



SOCCER LEAGUE RULES

Game Duration –

1. Two 20 minute halves, with a halftime period of 1 minute.
2. All games will start promptly, a five minute grace period is allowed before a forfeit is awarded.

Roster size – Minimum 10 players, maximum 18 players. Players may not be on more than one roster per division.

Registration - All players competing must be registered and have paid a participation fee. A team can compete with one less than 7 players (6) , but no more. If a team doesn't have enough players to compete, the team must forfeit, which will be recorded as a loss.

Equipment –

1. Players can wear molded rubber soled cleats, turf shoes, or indoor shoes to play. Shin guards must be worn under socks at all times. No earrings, necklaces, rings, chains, or hair barrettes are to be worn at any time. Casts must be wrapped with a soft material and approved by the referee before the start of the game.
2. Game balls must be approved by league commissioner
3. In the case of a uniform conflict, home team will be required to change shirts

Game Play Rules –

1. There is No off sides call.
2. The opening kick may travel backwards.

3. Substitutions will be permitted without stoppage time. They are made in the flow of play as long as the exiting player is off before the sub enters. Aka "on the fly"
4. Any kick striking the ceiling or lights will result in an indirect kick at midfield.
5. A goal cannot be scored directly from a throw, violation of the rule will result in a goal kick.
6. Goal kicks will be taken anywhere in the goal box, and may not travel over midfield in the air.
7. All kicks will be indirect with the exception of penalty kicks. The defenders must be 5 yards away from the ball.
8. Goalkeepers are allowed unlimited steps, however the ball must be distributed within 6 seconds. The keeper cannot punt or dropkick the ball. The keeper may not throw the ball over midfield in the air.

Misconduct –

1. A yellow card will be given as a warning and the player must be substituted immediately. Any player or coach given their 3rd yellow card in one season will sit out the next scheduled game.
2. A red card is given for a second yellow card, a serious foul, or dangerous act performed in any one game. A player coach who receives a red card must leave the field immediately, and may not be replaced for the remainder of the game. The person who receives the red card must also sit out the next scheduled game.
3. No protests by players, coaches or spectators will be allowed.
4. Teams will be given: 3 points for a win, 1 point for a tie, and 0 points for a loss.
5. Tiebreakers for standings will be: 1 head to head, 2 goal differential up to 5, 3 total goals against, 4 deduct points for cards, 5 playoff.
6. No sliding to save or obtain possession of the ball will be allowed.
7. Any player, coach or spectator may be asked to leave the facility as the result of misconduct detrimental to the integrity of the Liberty Arena
8. A. 1st red card – Suspension for at least the next scheduled game (this includes playoffs). B. 2 nd red card – Suspension for at least the remainder of the season (a refund will not be issued). C. 3rd red card – Suspension from Liberty Arena leagues for at least one year. D. 4th red card – Banned from Liberty Arena leagues indefinitely
9. If time expires **after a foul occurred** (in the box) on goal scoring opportunity deemed by the referee, a penalty kick will be given. The goal will count (if it was made) and Play will be over.
10. There is a Zero-Tolerance Policy for fighting. All fighting will result in a game suspension and repeated fighting in a league suspension and possibly facility suspension.
11. The Decision of the League Commissioner is FINAL. THERE ARE NO PROTESTS.