



# General Policies

## “Rules and Regulations”

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## General Policies

### FACILITY GUIDELINES

1. Soccer City has been built as a family oriented sports complex. No FIGHTING, ABUSIVE LANGUAGE, or any misconduct deemed to be detrimental to the family will be tolerated. Soccer City reserves the right to immediately escort all patrons violating these rules.
2. Proper attire is required for all who enter the premises, both players and spectators. (Shoes / shirts, etc.)
3. Intoxicated persons will not be allowed to participate in any activity (i.e. game or practice) and may be escorted from the facility. This applies to both players and spectators.
4. NO FOOD, BEVERAGES or PETS may be brought onto the premises.
5. No DRINKING or LOITERING in the parking lot.
6. Players and spectators are responsible for any damages caused to Soccer City property. Management intends to enforce all violations to the fullest extent of the law.
7. **All fields are reserved for games, warm-ups and pre-scheduled practices / parties. FOR YOUR SAFETY, all other usage requires permission from Soccer City Management. All players under 18 years of age must be supervised by a parent / legal guardian and assume all risks of participation.**

### LEAGUE GUIDELINES

1. **All TEAM FEES must be paid by the first game of every session.** Teams not paid in full at or before their first game may be suspended at forced to forfeit all remaining games. All fees collected by Soccer City to that point WILL NOT be refunded. Soccer City may impose a \$25 late fee per game in leui of suspension.
2. HOME TEAM (First team listed on schedule) is responsible for:
  - a. The GAME BALL
  - b. JERSEY CHANGE in case of color conflict
  - c. Sitting at the proper players' bench
3. FOR YOUR SAFETY: Only COACHES and ROSTERED PLAYERS will be permitted at the players' benches. All other will be considered spectators and must remain in the designated viewing areas.
4. All YOUTH TEAMS (under 18) must have a responsible adult at the players' bench at all times.



## Rules and Regulations

### **LARGE FIELDS (185 x 82) - SAME GENDER**

#### **I. NUMBER OF PLAYERS**

	Leagues	Number of Players	
1. On The Field –	U9 thru U16	7	one of whom must be dressed as a goalkeeper
	Coed HS	7	one of whom must be dressed as a goalkeeper
	Boys & Girls HS	6	one of whom must be dressed as a goalkeeper

A team must be able to field at least 4 players from their roster to avoid forfeiture of that game. Those four players must be on the field and dressed to play at the published starting time or at a point deemed appropriate by the referee due to changes in the daily schedule. **ANY TEAM THAT FORFEITS A MINIMUM OF TWO GAMES** may be expelled from the league without notice. League fees paid to that point will **NOT** be refunded.

2. A **MAXIMUM** of 18 players per team may dress for any one game.

#### **II. ROSTERS**

1. A team must have a minimum of seven (7) players and a maximum of twenty (20) players on its roster.
2. A **completed roster must be turned into Soccer City Management before the FIRST GAME**. All players must sign the roster or have a parent's / legal guardian's signature if under 18.
3. Only players on the roster may play. **Any use of non-roster players will result in a forfeit when challenged.**
4. Roster Changes: the Management of Soccer City must be notified of any roster changes prior to the **FOURTH** game. All roster changes must then be initialed and dated on the original by the Soccer City representative.

#### **III AGE REQUIREMENTS**

1. Youth players may participate at any group as qualified by each player's birthday. A player may play at a higher age bracket but never at a lower age without written consent of Soccer City Management. Soccer City reserves the right to deny a player's participation in a higher age group where it can be reasonably determined to be dangerous for that player.
2. "OPEN DIVISION" – All players 18 years and older are eligible for the Open league. A player under 18 may participate with prior, written approval from Soccer City and a parent's / legal guardian's signature granting permission. Soccer City reserves the **right to deny any individual's participation** in this league if their participation is deemed detrimental to the league.
3. Adult players may play at a competitive level younger than themselves in any Open league or older. However, each team in each league designated for a particular age may **roster only two players younger than the age cut off**, and those two players can not be more than five years younger than the age defined. (i.e. A 30+ team may have 2 players younger than 30 but they must be at least 25)

#### IV. PLAYERS' EQUIPMENT

1. All jerseys on a team must be of the same color. In the event of a color conflict between teams, the HOME team must change jersey colors.
2. Goalkeepers must wear a jersey that distinguishes themselves from the field players on either team.
3. **Shin guards are REQUIRED for all YOUTH players** and highly RECOMMENDED for all adults. Soccer City is not responsible for any injury, including those as a result of not wearing the appropriate equipment.
4. No equipment may be worn that may pose a danger to any player. The referee, at his / her sole discretion, may send a player from the field for a substitution to remove the potentially dangerous equipment. (i.e. rings, chains, earrings, bracelets, etc.) That player may not return without first being approved by the referee. A two-minute penalty will be assessed if that player re-enters without prior approval.
5. All metal braces medically required when playing must be covered by adequate padding that is fastened to the brace to the referee's satisfaction.

