

KITS SPORTSCENTER SOCCER RULES

****RULE 1 – Number of Players**

A maximum number of 18 players on the roster may dress and participate in a particular game. All rosters must be submitted by the first game. You can add players to the roster prior to your second game. Teams need to add ALL possible players to your rosters as guest players throughout the session will not be allowed to play. All rosters will be frozen after the second game. Any player who is not on your roster and plays will result in a forfeit. Players cannot be rostered on teams in the same league.

All adult player rosters need to include the players' signature. If the player has not signed the roster, he/she will be considered a non-rostered player. **All rosters must be turned in by week # 1 of each session. Changes can be made up to the second week of the session.**

Roster challenges must take place before or during a game. Kit's referees and Kits staff reserves the right to challenge a team's roster if they believe there are non-rostered players participating. If a challenge takes place, the referee will contact the Kits manager on duty. The clock will continue to run during all challenges. The Kits manager on duty will research the challenge while the game continues and report their findings at the next stoppage of play. Any use of a non-rostered or illegal player will result in that teams immediate forfeit of the game.

Maximum and minimum number of players allowed on the field during play:

| | | <u>Max</u> | <u>Min</u> |
|----------------|------------------------|------------|------------|
| Rec Leagues | Pre-K League | 3 + goalie | 2 + goalie |
| | U6 | 3 + goalie | 2 + goalie |
| | U8 - U14 | 6 + goalie | 4 + goalie |
| | U16, U19 | 5 + goalie | 4 + goalie |
| | Women | 6 + goalie | 4 + goalie |
| | Men | 5 + goalie | 4 + goalie |
| | *Co-Ed | 5 + goalie | 4 + goalie |
| Travel Leagues | U9, U10, U11, U12, U13 | 6 + goalie | 5 + goalie |
| | U14, U16, U18 | 5 + goalie | 4 + goalie |

****Co-Ed League:** Teams must always have at least 2 women on the field at all times. If only one woman is available, a team can not use a fourth man, but must play short handed. Goalies are not included in the count of three women.

Duration of Game:

- Duration of Games: Adult, Travel and Recreational: 2 x 20 minute halves
- " " 3 v 3 Leagues: 2 X 15 minute halves

****Team Payments:** Payment must be made by one check or one credit card by the first game of the session. Half (50%) of team fee's must be paid by the first game of the session by a single credit card or check. The remaining balance will be due by the second week of games. Changes in payment policy must be approved by Kits staff.

Substitution: May occur on an unlimited basis and “on the fly”, provided the player leaving the field and the player entering the field do not participate in the play while they are simultaneously on the field. The substitution must also occur within 10 feet of the bench area. Any teammate may change place with the goalkeeper at any time as per regular substitution procedures, provided the goalkeeper wears a jersey that distinguishes him/her from the other players.

Rule 2 – The Ball:

A size 5 ball will be used for all adult through U-13 games. A size 4 ball will be used for U-12 through U9 leagues. A size 3 ball will be used for U-6 + Pre-K Leagues.

****Rule 3 – Injured Player:**

Any injured player must be removed from the field. This player can then enter at the next substitution opportunity. An injured goalkeeper may stay in the game. Under no circumstances is a player allowed to continue to play while he/she has an open wound and blood is evident. Any blood must be covered with a bandage.

Rule 4 – Player and Team Equipment:

- Uniforms must be of the same color for the entire team. Goalkeepers must wear colors that distinguish them from all other players and the referee.
- Shin guards must be worn and covered by socks.
- Jewelry of any kind is strictly prohibited and must be removed.
- Braces must be properly padded to the satisfaction of the referee.
- No players will be allowed to play with casts.
- No players will be allowed to play with eyeglasses. (Safety glasses are permitted)
- Footwear must be a flat-soled indoor shoe, a gym shoe or a turf shoe. Cleats will not be allowed in any league.

One warning will be given for equipment violations. Time penalties may be assessed thereafter.

****Rule 5 – Referees:**

The referees are responsible for controlling the game and have authority when they are on the field. Two officials will be responsible for the control of all Men’s leagues and Co-ed leagues. One official will be responsible for all other league games.

