

GOOOL!! SOCCER FIELDS OUTDOOR SOCCER RULES

* All team fees need to be paid BEFORE first game starts. No exceptions. Any team that fails to do so will be scratched from scheduling.

* All payments are non-refundable.

* No alcohol allowed on property.

Game Duration:

- High School and up leagues shall play 25 minute halves with a 2 minute half time. All other ages will play 22 minute halves and 1 minute half time.
- If both teams arrive late, they will play the remainder of the time to complete 44 minutes.
- Teams need to be ready to play 15 minutes prior to start of game time. Games may be forfeited if a team does not have enough players 15 minutes after scheduled start time.

Players

- Only players who appear on the official waiver/roster form are eligible to play.
- No new players may be added after the second week of play.
- **Any team that fields a player that is not on that teams waiver/roster form, will forfeit that game.**
- Men will play either A or B, but not both. Exception C - 35 and over league. Players in C league can play either A or B as well.
- Once a player is on a roster for a team, he may not switch or substitute for any team in that session.

Prior to each match

- All managers must provide a complete players waiver/roster form to referee to verify member status within the team; those unable to do so are prohibited from competing in that match. Referees will have Facility copy as well to match up rosters.
- Guest players are prohibited; only players appearing on the team's official waiver/roster and having signed the waiver and release of liability are eligible to participate.
- Teams found to have utilized guest players in a match will forfeit the match in question.

Players on the Field

- 15 minute grace period to have enough players for a game. Games will start on time.

U6-U12: 6v6 plus a goalkeeper (less than 5 total players forfeit)

U14 and up: 5v5 plus a goalkeeper. (Less than 5 players is a forfeit)

Uniforms/equipment

- All players must have shirts of the same color with visible numbers on the back. We suggest these be reversible or the team should have pinnies (pinnies will be provided) to be used.

- Shin guards are required from High School to younger age groups. Socks must cover the shin guards completely.
- Indoor soccer shoes or tennis shoes are required (Cleat recommended on rainy days only) U12 and below use a size 4 ball. U15 and up use a size 5 ball. Teams supply game ball. Players are not allowed to wear any loose jewelry during games.

Goalkeepers

- The goalkeeper wears a jersey of distinct color from both teams. The Goalkeeper may handle the ball for up to 5 seconds after controlling the ball. The goalkeeper may not control the ball with his hands after the ball has been deliberately passed to him (waist down) by a member of his own team. The goalkeeper may dribble the ball into the penalty area and use his hands, so as long as another player from the opposing team touched the ball since the goalkeeper last touched the ball. Once the ball has been placed on the ground, the goalkeeper may not touch the ball again until an opposing player has. The goalie may bounce the ball and not offend this rule. Any infraction of these rules, will be penalized by an indirect free kick at the spot of the infraction in the penalty area (no closer than the goal box). The goalkeeper is allowed to slide tackle within the penalty area. A slide tackle outside the penalty area, results in a direct kick and possibly a yellow card.

Substitutions

Substitutions are on the fly.

Kickoff

The ball must move, but can move in any direction to be put in play. The kicker may not play the ball a second time until another player has touched it. All players must be on their side of the field until the ball is put into play. The kickoff is a direct kick. The referee will blow the whistle to start the kick.

Indirect free kick

The ball must be touched by another player on the field before a goal may be scored. Opposing players must be 5 feet from the ball or encroachment may be called and the player may be given a yellow card. The referee will signal this kick by raising his arm straight in the air.

Direct free kick

The ball may go directly into the goal to be scored. Opposing players must be 5 feet from the ball or encroachment may be called and a yellow card may be given.

Off sides

There is no off sides in this outdoor soccer.

Ball off field

If the ball completely passes the perimeter line, the ball is considered out of play. The ball will be placed on the ground on or out of the line and be kicked in (indirect free kick). A corner kick maybe direct or indirect kick throw in from where it went out.

Fouls

A yellow card is a warning of any misplay or misconduct. If a player receives a second yellow card or red card he is immediately ejected from the game at the referee's discretion. The team will play shorthanded the rest of the game.

If a fight occurs, the instigating player or players will be immediately ejected from the game and facility and its grounds. The player or players will be suspended for the following game. If it is unclear which team started the fight, referee's judgment is in effect.

Penalty Kicks

The ball will be placed at the top of the goalie box. The goalie must have both feet in contact with the goal line prior to the ball being kicked. The kicker must not take distance from the ball (one foot must be next to ball and kick with the other foot). The ball may not be kicked until the referee blows the whistle. All other players must be behind the goal box. Other players may enter the goal box after the ball has been kicked. The kicker may not touch the ball a second time until the ball has been touched by a second player.

Sidelines

Only players and two coaches are allowed to be behind the sideline while the game is in progress. Teams will receive one warning to remove non player/coaches. If they are not removed, then the team will forfeit the game.

Putting the ball in play

The ball must be put in play within 5 seconds once the ball has been placed on the ground. The ball must be at a complete stop before being put into play. This includes goal kicks, corner kicks, kick-ins, indirect free kicks, and direct kick. Infraction of this rule will result in an indirect kick for the opposing team.

Slide tackling/playing from the ground

No slide tackling is allowed by any player on the field (see exception for goalkeeper). A player may not fall down and attempt to be a part of the play. A direct kick will be awarded to the opposing team for either infraction.

Examples or reasons for Yellow Card or Red Card.

- A yellow card may be issued to a player who intentionally kicks the ball out of the netting enclosure or he throws himself or pushes another player onto the netting.
- Outdoor soccer fouls are any actions that use excessive force and endangers the safety of another player. It is the referee who decides whether a player has committed serious foul play. Challenges from the front or side which the referee sees as dangerous will be punished with a red card.
- Kicking, tripping, holding, charging, striking, pushing an opponent, or pulling his jersey are normally punishable by a yellow card but the referee can increase the punishment to red card. A tackle with the shoe studs up are almost always considered grave foul play. Tackling an opponent from behind automatically gets a red card.

Use of abusive language and spitting

Insults, racial remarks, and other expressions that degrade or attempt to degrade players and officials can get someone off the field. Spitting at anybody during a soccer match is a grave misconduct that deserves ejection and suspension.

Violent actions

Unsportsmanlike actions that have nothing to do with the game will be booked with a red card. These include punching, kicking, elbowing, choking or attacking an opponent in anyway.