

KEEPING KIDS FIRST IN YOUTH SPORTS



# OFFICIAL GAME RULES



ARCADIA SPORTS CENTRAL  
BY OUR COMMUNITY, FOR OUR COMMUNITY

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### A note from our founder...

*Welcome to the JUST KICK IT SOCCER program. JUST KICK IT promotes individual player development with the hopes that every player has a chance to be a playmaker. These rules have been intentionally developed and tested with the intention of matching high school rules as much as possible, while still considering player safety and development. These rules are intended to promote proper instruction, and to form strong fundamentals for the next level of soccer competition. We encourage you not to only read these rules, but to promote sportsmanship in the league, always keeping the spirit of team work and camaraderie in mind. This is not the MLS: these are kids, coaches are volunteers. Officials are human, and a positive player experience is not hinged on the outcome of any single contest. Remember, kids come first here, period. Poor behavior will not be tolerated. Please ensure that every player gets fair playing time, and encouragement.*

JUST KICK IT SOCCER - Founder



**THE GAME:** Association football, more commonly known as soccer in the United States, is a sport played between two teams the players of which must largely use their feet to progress the ball toward the opponents goal. It is played by 250 million players in over 200 nations, making it the world's most popular sport. The game is played on a rectangular field with a goal at each end. The object of the game is to score points by getting the ball into the opposing goal.

The teams' goalkeepers are the only players allowed to touch the ball with their hands or arms while it is in play and only in their designated penalty area. Outfield players mostly use their feet to strike or pass the ball, but may also use their head or torso to do so instead. The team that scores the most goals by the end of the match wins. If the score is tied at the end of the game, the game goes into overtime (See Section 7).



## Section 1: General League Rules

### 1.1 PLAYER ELIGIBILITY (ARCADIA SPORTS CENTRAL Eligibility Rule)

1. Players shall be age eligible for the entire season if they are age eligible on the day of the first scheduled game day in a season. (For example, a U7 player is eligible if they are 6 years old on the opening day of the season even if they celebrate a seventh birthday the following day). U7 means "Under 7 years old".
2. Only players rostered by JUST KICK IT Soccer may participate in organized team activities (such as practices and games) and only for the team rosters on which they are assigned.
3. An ineligible player is one who is legally a member of the team but who is ineligible to play in a particular game or games because of an infraction of the rules, or because of a previous violation or disciplinary action. It is the duty of the head coach to keep a record of his ineligible players.
4. An Illegal player is one that is not a legal member of the team (registered and rostered). Playing illegal players will result in forfeiture of the game.
5. A player may be rostered to only one team per season in each eligible age division.

### 1.2 LEAGUE POLICY

1. Player Registration shall be open to any youth whose playing age is his/her actual age on the first scheduled game of the season.
2. Only rostered players or coaches of the team are permitted on the coaching lines and team bench. The coaches, whether or not they are on the coaching lines, may moderately dispute any rules interpretation but may not protest discretionary calls of the official. If a coach at any time makes any derogatory remarks about, or to the opposing players, coaches or game officials he may immediately be ejected from the game.
3. If any head coach, assistant coach, player, or spectator conducts himself/herself in a manner that is deemed to be unsportsmanlike, the commissioner may (in their sole discretion) institute penalties on the team including penalty kicks, ejections, game forfeiture, season suspension or league banishment. He/she may be removed from the game and the field in the sole discretion of the official or its league representatives. This includes the baiting or heckling of officials or opponents.
4. No adult, other than coaches or game officials, will be allowed on the playing field during the game without the consent of the officials, under penalty of forfeit.
5. If any player, head coach or assistant coach conducts himself/herself in an unsportsmanlike manner he/she shall be removed from the game and the venue in the sole discretion of the official or league representatives. This includes the baiting or heckling of officials or opponents.
6. Tobacco products and profanity are not allowed under penalty of forfeit.

7. If, in the opinion of the officials, a player, head coach, coach or scorekeeper, commits any act which may maim or injure an opposing player, if deemed deliberate, he shall be ejected from the game. Players or coaches who are ejected may not return to the game. An ejected player or coach must immediately leave the game venue and shall not participate further in the game. JUST KICK IT Soccer reserves the right to institute penalties based on the severity of the infraction for any player, coach or spectator that is ejected from a game up to and including banishment from the league.
8. Any player who exhibits signs, symptoms or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion, or balance problems) shall be immediately removed from play.
9. No video taping of opponents games or practices is allowed. Feel free to take photos and videos of your own game, team and player. Teams that violate this league policy will forfeit future games in the discretion of the league commissioner.