#### V. REFEREES

1. The referee's authority commences as soon as he / she enters the field and remains in tact until all participants have left the field and its surrounding viewing areas. The referee's ability to penalize, including but limited to ejection, includes all time-outs, dead balls, and immediate post game discussions.
2. During the game, the referee should:
  - a) Enforce the laws of the game
  - b) Refrain from penalizing where it is determined that penalizing would take away advantage for the victimized team
  - c) Keep a record of the game including time, score, and any player ejections
  - d) Have the power to terminate or suspend a game for any major misconduct or serious injury. Any player or spectator entering the field without a legal substitution may result in an immediate termination of the game and potential future suspension. A team's coach is responsible for the actions of its players and spectators and may be cautioned or ejected if they fail to control either party.
  - e) Caution and / or eject any player guilty of violent behavior, abusive language, persistent misconduct, or any other act considered detrimental to the game.
  - f) Signal both the stoppage of play for all rule infractions as well as the recommencement of play with a direct kick or drop ball.

#### VI. DURATION OF THE GAME

1. The duration of the game shall be two (2) twenty-two (22) minute halves.
2. The clock shall not be stopped for any ball out of play. Only serious injury time outs will be assessed at the sole discretion of the referee. Any injury resulting in an extended delay of game may result in a suspension of the game. These games will be rescheduled as soon as possible restarting at the point of stoppage with the same score and time remaining.
3. There will no team time outs.

#### VII. START OF PLAY

1. The first team listed on the schedule is the HOME team and should sit at the HOME players' bench. The HOME team is responsible for the game ball and any jersey changes if a color conflict should arise.

2. The GUEST team shall take the opening kick off heading towards the home goal. Every player shall be in his / her own half of the field. The opposing team must be outside of the 10-foot center circle until the ball is kicked. **All free kicks at Soccer City are DIRECT with the exception of a kick-off, this is the only time a kick is indirect.** The player who initiated the kick off can not play the ball a second consecutive time.
3. After a goal has been scored, the opposing team shall have a kick off.
4. After any stoppage of play not related to a goal scored, an end of period, or rule infraction, the referee shall have a drop ball at the point the ball was last played prior to the stoppage. Drop balls can not take place within either team's penalty box but would instead be placed immediately outside the box. Dropped balls are also considered a DIRECT kick.

#### **VIII. BALL IN / OUT OF PLAY**

1. The ball is considered out of play when:
  - a) it completely crosses the goal line
  - b) it crosses the dasher walls and / or touches any perimeter net along the sides or ceiling. For violation of this rule, the ball is placed straight down (but outside the penalty box) to the field for a direct kick by the opposing team.
  - c) The referee has stopped the game for any injury or misconduct
2. The ball is considered in play at all other times.

#### **IX. METHODS OF SCORING**

1. A goal is scored when the ball COMPLETELY crosses over either goal line, between the goal posts and under the crossbar, during the game provided it was not propelled illegally by hand or arm by an attacking player.
2. A **2 POINT GOAL** is awarded for any goal legally scored by the attacking team from within the neutral zone of the field provided the ball was not then touched by any attacking player in the offensive third. Any ball kicked from the white line defining the neutral zone or closer is determined to be only 1 point. If the attacking team scores a goal from the neutral zone but its is deflected, intentionally or unintentionally, by any attacking player, it is worth 1 point. If a defending player, including the goalie, deflects the ball but the shot still results in a goal, it is worth 2 points.
3. A goal scored into your own defensive net will result in 1 point for the opposing team.

#### **X. SUBSTITUTION PROCEDURES**

1. Substitutions may be made on an unlimited basis during play provided the player being substituted for is close to the players' bench before the replacement player enters the field of play. The exiting player is to make no attempt to play the ball once the replacement has stepped on to the field.
2. Play will be held for substitutions only when the ball is already out of play and play has been stopped. This could include but not limited to injury time outs, after a goal has been scored, after a time penalty has been awarded, etc.
3. Any player, either on the field or at the players' bench, may substitute for the goalie provided that the referee is informed of the change before it happens. If the substituting goalie is from the field of play, that substitution must occur during a stoppage of play.
4. For any infringement of this law, the referee can assess a two- minute penalty to the player committing the illegal substitution. The opposing team will have a free direct kick from the place where play was stopped.

