



**West Indian Caribbean Culture & Sports (WICCS)
7v7 SOCCER LEAGUE RULES & POLICIES updated March 17, 2026
Register at WICCSSOCCERLEAGUE@GMAIL.COM**

1. PLAYER ELIGIBILITY & TEAM ROSTERS:

ALL PLAYERS MUST HAVE A VALID U.S. DRIVER'S LICENSE, U.S. PHOTO ID OR PASSPORT WITH BIRTHDATE VERIFIED BY STAFF ALONG WITH SIGNED 2025 PLAYER CONTRACT / WAIVER TO BE ELIGIBLE TO PLAY. WICCS STAFF WILL MAKE THE FINAL DETERMINATION OF VALIDITY. NO PHOTO ID WHEN REQUESTED BY STAFF THEN PLAYER IS DEEMED ILLEGAL.

Each League Division (Open Division-18+, 30+ and 40+) will consist of a maximum 12 teams unless more teams are approved by the League Coordinator. **All players must be on a team roster to be eligible to play in the league. Players may only be on one Team Roster per League Division. All Players are required to have a completed and signed 2025 Player Contract/Waiver form submitted and have a photo Driver's License or Passport with date of birth displayed clearly verified by staff before officially being placed on a team roster.** Each team may have up to 14 players max on their roster. Only players with a completed Player Contract/Waiver and Staff verified Photo ID are permitted on Official Team Rosters.

The Official Team Roster will remain open for the First 3 GAMES to add/drop for the regular season games to include forfeits and then will be Finalized for the Playoffs. Team Captains are required to notify League Coordinator of any additions made to their team roster. **Team Captains that wish to add a player(s) after their roster has been finalized due to an injured player or extenuating circumstances must make a written email (Wiccsooccerleague@gmail.com) request for review & pending approval from the League Coordinator.** Team Captains will not sign & date the team roster until match 4 of the regular season which at that time they will verify all rostered players then sign & date; this will officially freeze the roster for playoffs.

ENTRY FEE: \$800 PER TEAM (MAX 14 PLAYERS)

Payment Accepted CASH or

[ZELLE to Wiccspalmbay@gmail.com](mailto:ZELLEtoWiccspalmbay@gmail.com) (This email for Zelle only)

If a player is picked up from another division, that player must be added to the Team Roster before the game. Failure to do so will make that player ineligible for the game and, if challenged, could result in a forfeit. Once that player is added to the Roster, he/she may not play for another team in that Division. Any requests occurring on game day will take affect the following week.

An opposing team manager/captain may question a player's eligibility as to whether a player or players are legal on a Team Roster. Team Rosters are verified by signed Player Contract/Waivers. This also includes player age requirement & play ups, etc. any time before or during a league or playoff game. If an illegal player was used during the game in question, then the following forfeit option is provided. Once the challenge is made and the player is determined to be illegal, the challenging team can accept a forfeit, receive a 3-0 victory and have the game end, **OR** opt to remove the player, continue the game and accept the outcome. The intention here is to help a team avoid losing out on physically playing a game they paid to play but still provide the forfeit option as a deterrent to using illegal players. The choice is up to the offended team manager, but the decision will be made at the time of the challenge.

Teams are NOT permitted to pick up players off any other Team Rosters in their Division to make the mandatory four (4) players to play a game.

IMPORTANT NOTE: Women ages 18+ are eligible to play in all divisions.

2. **PLAY UPS:** Teams can roster as many play up players as desired, however the maximum number of play ups permitted on the field during play is one (1) in goal and one (1) field player.
 - A. **30+ Division:** Only two (2) players between the **ages of 25-29** **(Must be 25 years old)** on the field. 1 player in the goal and 1 field player.
 - B. **40+ Division:** Only two (2) players between the **ages of 35-39** **(Must be 35 years old)** on the field. 1 player in the goal and 1 field player.
 - C. **Open/18+ Division:** MUST be 18+ to play

All Play Ups will be issued a wrist band (colors will differ for 30+ Orange, and 40+ Green) by staff prior to each match and are required to be worn to participate in the match. Each Play Up Player is responsible for obtaining a wrist band from an official prior to each game. The wrist bands will assist staff & officials to insure no more than two (2) rostered play up are on the field at one time. Failure to wear the wrist band will result in the player being disqualified from the match.

3. **MINIMUM NUMBER OF PLAYERS FOR GAMES:** Teams must have and retain four (4) eligible players to play a game. Teams that do not meet this requirement by game time or during the game (red cards, injuries, etc.) will receive a forfeit.
4. **FORFEITS:** Each team will be permitted to forfeit up to a maximum of two (2) times during the regular season. This only pertains to forfeits that take place when the game is not started. Teams that exceed the maximum number will be removed from the league. Forfeited matches will result in a final score of **3-0**.