### 1.3 GENERAL EQUIPMENT RULES

1. All players must be in full team uniform with jerseys tucked inside of the pants. Team uniforms shall be those provided by the league.
2. The official soccer ball is the ball approved by ARCADIA SPORTS CENTRAL for each age division as defined in Section 2.
3. No jewelry (which includes: dangling earrings, necklaces, bracelets, watches, etc) shall be worn during games. This is in an effort to ensure the safety of all participants.
4. Players are not allowed to wear anything that may be dangerous to other players. Any casts or braces made of fiberglass, plaster, metal, or any other non-pliable substances are not allowed. Braces with exposed metals are not allowed.
5. No baseball hats or caps may be worn during play (beanies are allowed).
6. No sunglasses may be worn (prescription glasses are allowed, rec. specs are recommended).
7. No Go-Pros or other recording devices are to be worn by the players.
8. Cleat Restriction: See Section 2.3



## Section 2: Field & Equipment

### 2.1 The Playing Field

The field of play shall be rectangular; the length in all cases shall exceed the width. The field of play is bounded by touch lines (side lines) and goal lines (end lines). These boundaries should be marked with field lines. A center mark is placed in the middle of the field at the halfway mark to show kickoff location.

1. Goals shall be appropriately sized for all age divisions.
2. Goal areas and Penalty areas do not apply to the U7 and younger age groups.

### 2.2 Game Balls

Game Balls shall be those that are provided by the league for match play.

1. U7 and younger age groups shall use a Size 3 Soccer Ball.
2. U11 and younger age groups shall use a Size 4 Soccer Ball
3. All other age groups shall use a Size 5 Soccer Ball.



### 2.3 Shin Guards & Footwear

Shin Guards are required for all age groups and must be supplied by the player. Shin guards:

1. are covered entirely by the socks.
2. are made of rubber, plastic or a similar suitable material.
3. provide a reasonable degree of protection.

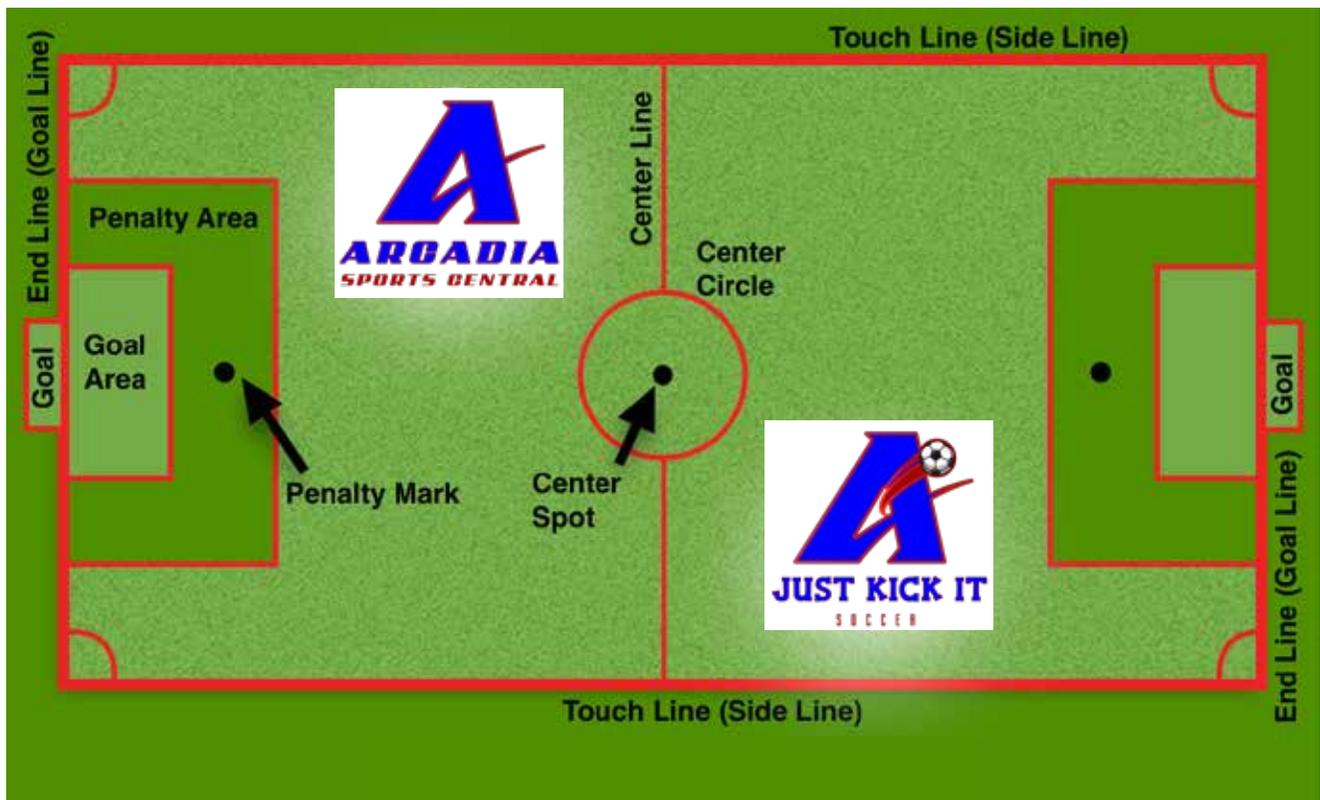
Footwear. Cleated shoes are recommended but not required. No METAL cleats are allowed. For player safety, only Soccer cleats are allowed during play. Soccer Cleats are shorter in length and do not have a toe cleat.

