



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 from the field, the stands, or the entire facility at management's sole discretion.
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 all players, coaches and spectators.
4. NO FOOD, BEVERAGES or PETS may be brought onto the premises without special permission from Soccer City Management.
5. No DRINKING or LOITERING in the parking lot.
6. Players and spectators are responsible for any damages caused to Soccer City property. Management fully intends to enforce all violations 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 and 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 lieu 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 always have a responsible adult at the players' bench. High School Teams must always have a non-playing responsible adult over 21 at their players' bench.



Rules and Regulations

LARGE FIELDS (185` x 82`)

I. NUMBER OF PLAYERS

	Leagues	Number of Players	
1. On the Field – U9 thru U17		7	one of whom must be dressed as a goalkeeper
	HS Boys & Girls	7	one of whom must be dressed as a goalkeeper
	HS Coed / Adult Coed	7	one of whom must be dressed as a goalkeeper
	Adult Men's & Women's	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 eighteen (18) 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. A copy of the roster will be made for the coach, which will need to be brought to every game.
3. Only players on the roster may play. **Any use of non-roster players may 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 application or a second roster may be approved and stapled to the original by a Soccer City representative. After the start of your 4th game, roster additions cannot be made without the prior approval of Soccer City Management.

III. AGE REQUIREMENTS

1. Youth players may participate in any division 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.

5. 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 must qualify for the next younger league offered by Soccer City as listed on our web site except where all the Managers of an established league have mutually agreed to requirements differing from the norm (i.e. Men's 50+).

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. hats, rings, chains, earrings, watches, 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 and casts 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 intact until all participants have left the field and its surrounding viewing areas including the entire facility. 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. Games cannot end on a foul/violation when that foul is committed by a team either in a tie or winning position, and that foul occurs in the trailing team's offensive half. The Direct Kick will be taken with the opportunity to score until the ball deflects off the wall (or net), deflects off a striking player, is cleared by the defending team, or scores a goal as a direct result of the shot itself. If the shot deflects off an opposing player and goes directly in, the goal does count.
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, where the injury occurred in the second half, may be considered complete with the current score recorded. Games that were suspended in the first half due to injury, will be rescheduled as soon as possible restarting at the point of stoppage with the same score and time remaining.

3. There are 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. Every player, except the player taking the kick-off, must be in his / her own half of the field. The opposing team must be outside of the 12-foot center circle until the ball is kicked. The player who initiated the kick-off cannot play the ball a second consecutive time. **All free kicks at Soccer City are DIRECT, EXCEPT the two INDIRECT kicks including kick-offs AND the deliberate striking of the ball with the head from a U11 and younger player.**
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 restart play with a drop ball. For the "drop ball" restart, the referee will place the ball in the keeper's hands of the team that last had possession prior to the stoppage of play. The keeper may then drop the ball to their feet or release it via punt or throw to restart play at the whistle.

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 for a direct kick by the opposing team. For balls that hit the ceiling net inside the penalty area, the restart will be a direct kick at the top of the penalty box.
 - c) The referee has stopped the game for any injury or misconduct
2. The ball is considered in play at all other times including when it touches the referee and remains on the field of play.

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 directly in a goal, it is worth 2 points.
3. A goal scored deliberately 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 or prevent an opponent from playing the ball once the replacement player has stepped on to the field. If the replacement player gains the advantage, by leaving the bench and becomes involved with play too early as deemed by the referee, play will be restarted with a Direct free kick by the opponent at the spot of the infraction.
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 may 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. If a ball is deflected by the opponent before it crosses the first line, but still crosses all 3 lines in the air, the ball goes back to the point where it crossed the first line and is the possession of the team who originally kicked the ball.
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 or attempting to kick an opponent
- c) Tripping or attempting to trip an opponent
- d) Jumping at an opponent
- e) Charging from behind
- f) Charging violently
- g) Striking or attempting to strike an opponent (including head-butt)
- h) Pushing
- i) Touching the ball with any part of your hands or arms to gain an advantage
- j) Boarding (charging an opponent into or against the dasher boards)
- k) Placing both hands on the wall to gain an advantage