5. **STANDINGS:** The International Format for League Standings will be used to determine regular season champion and seeding for the playoffs.
- A. Win = 3 points
 - B. Tie = 1 point
 - C. Loss/Forfeit = 0 Points

***NOTE:** Should there be a tie in the final standings, then the following criteria will be used to break ties and determine final regular season standings and playoff seeds.*

- A. Head-to-Head matchups (Wins – Losses)
 - B. Head-to-Head goal differential (Goals scored – Goals allowed)
 - C. Common opponent goal differential (Goals scored – Goals allowed)
6. **PLAYOFFS:** There will be a single elimination playoff per Division at the conclusion of the regular season with teams being seeded based upon their final regular season standings. All regular season rules apply for the playoffs, except if the game is tied after regulation play, two 25 minute half, then one 10-minute overtime period will be played with the “**GOLDEN GOAL**” in effect. If still tied at the completion of this 10-minute period, then penalty kicks will be used to determine the winner. For the penalty kicks, a coin toss will be used to determine order of kicks. Each team will take five (5) penalty kicks and if tied after the fifth round then additional sudden death penalty kicks will be used until a winner is determined. These sudden death penalty kicks will be from players not in the first group of 5 players. Once everyone on the team has kicked, the order continues as it started with the first group of 5 players. If a player is injured, he/she is not required to kick. The honor system is in play here and we would hope that, in the spirit of fair play and to honor the game, there will be no “sudden” injuries at this point.
7. **EQUIPMENT:** Shin guards are required; a yellow card will be issued to player with 2 minutes off the field for violation. No jewelry except for wedding bands is permitted, penalty for the infraction is a direct kick. CAPTAINS must wear armband on the field or give armband to a teammate who will be the captain on the field so its visible to the referee who is the captain. All metal or hard braces must be fully covered with padding with the referee and WICCS staff having final judgment on equipment issues.
8. **OFFICIAL GAME BALL:** Teams are required to bring at least one (1) regulation inflated premium soccer ball (not a playground ball) to serve as a game ball.
9. **UNIFORMS (JERSEYS):** A TEAM JERSEY with NUMBER is REQUIRED for each game. Teams designated as home team on the schedule must change their jersey if there is a color conflict. It is recommended to have a backup jersey or bibs for your team. Referee and/or WICCS staff has final judgment call.
10. **WEATHER, OFFICIAL GAMES & MAKE-UP GAMES:** Games that were cancelled by the staff due to foul weather, lights and other situations will be rescheduled prior to the start of the playoffs. Should a game be terminated after one half has been completed the game will be considered official and the score will be final. Should it be terminated with time remaining in the first half then the match will be rescheduled from the start.

11. GAME TIME & LENGTH: 5 minutes pass GAME time is actual FORFEIT time; however, Clock will be running from game start time. Due to lighting games must be ONTIME. Team must have minimum 4 players to start. Time extensions for any game must be approved by the League Coordinator in advance for reasons such as known traffic delays & teams switching fields from matches just completed. Regular season games will consist of two (2), 22-minute halves with a five (5) minute half time. In case of a tie after regulation play, the match will finish as a tie (1 point) unless in the playoffs the overtime rule (Rule #6) will be used.

12. GAME BALLS & BALLS OUT OF PLAY: Teams should provide a league quality game Ball for all games and are responsible for retrieving balls that go out of the field of play, should the ball go over the fence then the TEAMS will retrieve the ball. Teams must provide their own game balls with the approval of the referee.

13. GOALKEEPERS: A goalkeeper having control of the ball in hands and having released it from their hands to be played, either by themselves or a teammate shall not handle the ball again until it has been touched by an opponent or a stoppage of play occurs. Keepers may not handle the ball passed to them by a teammate except if the ball is headed (FIFA rules). Keepers may not handle the ball with their hands on a throw-in from their own team.

14. SUBSTITUTIONS: Teams have unlimited substitutions with all substitutions being made during play (on the fly) at midfield by the substitute and player being substituted for. Referee acknowledgment is required to maintain correct number of players on the field.

15. OFFSIDES, FOULS, & FREE KICKS: There are no offsides and all direct and indirect fouls apply. Slide tackling is NOT permitted. A direct kick will be awarded for violation. Only the goalkeeper is allowed to slide within the goal box, all other field players are not allowed – this is a referee judgment. **NO SLIDING IN THE BOX!** All players must be at least seven (7) yards away from the offensive player when taking a Free Kick (Direct or Indirect)

16. YELLOW CARDS: Players (includes goalkeeper) that receive a yellow card must immediately leave the field and go to the sideline at which time they will begin serving their two (2) minute penalty with time kept by the referee or Staff person. No substitution for the carded player may be made; penalized team must play one (1) player down until the penalty time has expired. Should the carded player step on the field before their penalty time has expired, then another two (2) minute penalty will be enforced on the player on top of any remaining time from the initial penalty. Should a player receive two (2) yellow cards for profanity, then that player is immediately red carded (ejected).

17. RED CARDS: There are two (2) types of red cards, minor & major with the referee having final determination based upon the infraction. All red cards that result in game(s) suspension will be forwarded to all teams to inform them shall they play the suspended player's team before the suspension is over.