#### **XI. THREE-LINE VIOLATION**

1. A three-line violation has occurred when the **ball is played through the air completely crossing all three of the white neutral zone lines without touching any player or dasher wall.**

2. If a three-line violation has been declared, a direct kick is awarded to the opposing team from the point where the ball crossed the first neutral line. The ball is placed **ON THE NEUTRAL LINE** so any goal-scoring direct shot would result in a 1 point.
3. If the ball is played off the wall before it has crossed the third line, no violation has occurred.
4. If a team is playing 2 players short of the other team, but not as a result of penalty, there is no three-line violation.

## **XII. FOULS AND MISCONDUCT**

1. Penal Offenses – A player who intentionally commits any of the following offenses:

- a) **SLIDE TACKLING is not permitted at Soccer City for any leagues.**
- b) Kicking an opponent
- c) Tripping an opponent
- d) Jumping at an opponent
- e) Charging from behind
- f) Charging violently
- g) Striking an opponent
- h) Pushing
- i) Touching the ball with any part of your hands or arms to gain an advantage
- j) Boarding (charging n opponent into or against the dasher boards)

shall be penalized by the awarding of a **free direct kick to be taken by the opposing team from the place where the offense occurred**. If the offense occurs in the player's defending penalty box, a penalty kick will be awarded to the opposing team.

2. Any intentional violation of these laws could result in a two-minute penalty at the discretion of the referee.
3. Any **offenses normally defined as an indirect kick** (i.e. playing on the ground, goalie's illegal touch) **are awarded a free direct kick** from the spot of the infraction unless taking place inside your defending penalty box. A violation **inside your own penalty box would result in a free direct kick (not penalty kick) from the top of the penalty box.**
4. **FREE KICKS**
  - a) When a free kick is taken from inside your own penalty box, all of the opposing players shall remain outside the box and be at least 10 feet away from the spot the kick is taken. The ball is considered in play after it has traveled half of its circumference and passed outside the penalty box. A goalie can not handle the ball until it has been played outside the box and then passed back in.
  - b) When a free kick is taken from outside the penalty box, opposing players must stand at least 10 feet from the spot the kick is taken unless the opposing team is already standing on their own goal line. Opposing players may not enter that 10-foot area until after the ball has been kicked. Any player may be cautioned or penalized if entering that area prematurely.
  - c) During a free kick, females may cross their arms over their chest and males may protect their groin area. However, in the judgment of the referee, any additional hand and arm movement resulting in an advantage may result in a handball.
  - d) **Neither a game nor half will end on a pending direct kick.** Even if time has expired, a referee will allow the direct kick to take place and play to continue until the ball a) is played by a second time by any offensive player, b) hits the netting, c) is defended by the opposing team, or d) scores a goal. The referee, at their discretion, may also add time back to the clock if they have determined that an opposing team has gained an advantage by delaying the game in any fashion. Intentionally delaying the game may result in a two-minute penalty to the delaying party.
5. **PENALTY KICKS**  
Any violation of these laws inside one's own penalty box would result in a penalty kick. During a penalty kick, the ball is placed at the marked spot on the field for a direct kick. The penalty box is to be emptied of all others players besides the goalkeeper and the player taking the kick. Should the initial kick be deflected, the original kicker can only play the ball after any other player has touched it.
6. **CAUTIONABLE OFFENSES**

A cautionable offense may result in a verbal warning, a yellow card: two-minute penalty or a five-minute penalty. A player could be cautioned for:

- a) Persistent infringement – a player persistently violates any of the above regulations
- b) Dissent – a player, by words or actions, shows dissent about any decision given by the referee.
- c) Disorderly Conduct – any actions deemed by the referee to be inappropriate during play

A second caution in the same game by the same player or coach **could** result in an ejection for that player/coach. That player/coach will also be required to leave the players' bench. Failure to do so will result in immediate forfeit. A referee, at their discretion, may also penalize the team a five-minute penalty to be served by another player on the team.

EJECTIONS may occur if the referee has determined that any of these offenses are of a violent nature. No fighting or abusive language will be tolerated.