### 2.4 Bench Location

1. The home and visiting teams shall sit on opposite sides of the field during the game.
2. Each team will conduct pre-game warm-ups at the goal opposite of their bench position.
3. Only the players, coach, and one designated assistant may sit in the bench area during a game.
4. Coaches are not allowed to step onto the field during play, except as noted elsewhere in these rules.

### 2.5 Field & Markings

1. Field Size shall be age appropriate and will vary by location and age division.
2. U5 and U7 Age Divisions shall not have a Goal Area or Penalty Area delineated on the field as those divisions do not play with goal keepers.





## Section 3: Game Rules

### 3.1 Age Division Modifications

#### U5 Age Division

1. Teams play 3 vs 3 with no goalie. All of the players may chase the ball around the field. The kids want to be where the action is, and at this age it is around the ball. This will provide the opportunity for the children to further develop their running, jumping and kicking coordination.
2. Field Size is approximately 20yds x 40yds. The dimensions are smaller to accommodate the three-versus- three game and are appropriate for the movement capabilities of three- and four-year-old children. These adjusted dimensions provide more practical space allowing players to be successful.
3. Each team may, at their own discretion, place a last defender near their own goal, but that player may never use his hands or arms to play the ball.
4. One coach from each team may be on the playing field during the game to assist the players in game strategy and play execution. The coach may position his players during dead ball situations, but must not interfere with play during live balls or be subject to penalties as defined in Section 4.
5. There shall be no offside called during these games.
6. No slide tackling is allowed in this age division - Red Card Violation.

#### U7 Age Division

1. Teams play 4 vs 4 with no goalie. All of the players may chase the ball around the field. The kids want to be where the action is, and at this age it is around the ball. This will provide the opportunity for the children to further develop their running, jumping and kicking coordination.
2. Field Size is approximately 30yds x 50yds.
3. Each team may, at their own discretion, place a last defender near their own goal, but that player may never use his hands or arms to play the ball.
4. One coach from each team may be on the playing field during the game to assist the players in game strategy and play execution. The coach may position his players during dead ball situations, but must not interfere with play during live balls or be subject to penalties as defined in Section 4.
5. There shall be no offside called during these games.
6. No slide tackling is allowed in this age division - Red Card Violation.

#### U9 Age Division

1. Teams play 6 vs 6 (includes a goalie). All of the players may chase the ball around the field.
2. Field Size is approximately 30yds x 70yds.
3. No coaches are allowed on the field.
4. No slide tackling is allowed in this age division - Red Card Violation.

#### U11 Age Division

1. Teams play 6 vs 6 (includes a goalie). All of the players may chase the ball around the field.
2. Field Size is approximately 30yds x 70yds.
3. No coaches are allowed on the field.

#### U13 Age Division

1. Teams play 8 vs 8, with a goalie.
2. No coaches are allowed on the field.
3. Field Size varies by venue.

### 3.2 Game Length and Curfew

Games shall consist of:

U5:	Four <b>8</b> minute quarters, Halftime of 3 minutes, overtime applies.
U7:	Four <b>10</b> minute quarters, Halftime of 3 minutes, overtime applies.
U9:	Two <b>20</b> minute halves, Halftime of 3 minutes, overtime applies.
U11:	Two <b>30</b> minute halves, Halftime of 3 minutes, overtime applies.
U13:	Two <b>30</b> minute halves, Halftime of 3 minutes, overtime applies.