A. Minor Red Cards

1. Player receiving two (2) yellow cards
2. Serious foul play without intent to injure
3. Intentional hand ball by a field player to prevent a goal

B. Major Red Cards \$50 Fine due before next game

1. Serious foul play with the intent to injure
2. Violent conduct
3. Abuse and/or foul language towards a referee, player or Staff member

Players that receive a red card (ejection) must immediately leave the park with their team playing the remainder of the game one (1) player down. Players that receive a major red card are not eligible to play in other age division matches that evening for any other rostered team they are on and are suspended for at least the next two (2) scheduled games involving the team that they received the red card for. Players that receive a minor red card do not have to leave the park and are eligible to play in other age division games that evening for any other team they are on the Roster for and then may be suspended for their next scheduled game involving the team that they received the red card for. All major red cards will be reviewed by the WICCS Coordinator, staff and head referee to determine the length of the player suspension which is a minimum of two (2) games or could be more based upon severity of the major red card. Suspended players are no longer required to attend their teams' next game, but if they choose to, they are not allowed to be on their team's sideline/bench area and must be a true spectator.

Major Red Cards given for Violent Conduct / Fighting will result in the player(s) being suspended for the remainder of the season to include playoffs for all teams (Open, 30+ & 40+) the player(s) are rostered to. Player(s) are required to meet with Recreation Staff / Supervisor prior to a start of a new season for review of their suspension to seek eligibility to participate again.

18. TERMINATION OF GAMES BY THE REFEREE: The referee has the authority to terminate a game at any time due to misconduct of the player(s) and/or team(s). Should a game be terminated due to misconduct of a single team and/or player then the opposing team will be awarded the win (3 points). Should a game be terminated due to misconduct of both teams/players then both teams will be awarded a loss (0 points) with a final score of 0-0.

19. PROTESTS: All protests must be brought to the attention of the referee and WICCS Staff which will be documented into the referee's scorecard at the time of the protest and must be submitted in writing to the WICCS Staff at the end of the game. Teams may not protest judgment calls made by the referee just those concerning FIFA Laws of the Game and amended rules and regulations.

20. REFEREES: All referees for the league are assigned by WICCS. ZERO Tolerance for referee assault or Abuse. Referees will take whatever action they deem necessary to enforce the rules and regulations of the league. For any questions or problems not covered in the rules and regulations, the referee shall make the decisions based on the official FIFA Laws of the Game. The referee is empowered to call a game at any time because of darkness, rain, lightning or other causes which may place participants and spectators in danger. Any questions/problems directed to the referee will come through **TEAM CAPTAIN ONLY.**

21. AWARDS & PRIZES: League Championship per Division is determined in the Playoffs. The team with the most points at the end of the regular season in each division will receive a trophy and individual medals for each player. Playoffs winner in each division will receive Cash Prize of \$1000, a trophy, individual medals for each player. Second place in the playoff will receive a Cash Prize of

\$400, trophy and individual medals for each player. Third place will receive Cash Prize of \$200 a trophy and individual medals. The leading goal scorer at the end of the playoffs will receive an individual trophy. (In the case of a tie the player whose team has the higher standing will receive the trophy) Golden glove individual award same rules for tie as leading goal scorer.

22. SAFETY:

- A. It's the responsibility of each player/manager to ensure that no member of their team creates a safety hazard as outlined in the official FIFA Laws of the Game.
- B. Injuries, captains will ensure that injured players do not continue to play and will be removed from the game, along with notifying the WICCS staff of the injury. The Referee has the authority to remove any injured player from the game shall the manager refuse to do so.
- C. No metal spike cleats are permitted, players caught using them will immediately be ejected from the game.
- D. **Mandatory, Soccer shin guards must be always worn while on the field of play.**
- E. All metal or hard braces must be fully covered with padding, the referee and/or WICCS staff has the final judgment.
- F. No jewelry except for wedding bands may be worn during games.
- G. **CAPTAINS are responsible for spectator behavior towards players and referee.**

23. NO ALCOHOL OR SMOKING: Per City of Palm Bay Parks & Recreation Policy, absolutely NO alcohol or smoking are allowed in City of Palm Bay Parks at any time. Any person found with alcohol will be asked to leave the grounds immediately. Players/Managers will be ejected for having alcohol at the game or on county grounds before, during or after the games. Teams that have alcohol on their bench/sidelines will have their game forfeited and will potentially be suspended from further league play.

24. FIELDS & GOALS: Teams are required to clean up their bench/sidelines after each game by using trash cans provided at the fields. NO Players or Spectators behinds goals. Only Rostered Players and a manager is allowed on the side lines. Players will be on one side of the field and spectators on the opposite side.

25. LIGHTS: Only Parks & Recreation staff have the authority to turn lights on and off.

26. WICCS INFORMATION:

West Indian Caribbean Culture & Sports
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Phone: 321-508-9624 | Email: WICCSoccerLeague@gmail.com

A. WICCS League Director: Ramsey Agarie 321-302-9934

B. WICCS League Coordinators: Norman Smith, Arianna Agarie, Alfy Agarie