## 7. GOALKEEPING RESTRICTIONS

- a) **Once a goalkeeper puts the ball into play from his/her hands, a goalkeeper can not then touch the ball with his/her hands until an opposing player has touched it.**
- b) A goalkeeper must distribute the ball within five (5) seconds of gaining possession. A referee may extend that period if there has been some minor injury to the goalie.
- c) A goalkeeper may not set the ball down nor bounce it and then pick it up again.
- d) If a team is determined to have gained possession in the neutral zone, it can not be played to the goalkeeper's hands until being touched by an opponent. A member of the goalkeeper's team may not pass the ball to the goalkeeper's hands from the neutral zone. This includes a series of passes originating from the neutral zone where an opposing player has never touched the ball.
- e) A goalkeeper may use their hands after dribbling the ball themselves into the penalty box unless they have previously used their hands without an opposing player touch.
- f) For any violation of an unlawful touch within the penalty box, the opposing team will be awarded a free direct kick (not a penalty kick) from the top of the penalty box.

## 8. SUSPENSIONS

Any ejection carries a potential one game suspension at the discretion of Soccer City Management. Players may be suspended for more than one game, including lifetime banishment, depending on the offense. Any suspension will be imposed for that team's next scheduled game, whether it is in league play, tournament play, or even the following session. A team that changes names will not constitute a new team and thus the suspension will still be served. The suspended player will not be allowed in players' bench or on the field of play during their suspension. That player however may be permitted, at the discretion of Soccer City Management, to participate in all normal activities for any other team in which they appear on the roster.

## 9. EJECTIONS

- a) Any time a team has 2 players ejected from the same game, a referee may terminate that game (and award a forfeit victory to the opposing team) at the time the second player is ejected.
- b) If a player leaves the players' bench to join in an altercation on the field, that player will be ejected and the game becomes a forfeit at that point. If members from both teams enter the field, the game will be terminated with both teams forfeiting the game. NOTE: Teams with forfeitures of this type may be subject to expulsion from Soccer City without refund.

## XIII. OVERTIME / SHOOT OUTS

Regular league and tournament games may end in a tie. However championship games and tournament finals will result in a winner.

- a) OVERTIME – Overtime will first consist of a five (5) minute period of extra play. This is SUDDEN DEATH where the first to score wins. Should there be no one to score in this period, a second five (5) minute SUDDEN DEATH period will be played. For this second period, the teams will switch ends and goalkeepers will be removed. Each team will still have the same number of players on the field but none will be designated for use of hands. Should there still be a tie after this second period, the game will be decided on a SHOOT OUT.
- b) SHOOT OUTS
  - 1) A shoot out attempt shall originate from the center of the mid-field center line (kick off spot)

- a) A player has five seconds to score a goal regardless of how many times it is touched by the offensive player, the goalkeeper, or the walls. Once the goalkeeper gains possession or the ball is out of play, the attempt is considered over.
  - b) The goalkeeper is restricted to the use of hands to inside the penalty box but may leave to box to defend the attacker. Any infraction committed by the goalie as described in the “rules and regulations” will result in a penalty kick to be taken by the player fouled unless that player is determined to be injured by the referee.
  - c) The ball must completely cross the goal line within the five seconds to be considered a goal.
- 2) The referee shall choose the goal at which all kicks shall be taken.
  - 3) A coin toss shall be taken to determine which team shall take the first attempt. The guest team calls it in the air and the winner of the flip decides which team is to kick first.
  - 4) Subject to terms “6” and “7”, each team shall have five (5) attempts.
  - 5) The attempts shall be alternated between teams.
  - 6) If, before taking all five attempts, one team has scored more than the other could mathematically score, the attempts are ceased and a winner is declared.
  - 7) The team that scores the greater number of goals is the winner.
  - 8) All players dressed for the game are eligible for kicking and for goalkeeper.
  - 9) A different individual must take each attempt until all eligible players have attempted a shot. At that point the process would be repeated. If one team has fewer players and is to begin repeating attempts by the same player, the opposing team may choose to also begin repeating kickers though eligible players remain on the bench.
  - 10) All players, except the five kickers per team and respective goalkeepers chosen for the current series, must remain at their players’ bench. All players not immediately involved with the next kick should be placed in the other half of the field.

#### **XIV. LEAGUE STANDINGS**

- a) A win results in two points for the league standings, including winning forfeitures of any kind.
- b) A loss results in zero points in the league standings
- c) A tie is an official game result, except in final championship play or tournament finals. Each team is awarded one point in their league standings.