Games that are tied at the end of regulation play will be decided by overtime play per Section 7.

Except during official timeouts and half time, the game clock shall run continuously during the entire game. Quarter Breaks shall be not more than 2 minutes long.

### 3.3 Time Outs

Team Timeouts: There are no timeouts allowed during the match.

### 3.4 Allowance for Time Lost

The game official shall keep the official match time, and make allowances for all time lost through:

1. substitutions
2. assessment of injury to players
3. removal of injured players from the field of play for treatment
4. any other cause in the discretion of the officials

The allowance for time lost is at the discretion of the game referee.

### 3.5 Start of the Game - Coin Toss & Kick Off

A traditional coin toss will be held to determine the opening kick-off. Game officials and team captains will meet at mid-field for pre-game instructions. One member of the visiting team will call the toss, and the winner of the coin toss may elect to kick-off, or chose the goal of attack. Teams must switch halves after half time and the team that began the game in offense, shall begin the second half in defense. (alternate quarterly kick-offs for younger age divisions).

A kick-off is used to initiate play:

1. at the start of the match
2. after a goal has been scored
3. at the start of each quarter, or second half as applicable

#### Kick-off Procedure

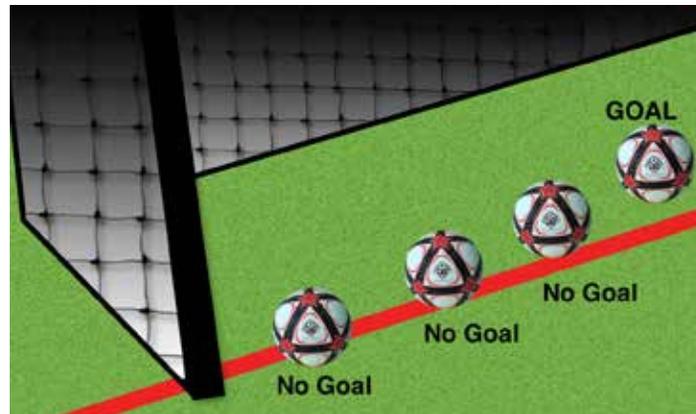
4. all players must be in their own half of the field of play
5. the opponents of the team taking the kick-off must be at least 10 yds from the ball until it is in play
6. the ball must be stationary on the center mark when the referee gives a signal
7. the ball is in play when it is kicked and moves forward
8. the kicker must not touch the ball again until it has touched another player

If the player taking the kick-off touches the ball again before it has touched another player, an indirect free kick is awarded to the opposing team to be taken from the position of the ball when the infringement occurred.

In the event of any other infringement of the kick-off procedure, the kick-off is retaken.

### 3.6 Scoring

A goal is scored when the entire ball passes over the goal line, between the goalposts and under the goal crossbar, provided that no infringement of the Laws of the Game has been committed previously by the team scoring the goal. A goal may be scored directly from the kick-off



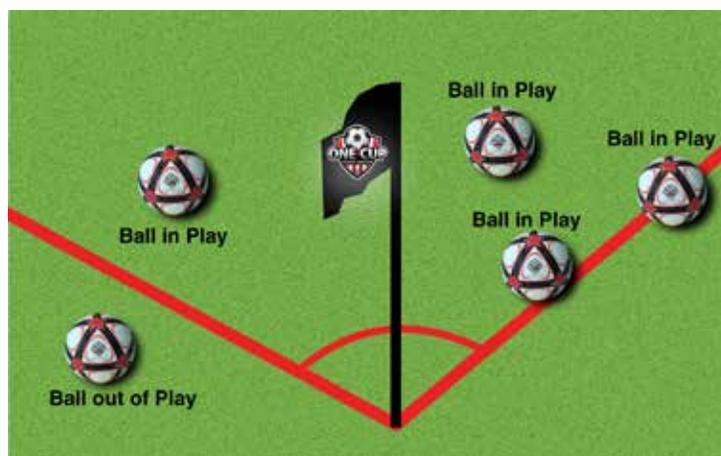
### 3.7 Ball Out of Play

The ball is in play at all times except when:

1. it has wholly crossed the goal line or touch line whether on the ground or in the air
2. play has been stopped by a game official.