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 or five-minute penalty at the discretion of the referee.
3. Any **offenses normally defined as an indirect kick** (i.e. dangerous play, impeding, goalie's illegal touch) **are awarded a direct free 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 15 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 **15 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 15-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 handling violation.
- d) **A game may not end on a pending direct kick.** Even if time has expired, a referee may allow the direct kick to take place when a foul/violation is committed by a team either in a tie or winning position, and that foul/violation occurred in the trailing team's offensive half, until the ball a) is played 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 other players besides the goalkeeper and the player taking the kick, all other players must be behind the kicker. 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) A cautionable offense may result in a verbal warning or a yellow card. When a yellow card is issued, the offending player will be sent to their bench for two minutes. This may or may not result in their team playing down a player at the referee's discretion. If a team is playing short and the opposing team scores, then a teammate may come back on the field.
- b) A cautionable offense may also result in a yellow card five-minute time penalty (the offending player and his/her team will play down a player for the entire five minutes regardless of number of goals scored by their opponent). A player could be cautioned for:
 - a) Dissent – a player, by words or actions, shows dissent about any decision given by the referee.
 - b) Unsporting Behavior – any actions deemed by the referee to be inappropriate during play
 - c) Persistent infringement – a player persistently violates any of the above regulations
- c) A second caution in the same game by the same player or coach will result in an ejection for that player/coach. That player/coach will also be required to leave the players' bench immediately. 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.
- d) **EJECTIONS** may occur if the referee has determined that any of these offenses are of a violent nature. No fighting, over-aggressive behavior or abusive language in any fashion 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 their goalkeeper's hands until being touched by an opponent. This includes a series of passes originating from the neutral zone where an opposing player has never touched the ball including a pass to the goalkeeper that was deliberately played to him/her from their teammate's head.
- 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 may carry a potential 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) Anyone receiving a red card will be ejected from the game and must leave the surrounding areas immediately. The team may play down a player for the entire 5 min penalty at the referee's discretion.
- b) 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 with the maximum 4 goal differential) at the time the second player is ejected.
- c) 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 with the maximum 4 goal differential. 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.

10. HEADING THE BALL RESTRICTIONS

For u11 players and younger, per OSYSA 20.2 & 20.7, all players who are registered on or participate with any u11 or younger team are prohibited from deliberately striking a soccer ball with any portion of their head, (a.k.a. heading). The restart will be an indirect free kick to the opponent from the spot of the infraction. If the infraction occurs within the goal area, the indirect free kick will be taken on the goal area line parallel to the goal line at the point nearest to where the infraction occurred. Referees will NOT be assessing the age of the individual players on the field, they will only be enforcing the rules for this age group. **{Any u11 player or younger participating in a u12 league or older will be officiated as if they are u12 or older and therefore this rule would not apply}.**

XIII. OVERTIME / SHOOT OUTS

Regular league and tournament games may end in a tie. However, 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.
 - 11)

XIV. LEAGUE STANDINGS

- a) A win results in three 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.
- d) A forfeit will result in a 4 - 0 score line.

Tie Breaker: Should there be two or more teams with the same point total, the tiebreakers to determine League Champs will be as follows. Once a team has been eliminated from the tie breaking guidelines, they are then excluded from the remaining steps of the tiebreaker and cannot be considered League Champs.

- 1) Head to Head - The team with the highest winning percentage of each team in games matching each team with only those opponents also involved in the tie. A tied does not compute in winning percentage. If still tied, then
- 2) The team with the highest number of wins. If still tied, then
- 3) Goal differential - The maximum number of goals awarded for differential per game is 4. Even winning a game by 5 or more goals will still only result in a maximum of a 4-goal differential. Soccer City certainly does not encourage a team from running up the score for any tie breaking purposes. Please use proper sportsmanship if your team is more skilled than your opponent. If still tied, then
- 4) Least amount of goals given up. If still tied, then
- 5) Most amount of goals scored. If still tied, then
- 6) Flip of a coin

XV. **PROTESTS**

PROTESTING AN OPPONENT

- Soccer City believes in the integrity of the game and the necessity to provide the most appropriate competition. While skill is sometimes hard to quantify, a player's birthday and their inclusion/exclusion on a team's roster is quite concrete. In order to police a player's appropriate participation in a game, a coach/manager may protest an opponent's player(s) based on roster eligibility or age. This protest will be handled differently depending on the circumstances defined below to avoid embarrassment to any player participating under proper qualifications but to also attempt to ensure the safety of all participants of the game.
- 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.
- 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.
- **All protests must be made either to the referee at a stoppage of play during the game of concern or to the MANAGER at concession within 15 minutes of the conclusion of the game in protest.** Please understand that protesting at the concession stand may make the process of identifying the player(s) of concern more difficult as those players may have already left or changed attire.