#### **XV. PROTESTS**

##### **PROTESTS MUST BE MADE TO THE REFEREE DURING THE GAME – NOT AFTER.**

1. If a player is challenged by an opposing coach or manager **BASED ON AGE**, that player may continue to play in that game, but the game is played under protest. After the game, that player is required to give the referee the player’s name, address, phone number, birthday and sign the back of the referee sheet. That team / player has until the beginning of the team’s next game to provide Soccer City Management with adequate proof of age. Soccer City will accept any legal ID such as a birth certificate or drivers license.
2. If a player is challenged by an opposing coach or manager **BASED ON ROSTER ELIGIBILITY**, that player may continue to play in that game, but the game is played under protest. After the game, that player is required to give the referee the player’s name, address, phone number, birthday and sign the back of the referee sheet. That team / player has until the beginning of the team’s next game to meet with Soccer City Management to determine that player’s eligibility based on their inclusion on the team roster.
3. In the event of a protest, the referee will notify the opposing coach that the game is being protested and provide the identity of the protested player(s). It is the protested coach’s responsibility to insure that the player(s) meets with the referee immediately after the game to meet the requirements above in (2). ANY failure to do so will result in awarding the protest to the protesting team, resulting in a forfeiture win for the protesting team and a forfeiture loss to the team that neglected their responsibility.
4. Any team that continues to use an ineligible player will forfeit any and all games in which that player participates. Continued infringement may also result in expulsion from Soccer City without refund.
5. The referee will simply record the protest, not determine its validity. All protests are decided upon by Soccer City Management and all decisions are final.





**LARGE FIELDS (185 x 82) - COED SPECIFIC**

All policies and regulations stated above apply plus the following clarifications:

1. To start a game, each team must have a minimum of four (4) players, of which at least one must be female.
2. A maximum of four (4) males may be on the field at any one time. One does not have to be goalie. If a team is short males, females may take their place. If a team is short females, then that team must play short.
3. **A female must take all kicks from the offensive half.**
4. There will be no slide tackling. Penalty for this offense will be either a verbal warning or a two-minute penalty.
5. Each team must establish "TOUCH" before scoring a goal from the offensive half. TOUCH is established by the attacking team when it is played by a female on the offensive half of play. Since Soccer City does consider the centerline to be in either half, a **KICK OFF DOES NOT CONSTITUTE TOUCH**. A team is considered to have a valid TOUCH until it crosses back over the centerline into the defensive half or until a goal is scored.
6. **Teams may score a two-point goal from their defensive half without touch as long as the shot does not violate the three-line rule.**



## **YOUTH FIELD (120 x 60)**

All policies and regulations stated above for the large fields apply unless otherwise stated below:

### **I. NUMBER OF PLAYERS**

	Leagues	Number of Players	
1. On The Field –	U6 (COED Lollipop)	7	one of whom must be dressed as a goalkeeper
	U7 & U8	6	one of whom must be dressed as a goalkeeper

A team must be able to field at least 4 players from their roster to avoid forfeiture of that game. Those four players must be on the field and dressed to play at the published starting time or at a point deemed appropriate by the referee due to changes in the

daily schedule. ANY TEAM THAT FORFEITS A MINIMUM OF TWO GAMES may be expelled from the league without notice. None of the league fees paid to that point will be refunded.

## II. REFEREES

Our U6 ½ Lollipop League (Coed ages 4 & 5) does not have referees. Two coaches from each team will be on the field for both rule enforcement and coaching. Though the scoreboard timekeeper is running, all games in this league end in a tie.

## III. DURATION OF THE GAME

Our U6 ½ Lollipop Leagues (Coed ages 4 & 5) play 15-minute halves instead of the 22-minute standard.

## IV. METHODS OF SCORING

There are **NO 2 POINT GOALS** on the YOUTH Field.  
Female “TOUCH” is not required in the U6 ½ COED Lollipop League.

## V. THREE-LINE VIOLATION

There is no three-line violation on the YOUTH Field

## VI. GOALIE CLEARANCE VIOLATION

A Goalie that has legally grabbed the ball can not then clear the ball *in the air*, either by throwing or kicking, directly to the opposing team’s penalty box. The ball must be played by a player or hit the playing surface before entering the opponent’s penalty area. Violation of this rule awards a direct kick (not penalty kick) to the opposing team at the top of the penalty box from which the ball was cleared.