The ball remains in play when it rebounds off a goalpost, crossbar or corner flag post and remains in the field of play. The ball also remains in play if the ball rebounds off either the referee or an assistant referee when they are on the field of play.

For divisions that allow on field coaching, the opponent shall receive a direct free kick in the event that the coach inhibits play, or is touched by a live ball.



### 3.8 Two Touch Rule

It is illegal for a player to touch the ball twice in a row when putting the ball in play. Another player must touch the ball before the in-bounder makes a subsequent touch on the ball. This rule applies anytime the ball is put into play by the various means available in the rules. Violation of the two touch rule results in the opposing team being awarded the ball as an Indirect Free Kick.

### **3.9 Initiating a Live Ball - Throw In**

When the entire ball crosses the touch line (side line), either on the ground or in the air, the opponents of the players who last touched the ball shall receive a throw-in. A goal cannot be scored directly from a throw-in.

When performing the Throw-In, the thrower must

1. face the field of play
2. have both hands on the ball
3. throw the ball in from behind and above the head
4. delivers the ball from the point it left the field of play
5. have both feet behind the sideline (as the line itself is considered "in play".)

Opponents must stand no closer than six feet from the point at which the throw-in is taken.

### **3.10 Initiating a Live Ball - Corner kick**

When the entire ball passes over the end line, either on the ground or in the air and a goal is not scored, the opponents of the players who last touched the ball shall receive a corner kick. A goal may be scored directly from a corner kick.

When performing the Corner Kick, the player must

1. place the ball inside the corner arc
2. The corner flag post must remain in place
3. The ball must be kicked by a player of the attacking team
4. The ball is in play when it is kicked and moves, the kicker must not play the ball again until it has touched another player

Opponents must stand no closer than 10 yards from the corner flag.

### **3.11 Player Substitution Rule**

Substitutions may happen at any time during a stoppage of play and there is no limit to the number of substitutions that may take place. The official must be informed before any proposed substitution is made. All substitutes shall remain outside the boundary until an official beckons.

When substituting the goal keeper, the substitute must don the goal keepers jersey.



## Section 4: Game Violations & Penalties

### 4.1 Offsides (does not apply to the U5 & U7 Age Divisions)

Being in an offsides position means that a player is nearer to his opponents' goal line than both the ball and the last opponent (not including the goalie). It is not a penalty in itself to be in an offside position. However, a player may be called offsides if in the opinion of the referee, the offsides player is:

1. interfering with play or
2. interfering with an opponent or
3. gaining an advantage by being in an offsides position

In the event of an offside penalty, the referee awards an indirect free kick to the opposing team to be taken from the place where the infringement occurred.

An offsides penalty shall not be called when:

1. a player receives the ball directly from a goal kick
2. a player receives the ball directly from a throw-in
3. a player receives the ball directly from a corner kick
4. a player is in his own half of the field of play or
5. a player is level with the last opponent (not including the goalie)

### 4.2 Free Kick Definitions, Game Violations and Player Penalties

Any violation or foul during the match shall result in a free kick. There are many type of free kicks:

1. **Direct Free Kicks** are caused from player contact fouls and hand balls. During a direct free kick, a player may kick from the point of infraction in any direction, and may score directly.
2. **Indirect Free Kicks** are caused by other game violations (such as offsides). During an indirect free kick, a player may kick from the point of infraction in any direction, but may not score directly unless the ball has touched another player on the kicker's same team.
3. **Penalty Kicks** are awarded when a foul happens inside the goalie box that would otherwise result in a Direct Free Kick. The player may shoot a penalty kick one on one vs. the opposing goalie. (No penalty kicks are awarded in U5 or U7).
4. **Corner Kicks** are awarded when the ball exits the playing field over the end line, but does not result in a goal. The corner kick shall take place on the corner nearest the point where the ball left the field.

Direct and Indirect Free kicks are awarded from the spot where the violation occurred. During a Free Kick, opponents may not be closer than 10 yards to the spot of the free kick, and if the opposing team commits a violation during the kick, the kick is retaken. If a free kick is taken by the defending team from inside its own penalty area, and is not kicked directly out of the penalty area, the kick is retaken. A second violation of this requirement will result in an Indirect Free Kick to the opposing team.

