER RESTRICTION/PRIVILEGES: The FIFA Laws of the Game that pertain to regular 11v11 games also apply in 8v8 games (including, the back pass, the 6-second time period to release the ball after possession; and double possession).
14. GOAL KICKS: Taken no further than 2yds of the goal line within the penalty kick area.
15. FREE KICKS: Opposing players must remain at least 5yds from the ball. Once the ball is stationary, the kicker will have FIVE seconds to play the ball after being signaled by the referee to do so. Infraction will result in an indirect free kick!
16. PENALTY KICK: A penalty kick shall be taken from the penalty mark. (12 yds from the goal line). All players except the kicker and the opposing goalkeeper must be outside the penalty area at least 5yds from the ball.
17. CORNER KICK: The FIFA Laws of the Game that pertain to regular 11v11 games also apply in 8v8 games.
18. BALL SIZE: A size 5 ball will be used in all matches
19. OBSCENE LANGUAGE: Any player guilty of using vulgar language will be issued a straight red card.

PLAYER ROSTER:

1. Each team can carry up to 12 players (exceptions will be made on a case by case basis) and in their respective division set by the Board of Directors.
2. Every player must have a valid picture ID (i.e. Driver's License) and checked in with the referee with the team roster on hand.

GAME DAY PROCEDURES:

1. Show up at the field at least 15 minutes before scheduled game time and immediately have each player check in with referee. Prior to kick-off give every player his/her card. They in turn show it to the Referee before the start of the game.
2. Players who arrive after the start of play must present their player cards to the Referee prior to entering the match.
3. No player may play without a picture ID, and they WILL BE CHECKED at every game.
4. If a player is ejected during the game, the Referee will note the player's name and shall report the incident to the League Administrator.
5. If a team uses/plays or attempts (i.e. "attempts to deceive") to use/play a non-registered or non-rostered player or a player without an ID then the game will be awarded as a forfeit to the opposing team, and the Team Rep. / Captain will be suspended for the remainder of the season. Additional sanctions may be imposed for such actions. The referee or an opposing team player may at any time during or after the game determine if a player without a card or a non-rostered player played. This challenge must be made to the Referee and League Administrator, who will document the case and enforce the above action as necessary.

FORMAT, POINTS AND STANDINGS:

Teams will be awarded points according to the following formula:

- 3 points for a win
- 1 point for a tie
- 0 points for a loss

In the event of a forfeit (i.e. a team is a no-show or does not have at least 4 players at kick off) the score shall be recorded as 3-0 and 3 points awarded to the winning team.

During league play, if a match is tied after regulation; the match will end in a tie.

During playoffs, if a match is tied after regulation;

- one (5 minute) overtime period will be played. The 5-minute overtime must be completed in its entirety (i.e. no golden goal rule will prevail).
- In the event of a tie after the 5-minute overtime, then 2nd 5-minute overtime must be completed in its entirety (i.e. no golden goal rule will prevail).

- If the score is still tied then a 3rd 5 minute overtime period will be played. Golden goal shall apply from the 3rd overtime period onwards (i.e. first team to score wins).

At the conclusion of league play, if two or more teams are tied on points, the tie breaker will be:

1. Head to Head
2. Goal difference
3. Goals Scored
4. Goals Against
5. Coin Flip

RED CARDS/SUSPENSIONS:

A player issued a red card (either a straight red or two yellows in the same game) will serve a minimum 1 game suspension. Suspensions (based on degree/nature of the offense) will range from 1 game to life-time (NOTE: all life-time and other long-term suspensions are reported to the USSF and USASA, and these are enforced by all leagues and states).

1. Anyone ejected from a match must leave the field area, and may be asked to leave the facility. The team must continue the match minus one player. For example, 7 v 8.
2. If a player is ejected during the game the Referee will keep the ejected player's card and send it with a game report to the League Administration.
3. The CHS Battery Disciplinary Committee will assess the infraction and will notify the Team Rep /Captain on the length of the suspension and fine. As always the player receiving the red card has the right to appeal. The appeal must be made in writing and submitted to the CHS Battery Disciplinary Committee.
4. Suspended player cards will be returned to the Team Rep / Captain after the player has served his/her suspension and the fine (if applicable) has been received by CHS Battery. NOTE: that on a "straight red card" a fine may be imposed based on the nature of the offense.
5. Any player receiving two straight red cards will be suspended for the rest of the season.
6. If a straight red or double yellow is given during the last match that a team plays in during the season, thus rendering impossible to serve the suspension, the player will serve out his/her suspension in the next season.
7. Fighting results in Red Card and immediate dismissal from CBASL premises. In addition, a minimum suspension for the remainder of the season.
8. Any player found guilty of "Referee Abuse" will receive a minimum three game suspension.
9. Any player found guilty of "Referee Assault": will suspended for life from CBASL premises.
10. Any case of referee assault or abuse must be handled by the state association. Such cases are governed by USSF Policy 531-9

For any red cards issued, injuries, or roster irregularities, the referee shall handwrite a report directly following the match and turn it in to the league administrators with the player's pass.

INJURIES:

In the event of an injury to a player on your team, please make sure that the Referee records this. This will facilitate potential insurance claims.