



SOCCER LEAGUE RULES

WINTER 2019-2020

Competition Format

Match Duration

Each match will consist of two 20 minute halves with a 2 minute halftime period. All games will start promptly. The referee will allow a five minute grace period for a team to arrive before declaring a forfeit (5-0 victory to opposing team).

Registration and Rosters

Coaches/Captains must provide a roster and all players must complete a waiver prior to participation in our leagues. **No player will be permitted to play for more than one team within the same division over the course of a season.** Coaches/Captains may make roster additions before week 5 of the season. After week 5, rosters are final.

Number of Players

- U8: 3v3 (no goalkeeper)
- U10 through Adult: 6v6 (5 field players + a goalkeeper)
 - Teams may compete with five players, but if a team cannot field at least five players at any point during the match, the match will be abandoned.

League Standings/Play-Off Qualification

Teams are ranked by total points (3 points for a win, 1 point for a draw, 0 for a loss), then goal difference, and then goals scored.

If still equal, teams are deemed to occupy the same position. If there is a tie for championship qualification, a penalty shootout will be held to determine final league position.

Play-Off/Championship Format:

The league commissioner reserves the right to determine play-off/ championship format based on factors unique to each division such as age level, number of teams, etc.

Play Off/Championship Extra Time Procedure:

In the event of a play-off/championship match ending in a draw, there will be two 5 minute periods of extra time to be played in full (no golden goal). If the match is still tied after the conclusion of extra time, the result will be determined by a penalty shootout. Each team selects 5 players to take penalty kicks. If the shootout is still tied after all 5 players kick, the shootout resumes with the first kicker from the order for each team in a sudden death format until a winner is determined.

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 the referee.
3. Matching shirts are required per team. We prefer the shirts to include a unique number, but it isn't mandatory.
4. In the case of a uniform conflict, the referee is authorized to decide which team shall change shirts/wear pinnies.

Indoor Rules

Fifa laws apply except where noted otherwise:

1. The **offsides** law is not enforced.
2. All **restarts** are *indirect* with the exception of penalty kicks.
3. **Substitutions** will be allowed "on the fly." The player being substituted must leave field before the substitute enters.
4. **Goal Kicks** may be taken anywhere inside the penalty area and may not travel over the halfway line in the air. A violation results in an indirect kick being awarded at the halfway line to the opposing team.
5. A **goalkeeper's throw** may not travel over the halfway line in the air. A violation results in an indirect kick being awarded at the halfway line to the opposing team.
6. A **goalkeeper may not punt**. A goalkeeper's "drop kick" of a bouncing ball may not travel over the halfway line in the air. The ball must bounce twice or settle on the ground before the keeper is permitted to strike the ball over the halfway line in the air. A violation results in an indirect kick being awarded at the halfway line to the opposing team.
7. During a **free kick** procedure, the defending players must be at least 6 yards from the ball, unless they are on their own goal line between the goalposts.
8. **Slide tackling** is not allowed. Sliding to control or play a ball is allowed so long as the referee determines that there is adequate distance between the sliding player and any nearby opponents. Goalkeepers are always permitted to slide within their own penalty area.

9. Any **indirect kick awarded within the penalty area** will be moved out to the nearest edge of the area.
10. A **ball striking the ceiling** will result in an indirect kick to the opposing team directly below the spot where the ball hit the ceiling. If inside the penalty area, the ball is moved out to the nearest edge.
11. Generally, **a running clock is used**, but the referee has the authority to stop the clock at his/her discretion in instances of time-wasting, injury stoppage, or any other unusual circumstance.

Misconduct

The arena reserves the right to eject any player, coach or spectator for conduct deemed detrimental to the integrity of the Liberty Arena.

Yellow Card (Caution)

1. Unsporting behaviour
2. Dissent by word or action
3. Persistent infringement of the Laws of the Game
4. Delaying the restart of play
5. Failure to respect the required distance when play is restarted with a corner kick, throw-in or free kick
6. Entering the field of play before the player being substituted has left the field.

Red Card (Dismissal)

1. Serious Foul Play
2. Violent conduct
3. Spitting at an opponent or any other person
4. Denying the opposing team a goal or an obvious goalscoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)
5. Denying an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick
6. Using offensive, insulting or abusive language and/or gestures
7. Receiving a second caution in the same match

Suspension Policy:

- Accumulation of 3 yellow cards during the course of a season will result in a 1 match ban.
- Accumulation of 6 yellow cards during the course of a season will result in a 2 match ban.
- All red cards will result in a minimum 1 match ban (with the exception of a handball to deny an obvious goal scoring opportunity). The arena reserves the right to extend the suspension for multiple matches and/or a permanent ban at the discretion of the referee and management. All red cards for violent conduct will result in a minimum ban of 3

matches and discussions with management regarding the possibility of a permanent ban.

Age Specific Modifications:

- U8: 3v3 format
 - No goalkeepers
 - Kick ins replace throw-ins on the touchlines
 - Goal kicks may be taken from anywhere on the endline except within the goal area.
 - Neither team may touch the ball inside the goal area in front of each goal:
 - If touched by the defending team: automatic goal
 - If touched by the attacking team: goal kick
 - If the ball comes to a complete stop inside the goal area, a goal kick is awarded regardless of which team touched the ball last.
 - No deliberate heading
 - A goal may be scored from anywhere outside the goal area
- U10:
 - Deliberate heading is not permitted.
- U12:
 - Heading is permitted, but coaches are responsible for ensuring no player 10 years old or younger heads the ball.