Free kicks are subject to the two touch rule (see Section 3.7)

#### 4.3 Direct free kicks

A direct free kick is awarded to the opposing team if a player commits any of the following seven fouls in a manner considered by the referee to be careless, reckless or using excessive force:

1. kicks or attempts to kick an opponent
2. trips or attempts to trip an opponent
3. jumps at an opponent
4. charges an opponent
5. strikes or attempts to strike an opponent
6. pushes an opponent
7. tackles an opponent
8. holds an opponent
9. spits at an opponent
10. handles the ball deliberately (except for the goalkeeper within his own penalty area)

#### 4.4 Indirect free kicks

An indirect free kick is awarded to the opposing team if a goalkeeper, inside his/her own penalty area, commits any of the following four offenses:

1. controls the ball with his/her hands for more than six seconds before releasing it from his/her possession
2. touches the ball again with his/her hands after he/she has released it from his possession and before it has touched another player
3. touches the ball with his/her hands after it has been deliberately kicked to him/her by a team-mate
4. touches the ball with his/her hands after he/she has received it directly from a throw-in taken by a team-mate

An indirect free kick is also awarded to the opposing team if, in the opinion of the referee, a player:

1. plays in a dangerous manner
2. impedes the progress of an opponent
3. prevents the goalkeeper from releasing the ball from his/her hands
4. commits any other offense,

The indirect free kick is taken from the place where the violation or offense occurred.

#### 4.5 Penalty kick

A penalty kick is awarded against a team that commits one of the ten offenses for which a direct free kick would normally be awarded, inside its own penalty area and while the ball is in play.

A goal may be scored directly from a penalty kick. Game periods (quarters, halves, and game), can not end if a Penalty Kick has been awarded. Only after the Penalty Kick is attempted can a game period expire. Additional time is allowed for a penalty kick to be taken at the end of each game period as necessary.

##### **Position of the ball and the players**

The ball must be placed on the penalty mark. The player taking the penalty kick must be properly identified. The defending goalkeeper must remain on his/her goal line, facing the kicker, between the goalposts until the ball has been kicked.

The players other than the kicker must be located inside the field of play and outside the penalty area, behind the penalty mark at least 9.15 m (10 yds).

#### 4.6 Handballs

A handball occurs if any player, other than the team's goalkeeper (as allied by rules), deliberately handles the ball when in play. A ball can be handled with any part of the arm, from the tips of a player's fingers right up to the shoulder.

##### **Handball Violation**

A Direct Free Kick will be awarded to the opposing team if a handball occurs. If the violation occurs in the penalty area, of the attacking half of the field, a penalty kick shall be awarded.

##### **Player Penalty**

A handball should result in a yellow card caution to the player that handles the ball for the purpose of deliberately preventing an opponent from getting possession of the ball. A handball can result in a red card (sending off). When a player is judged to have handled the ball to prevent a direct scoring opportunity such as a shot on an empty goal, or to have prevented a move that might have resulted in a direct scoring opportunity such as a breakaway.

##### **Not Awardable**

A handball violation shall not be called if a player is ruled to have handled the ball accidentally, either attempting to protect himself from injury, or if a player is hit on the arm by the ball without moving towards the ball and without being able to move out of the way. However, if a player's arm is in an unnatural position, for example outstretched or above their head, then a foul should be awarded whether accidental or not.

#### 4.7 Dangerous Play

Any action by a player that is unsafe to himself/herself or another player, may be ruled as dangerous play in the discretion the game officials. When contact is made, the referee will consider whether it was "careless, reckless or there was excessive force". The violation for some types of dangerous actions may result in a Direct Free Kick, or an indirect free kick. Player Penalties range from Yellow Cards, to Red Cards depending on the physicality of the offense.

##### **Tripping (Direct Free Kick)**

Players fall all the time during play. If both players came together and carelessly bumped or crushed into each other, it is not a foul. However, if one player trips the other in a clumsy manner (player control foul) it is a foul. The referee is responsible for deciding whether he/she was tripped or not.

##### **High Kicks (Indirect Free Kick)**

The high kick (raising the foot above waist level) is an act that may, or may not, be dangerous play. Determination must be made as to the proximity and danger to any player. A high kick isn't "dangerous play" unless another player is nearby.

##### **Low Headers (Indirect Free Kick)**

The opposite of a high kick is the low header. This is the situation when a defender dives with his/her head in a low position to contact the ball but is close to an opponent who may be trying to kick the ball. This is clearly dangerous play, but the Referee should always allow an exception for the goalkeeper who is attempting to dive on the ball.

### **Holding / impedance / obstruction (Indirect Free Kick)**

Holding, impedance and obstruction are examples of one player interfering with another without having a play on the ball (within 6 feet of the ball). However, if two players are clearly holding each other, the referee determines who is guiltier and usually it is the player who takes it too far or one who initiated the struggle.