PROTESTING A YOUTH PLAYER (Lollipop through High School leagues)

1) **PROTESTING THE ROSTER ELIGIBILITY OF A YOUTH PLAYER**

If a coach is concerned about an opponent's roster eligibility (either that player is not listed on the opponents roster or that player should not be eligible to be listed on an opponent's roster because he / she is rostered on two different teams within the same black or blue recreational division), the coach should notify the referee of their concern stating the player of concern's identification by name, uniform number, or physical description if either of the first two identifiers are not possible. The referee is to note the protest and inform the opposing coach. 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. It is the protested coach's responsibility to ensure that the player(s) meets with the referee immediately after the game to satisfy the requirements above. 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.

2) **PROTESTING A YOUTH PLAYER BELIEVED TO BE TOO OLD**

If a player(s) 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(s) 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(s) 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. 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 ensure 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.

PROTESTING AN ADULT PLAYER

1) PROTESTING THE ROSTER ELIGIBILITY OF AN ADULT PLAYER

If a coach is concerned about an opponent's roster eligibility (that player is not listed on the opponents roster), the coach should notify the referee of their concern stating the player of concern's identification by name, uniform number, or physical description if either of the first two identifiers are not possible. The referee is to note the protest and inform the opposing coach. If a player is challenged by an opposing coach or manager **BASED ON ROSTER ELIGIBILITY (ASSUMING THE QUESTIONED PLAYER IS OF APPROPRIATE AGE)**, 1) that player may continue to play in that game, but the game is played under protest. If it is determined that the questioned player was not listed on the roster, the protesting team is awarded a 4-0 forfeit win. **After the game, the protested 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. It is the protested coach's responsibility to ensure that the player(s) meets with the referee immediately after the game to satisfy the requirements above. 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.**

2) If the team with the player being protested acknowledges that the questioned player is a sub and/or not listed on their roster, the protesting team can either 2a) opt to continue the game allowing the protested player's participation but then must accept the actual outcome of the game as the recorded result; 2b) ask the game to continue without the protested player but then must accept the actual outcome of the game as the recorded result; 3a) select options 1 or 2 but continue to play the game as a friendly where the recorded result will favor the protesting team 4-0; 4a) take the forfeit win and vacate the field. All games where a protest is filed is considered a completed game and the results will be recorded accordingly. Sometimes asking for the removal of a player(s), may result in the opponent not having enough players to field a team and fulfill their obligation as a viable opponent thus costing the protesting team an actual game. These games will not be rescheduled.

2) PROTESTING AN ADULT PLAYER BELIEVED TO BE TOO YOUNG

If a player(s) is challenged by an opposing coach or manager **BASED ON AGE (TOO YOUNG)**, that player must provide proof of age before re-entering the field of play. Once adequate proof is provided, the questioned player may continue their participation in the game. If no proof can be provided (either they have no identification or they are in fact too young) then the protesting team can either 1) opt to continue the game allowing the protested player's participation **IF THAT PLAYER CAN PROVE THEY ARE ATLEAST 18 YEARS OLD** but then must accept the actual outcome of the game as the recorded result; 2) ask the game to continue without the protested player but then must accept the actual outcome of the game as the recorded result; 3) select options 1 or 2 but continue to play the game as a friendly where the recorded result will favor the protesting team 4-0; 4) take the forfeit win and vacate the field. All games where a protest is filed is considered a completed game and the results will be recorded accordingly. Sometimes asking for the removal of a player(s), may result in the opponent not having enough players to field a team and fulfill their obligation as a viable opponent thus costing the protesting team an actual game. These games will not be rescheduled.

PROTESTING A RULE or A REFEREE'S INTERPRETATION OF A RULE

Judgment calls may NOT be protested however knowledge or interpretation of Soccer City rules certainly may. While Soccer City takes great strides and pride in the training of our referees, an occasion may rise where the interpretation of a rule may be challenged. Should a team encounter a situation in a game where they disagree with the knowledge or interpretation of a rule by the referee on the field, the team intending to protest must respectfully try to gain an understanding of the referee's point of view at the time of the incident. If there is still a discrepancy, the protesting team must inform the referee that they would like to protest the game from that point. The referee is to best describe the circumstances on an incident report located at the scorer's box and present it to the protesting team's coach / manager for agreement on the circumstances. If the description accurately depicts the events leading to the protest, the protesting manager must sign the incident report simply stating that they agree with the circumstances as described. The game will then