**If only 1 Referee is on the field teams have 2 options that BOTH teams must agree on.

Option 1: Continue with scheduled game with one referee

Option 2: Agree to have game re-scheduled with 2 referee’s

Rule 6 – Fouls & Misconducts:

Any player who kicks, trips, strikes, boards, jumps at, pushes, holds, charges, commits dangerous play, obstructs or handles the ball will be penalized by awarding a free kick to the opposition.

****Penal Time Penalties** will be assessed by the referee against a player for committing offenses deemed severe or blatant in nature, such as: tripping, boarding, elbowing, spitting, chewing gum, fouls from behind, etc... These penalties shall be administered by the showing of Blue or Red Cards, depending on the severity of the foul and the extent of the players involved. A player guilty of two Blue card penalties in a game, will receive a Red card.

****Blue Card:** 2 Minute Penalty. A player must serve his/her own penalty. A team must play short handed for two minutes unless the opponent scores a goal before the two minutes have expired. A player who commits a foul inside his/her penalty area that is worthy of a penalty kick will receive a blue card. The penalized team can return to full strength if the penalty kick is successful or if the opposition scores a goal within the two minute penalty. When both teams receive an equal number of blue cards, they must both play short handed for the full two minutes.

ROUGH PLAY- After a team's second blue card violation, any additional blue cards will result in a 5 minute penalty. The team will play shorthanded the entire five minutes regardless of the number of goals scored against them.

Slide Tackling: *Slide tackling* is not allowed except for the goalie in the penalty area. *Sliding* to offensively strike the ball or defensively clear the ball when no opposing player is nearby IS acceptable.

Multiple Penalties; A maximum of two penalties shall count down simultaneously. If a player is penalized while two players on his/her team are serving penalties, the third or fourth penalty shall not commence until the penalty time of either first penalized player has expired.

Blue Card Violations:

- 1) Any dangerous or unnecessary foul
- 2) Boarding
- 3) Illegal substitution
- 4) Abusing the shin guard, jewelry or equipment policy
- 5) Goalkeeper intentionally handling the ball outside the penalty area (referee's discretion)
- 6) Encroachment
- 7) Dissent by words or actions
- 8) Unsportsmanlike behavior
- 9) Unauthorized people in the team bench area
- 10) Tampering with the game clock

Red Card: 5 minute penalty to be served by a teammate of the player/coach that was sent off. The referee will not restart the game until the penalized player/coach is removed from the building. The opposing team will be awarded a power play the entire duration of the penalty, regardless of how many goals are scored. Any player receiving a red card will result in their team losing one point from the teams' total scoring and be assessed a \$25 fine.

****Red Card Violations:**

- 1) Striking or Fighting
- 2) Violent Conduct or Serious foul play
- 3) Abusive or aggressive foul language to any player, official or patron of Kits Sports Center.
- 4) Physically contacting a game official
- 5) Spitting at an opponent or game official
- 6) Charging the goalie

Red Card Suspensions:

1 Red Card = 1 Week Suspension + \$25 fine paid BEFORE returning to play
Second red card in one session = 2 Week Suspension + \$50 fine paid before returning
Third red card in one session=League Suspension.3 Red Cards/Team one game= forfeit and a \$100 team fine.

FIGHTING WILL NOT BE TOLERATED Fighting will not be **TOLERATED!** The game will end immediately regardless of the time remaining on the clock. **Any player red carded for fighting will be EXPELLED from the league.** Any player who leaves the bench area to engage in misconduct will receive a red card and a **\$25 fine.**

****ZERO TOLERANCE:** **The game will be stopped by the referee when any player displaying inappropriate or disruptive behavior towards another player, official or spectator. Penalties will be given to any player who uses obscene or abusive language (this does include swearing), openly disputes or argues with officials, or visually displays any sign of dissatisfaction with an official's decision including standing on the benches, hanging from the walls or blocking the bench or field entryway. Any time a player persists in any of these actions they will be assessed a penalty.

****ZERO TOLERANCE for REFEREE'S:** Referee's are required to conduct themselves in a business like, sportsmanlike, impartial and constructive manner at all times. The actions of an official must be above reproach. Actions such as baiting or inciting players or coaches are strictly prohibited. Officials are ambassadors of the game and must always conduct themselves with this responsibility in mind.