## **Section 5: The Goal Keeper**

### **5.1 The Goal Keeper**

The goal keeper must wear a different color uniform to distinguish the keeper from the rest of the team, as well as the opposing team and officials.

Goal Keepers are the only players allowed to handle the ball with their hands, and only within the defending penalty area. Keepers may:

1. Catch any ball that is shot, headed or passed by the opposing team within the Penalty Area.
2. Handle the ball after it has touched a teammate, providing the ball was not deliberately passed to you. (If a teammate passes the ball to the goal keeper, the keeper must dribble the ball first and gain control. Only thereafter can the Keeper pick up the ball.)
3. Keeper may not handle a ball from a teammate's throw-in; but a ball that is headed to the Keeper by a teammate can be handled.
4. Keeper may distribute the ball back into play after gaining control of it by throwing or kicking it. (subject to the Two Touch Rule)
5. Keeper has six seconds to distribute the ball from the moment control is gained. A time violation may result in a verbal warning from the official and a yellow card caution on subsequent infractions.

### **5.2 Goal Kicks**

When a shot on goal by the opposing team results in the ball out of play over the end line, a goal kick is awarded. The Keeper may place the ball anywhere within the goal area (the smaller box inside of the penalty area) and kick the ball into play. Opponents must stand no closer than 10 yards from the ball and outside the goal area.

### **5.3 Field Play**

Goal Keepers are allowed to come out of the penalty area and participate in field play. However, Once the Keeper leaves the penalty area, the Keeper is no longer allowed to handle the ball and is subject to the same rules as the other players. Certain game situations lend themselves to the Keeper leaving the penalty area. This is common during close game situations when a goal is needed to tie or win the game. Another instance that a Keeper might come out of the penalty area to support the rest of the team during a corner kick.

### **5.4 Defending Penalty Kicks**

The Keeper must remain on the goal line between the goal posts before the ball is kicked during a penalty kick. Once the ball is kicked, the Keeper is free to move in order to best defend the goal. Keepers may take penalty kicks on behalf of their team.

### **5.5 Defending the Goalie**

Players may not impeded the goalie when the ball is being put into play (Yellow Card). A player must not intentionally impede the goalie during play unless it is a natural part of the game.



## Section 6: Disciplinary Sanctions

### 6.1 Disciplinary sanctions

Disciplinary Sanctions will be made in the sole discretion of the game referee. The referee has the authority to take disciplinary sanctions from the moment he enters the field of play until he/she leaves the field of play after the final whistle.

#### YELLOW CARDS:

The yellow card is used to communicate that a player, substitute or substituted player has been cautioned.

A player who commits a warning or ejectable offense, either on or off the field of play, whether directed towards an opponent, a team-mate, the referee, an assistant referee or any other person, is disciplined according to the nature of the offense committed.

#### Warning offenses (in the sole discretion of the referee)

A player is cautioned and shown the yellow card if he/she commits any of the following seven offenses:

1. unsportsman-like behavior
2. dissent by word or action
3. persistent infringement of the Rules of the Game
4. delaying the restart of play
5. failure to respect the required distance when play is restarted via a corner kick, free kick or throw-in
6. entering or re-entering the field of play without the referee's permission
7. deliberately leaving the field of play without the referee's permission
8. violation of player conduct expectations as issued by the league or contained within these rules

#### RED CARDS:

The red card is used to communicate that a player, substitute or substituted player has been ejected.

#### Game Ejection offenses (in the sole discretion of the referee)

A player, substitute or substituted player is sent off if he/she commits any of the following seven offenses:

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/her own penalty area)
5. denying an obvious goalscoring opportunity to an opponent moving towards the player's goal by an offense 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
8. violation of player conduct expectations as issued by the league or contained within these rules

During the match: A player who receives a yellow card may continue to play in the match. If a player receives a red card, he/she is immediately dismissed from the field of play and can play no further part in the match. The player who is dismissed cannot be replaced; his/her team must play the remainder of the game with one fewer player.

A player receiving two Yellow Cards during a single match shall have the same.