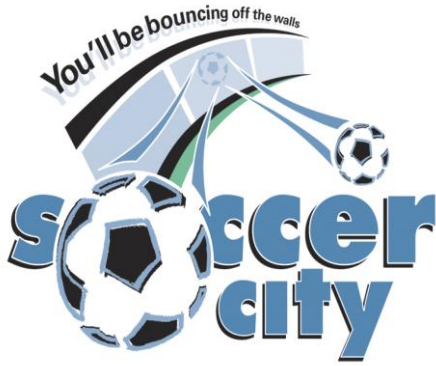
continue until its completion "under protest". The incident report will then be turned into Soccer City Management for review at Management's earliest convenience. Should the protest be granted and the misinterpretation could have had an impact on the results of the game, the game will be rescheduled at a reasonable time as determined by Soccer City Management based on facility availability starting at the point in the game when the incident occurred. Should either team not agree to the rescheduled time or not show once that game time has been determined, the team not showing will lose that game as a forfeit. Assuming both teams show, the game will then be completed, and the new results recorded in the standings. Should the protest be denied, the original game results will be recorded. **The protesting team will incur a charge of \$25 that must be received by Soccer City Management to review the circumstances. Should the protest be granted, that \$25 will be refunded. However, if the protest is denied, that fee will be kept by the facility.**



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. Depending on the severity of the tackle, the penalty could result in an expulsion from the game.
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 NOT consider the centerline to be in either half, a **KICKOFF 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. If there is a deliberate pass to the keeper or a deliberate shot on goal by the defensive team and the ball goes in the net, the goal is counted regardless if there is female touch. However, if the attacking team attempts a shot from the offensive half without Touch, and it accidentally deflected into the defender's goal, no goal is awarded and play resumes with a corner kick by the attacking team.
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 & U9	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 Lollipop League (Coed ages 4 - 6) 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 Lollipop Leagues (Coed ages 4 - 6) 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 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 free kick for the opponent at the midfield spot.

VII. PENALTY KICKS

There are no penalty kicks on the small field. Any rule infringement that occurs in the defending penalty area will instead be issued a DIRECT kick from the top of the penalty area.

VIII. KICK OFFS

All kickoffs are indirect meaning the ball must touch someone else besides the player taking the kick before entering the goal to count. For the purposes of the small field, we further clarify that it must touch a teammate of the one kicking off before a goal can be scored and not rely on a misplay by a goalie or defender. Therefore, a goal can NOT be scored as a direct result of a kickoff.



5-A-SIDE ON TURF- (82' x 56')

“5-A-Side on Turf” is the Futsal game but played on a grass surface to better simulate outdoor play.

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

I. NUMBER OF PLAYERS

Leagues	Number of Players	
On the Field – U8 – U18	5	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. BALL SIZE

- | | |
|--------------|-----------|
| 1. U8 – U10 | Futsal #3 |
| 2. U11 – U18 | Futsal #4 |

III. GOAL SIZE

Goal Sizes for all age groups is 3m wide x 2m high (roughly 10' wide x 6.5' high)

IV. BALL IN / OUT OF PLAY

- Games consist of 2 twenty-two-minute halves with teams changing direction during a 1-minute halftime. The game clock will be kept on the large score board; however, the game score will be kept on the field since it is highly likely there could be two futsal games being played simultaneously.
- Kickoffs are taken from the center dot and are IN-Direct and must be played by a second player of the kicking team before that team can score. Therefore, a goal cannot be scored as a direct result of a kickoff. Opponents must be outside a 12' radius until the kick is taken.
- All balls traveling beyond the SIDELINE will be put back in play by the opposing team by method of a kick where the ball went out of bounds. All kick-ins are Indirect. Opponents need to be at least 5 feet from all free kicks (except kick-offs). Balls played over the ENDLINE by the attacking team will result in goalie possession with their hands and normal clearing rules apply. Balls played over the ENDLINE by the defending team with result in a corner kick by the attacking team.

V. GOALKEEPER RESTRICTIONS

- Goalies may not use their hands outside the "D" Zone. Infringement of this rule will result in a direct kick, not penalty kick, from the spot of the foul.
- Goalies cannot punt the ball. They must release the ball using their hands to someone other than themselves positioned outside the "D" Zone (Penalty area). Infringement of this rule will result in a direct kick, not penalty kick, from the midfield dot. Goal Keepers can NOT throw the ball past midfield on a fly. The restart will be the opponent's ball on the kick-off spot.
- Goalkeepers may only be subbed out during a stoppage of play with approval from the referee.

VI. METHODS OF SCORING

There are **NO 2 POINT GOALS** on the “5-A-Side on Turf” Field.

VII. ROSTERS

1. A team must have a minimum of five (5) players and a maximum of eighteen (18) 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. A copy of the roster will be made for the coach, which will need to be brought to every game.
3. Only players on the roster may play. **Any use of non-roster players may 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. After the start of your 4th game, roster additions cannot be made without the prior approval of Soccer City Management.