RULE 7 – Goalkeepers

The goalkeeper must wear a jersey, which distinguishes him/her from the other players on the field. Goalkeepers may change on the fly as per regular substitution procedures. Goalkeepers can score with their hands. Goalkeepers are allowed to bounce the ball. Goalkeepers from the adult through U-13 leagues are not allowed to punt the ball.

U-12 goalies and younger may punt the ball. Drop Kicks are always allowed. Goalkeepers must distribute the ball to another player within five seconds. All other outdoor goalkeeper rules will apply.

Slaughter Rules:

| <u>Recreation League</u> | <u>Goal Differential</u> | <u>Rule</u> |
|-----------------------------|--------------------------|--|
| U6 – U19 | 3 | Add 1 player |
| Women | 3 | Take away a player |
| Men, Co-ed | 5 | Take away 1 player (male or female in Co-Ed league) |
| <u>Travel League</u> | | |
| U9, U10, U11, U12, U13, U14 | 3 | Add 1 player |
| U16, U18 Girls | 3 | Add 1 player |

Miscellaneous Rules:

Free Kick & Restarts – All free kicks and restarts (**excluding kick offs**) are direct. Opposing players must stand ten (10) feet from the ball and must not gesture in any way that will interfere with the taking of the kick. All players have 5 seconds to play the ball after being signaled to do so by the referee. If team does not play the ball in the allotted time, possession of the ball is then awarded to the opponent.

Out of Bounds – When the ball hits the top netting or the netting directly behind the goals (from red line to red line). Balls hitting the side netting and staying in play are live.

Holding the Boards – A player may only grab the boards to protect him/herself. Using the boards to gain an advantage will result in a restart for the opposition.

Ceiling – Balls that strike the netting on the ceiling will restart in the field directly below where the ball hit. If the ball hits the netting above the penalty area, the restart will take place at the top of penalty area.

Coaches – A maximum of three coaches will be allowed in the bench area.

Chewing Gum – is strictly prohibited. Any player chewing gum on the field will be given a blue card.

**Clock – The clock runs continuously. It will only stop when an injured player needs attention.

**Late Teams – If a team is late or does not have the minimum required number of players to start the game, the clock will start at the designated game time and 1 additional goal will be awarded to the opposing team. If after 5 minutes the team still does not have the needed number of players – the game will be forfeited.

Forfeit Rule – In the case of a forfeit, the winning team will be awarded a 3-0 victory. No shut out point will be awarded.

Kick-Offs- All kick offs can be played backwards. **No power shots toward the goal are allowed.**

League Scoring –

- 6 points for a win
- 3 points for a tie
- 1 point for each goal (up to 3 per game)
- 1 point for shut out

MICRO FIELD SOCCER RULES **(3 V 3 LEAGUES)**

Number of Players: A maximum number of 6 can be rostered per team. A maximum number of two coaches per team are allowed in the bench areas.

Power Kick Rule: Absolutely no power kicks (when someone really winds up on a shot; referees discretion).

Substitutions: May occur "on the fly", provided the player leaving the field and the player entering the field do not participate in the play while they are simultaneously on the field.

Player and Team Equipment: Uniforms must be of the same color. Shin Guards must be worn and covered by socks. No jewelry of any kind is allowed and no casts may be worn. Indoor or turf shoes only, no soccer cleats are allowed.

Duration of Game: 2 X 15 minute halves

Fouls and Misconducts: Same as Regular soccer rules. See page 2.

Slaughter rule: No slaughter rules are used in 3 v 3 leagues

Other Miscellaneous Rules:

-Kick offs will be indirect and may be played backwards.

-All free kicks are indirect. Opposing players must stand ten feet away from the ball during all restarts and must not gesture in any way with the taking of the kick. All players have 5 seconds to play the ball after the referee has signaled. If a player does not play within the allotted time, possession of the ball is then awarded to the opponent.

-Ball is out of play if it hits the side or top netting of the field. Ball is placed at spot nearest to where the ball went out and restarted by a free kick for the opponent.

-No chewing gum is allowed on the field.

-Goals can only be scored from the offensive half of the field.

-Any penalty kick awarded will be taken from the midfield dot with no players allowed in the goal box. If shot is missed, ball then becomes live.