## Section 7: Standings & Overtime Pay

### 7.1 Overtime Play

In the event that the game is tied after regulation play is concluded play moves into overtime, Overtime is a penalty kick competition. (Except that U5 & U7 Divisions may end in a Tie)

1. Repeat the coin toss to begin the competition. Visiting team calls the toss and the winner elects to kick first or defer.
2. The opponent chooses the end of the field on which play will occur during the entire overtime period.
3. Each team will elect 5 players to perform penalty kicks. All five players from each team will perform the penalty kicks consecutively until all five players have kicked.
4. A winner is declared if a point differential exists at the end of each overtime period.
5. If the game remains tied after the initial overtime period, a second overtime period will ensue in which the remaining team members will perform penalty kicks (one per team) alternating possession until a point differential is made in a sudden death format.
6. Once all team members have performed a penalty kick, team members may re-kick in the same sequence that they were used for the initial overtime until a point differential is made in a sudden death format.
7. In overtime play, teams will select one (1) goalie to be in net for the entire overtime period to serve as keeper. The keeper may not be substituted during overtime play.

### 7.2 Game Forfeits

A game shall be declared a forfeit when:

- A team is not ready to play within 5 minutes after the scheduled start time
- a team plays with an illegal player
- a team accrues three (3) sportsmanship-related technical fouls in any one game; and/or a team has a player, coach or spectator who has been asked to leave the field by a game official but refuses to do so.

### 7.3 League Standings

The league shall keep season standings by record the wins and losses for each team. Season Standings have no bearing on the season outcome, but may aid the league commissioner in tournament bracket seedings, only if they choose, in their discretion, to employ that method for tournament seeding.



## Section 8: Conduct

### 8.1 Referee Errors and Game Results

All coaches should be aware that it is the league's policy that the results of games will not be reversed in the case of error by the officials. Any errors by the officials (referees, scorekeepers, or timekeepers) in interpreting the rules must be corrected in accordance with these Rules at the time of the error.

In the case of error, the error must be corrected in consultation with the referees and both coaches as soon as it is discovered.

The only violations that, if verified by the league commissioner, may constitute the basis for reversing the outcome of a game are: 1) willful violation of the participation rule, 2) use of an ineligible

player (i.e., a player who is not rostered or has been suspended).

## 8.2 Competitive Spirit

League standings are based solely on wins or losses. The league discourages “running up the score”. The league is organized for competitive fun and encourages coaches with a strong lead to mix up their player positions and plays to ensure that development and fun is the focus.

## 8.3 Conduct

1. Contact is limited to incidental contact that is a normal part of soccer.
2. Players are expected to behave in a civil manner. Uncivil acts will result in disciplinary sanctions.
3. Taunting, trash talking, cursing or other offensive language or behavior by players, coaches or their fans will result in a disciplinary sanctions and possible forfeiture for the second offense (in the game official's sole discretion).
4. Reckless play deemed by the game official to be potentially dangerous or harmful (e.g. elbowing, cheap shots, roughing, pushing, etc.) will result in disciplinary sanctions. Two such acts committed by one player during a game will result in automatic ejection.
5. Play that is deemed by the game official to be intentionally malicious (e.g. fighting, attempted punching, clothes lining, etc.) will result in a disciplinary sanctions and player ejection. Two such acts by one team during a game will result in immediate forfeiture and potential league sanctions.
6. Players, Teams or Coaches who are found to have intentionally cheated will forfeit their game and be suspended until addressed by the league commissioner.
7. Players, Coaches, or Spectators who are ejected from a game, must vacate the premises. Failure to do so will result in game suspension, forfeiture or league banishment.
8. League Representatives and Game Officials have the authority to suspend play and declare a forfeit if players, fans and/or coaches behave in a manner that is threatening or dangerous.
9. League Representatives, Game Officials, or Security will make reports to the League Commissioner of conduct violations by anyone at any league event. In addition to the penalties assessed during a game, conduct violations may carry the additional penalties in the discretion of the commissioner:
  - A) Intentional Unsportsmanlike Conduct -8- day suspension from practice and play.
  - B) Ejection from a Game - 8- day suspension from practice and play.
  - C) Physically threatening an official - season suspension.
  - D) Hitting an official - indefinite suspension (minimum 1 season).
  - E) Public intoxication - season suspension.
  - F) Fighting (on or off the field) - season suspension.
  - G) Second offense of A or B - season suspension.
  - H) Playing an ineligible player - forfeiture of game (minimum).
10. Opposing coaches and players must shake hands after each match or face suspension.
11. **For safety reasons, spectators must remain off the field at all times unless directed otherwise by a league representative or game officials. Spectators must be seated a minimum of 2 yards behind the sidelines.**

**END OF RULES**