

# Soccer World

## Rules and Regulations

All participants must adhere to the following rules and regulations governed by Soccer World:

### 1. Players / Teams

- 1.1. Teams may roster up to 18 players.
- 1.2. Maximum of 7 , Minimum of 4 players on the field
  - 1.2.1. Teams must have 4 players to start a game. Less than four players will result in a forfeit. **Adult League Teams may have 2 Guest players per week.** If a team has less than 4 players, a pick-up game can result.
- 1.3. Teams will only have a maximum of 5 minutes to warm-up on the field prior to the start of the game. Players may use any area outside of the field to warm-up / stretch.
- 1.4. Players and teams are expected to leave the field immediately following the conclusion of the game in order to enable starting the next game on time.
- 1.5. All Players need to be registered with Soccer World prior to playing in any game. High School registrations are finalized on the second week of play.

### 2. Game Play

- 2.1. Game length will be 55 minutes total
  - 2.1.1. Two 25 minute halves with a 5 minute halftime.
- 2.2. There are no overtime or shootouts. Games that are tied will be recorded as such. Playoff games can not end in a tie. If a playoff game is tied at the end of regulation, teams will enter into hockey style penalty kick overtime. If a PK is awarded and time runs out, the PK can still be taken and will count if a goal is scored.
  - 2.2.1. **Player equipment** must meet USSF requirements. Players must wear shirts (matching), shorts, shin guards, socks (that fully cover the shin

guards), and shoes. Shoes may be cleats, turf cleats, or flats; as long as they are safe in the opinion of the referee. **Game shoes must be carried into the building.**

2.2.2. **NO jewelry allowed.**

- 2.3. **Kick offs** take place at the center of the field by the home team. (Home teams are listed first on the schedule). The player who starts the play may not play the ball again until it is touched by another player. Kickoff allowed in any direction.
- 2.4. **Goals** may be scored from anywhere on the field. But not from any IFK dead-ball restart.
- 2.5. **Substitutions** may be made on the fly, similar to ice hockey or at any dead ball situation. All bench personnel must be behind the wall and exit and entrance into the game must be through the net separation points. Players must wait to enter the field until the substituted individual is within 5 feet of the wall. Neither player may play the ball while the substitution process is underway.
- 2.6. **Restarts** are all Indirect Free Kicks (IFK). (Except for a Penalty Kick) A wall may be constructed 5 feet from the ball. No opponent may be any closer than 5 feet from the ball until the ball is played.
- 2.7. **Ball In/Out of Play:** The ball is in play off the solid walls. The ball is out of bounds and played in by an Indirect Free Kick-in ONLY when it leaves the playing area (goes beyond the walls).
- 2.7.1. If ball contacts any net or ceiling structure, play will stop and a Indirect Free Kick for the opposing team of the one who last touched the ball will take place at spot enforced by the referee.
- 2.7.2. If the ball deflects off of a defending player and contacts the net at the end of the field, the restart will be a Corner IFK at the nearest white circle in the corner.
- 2.7.3. If the ball deflects off of a defending player and contacts the ceiling net above the goal area the IFK restart will be taken at the top of the goal area.

- 2.7.4. No attacking IFKs can be taken from within the defending teams Goal Area.
- 2.8. **Fouls** - Fouls are those recognized by USSF plus the following :
- 2.8.1. Shielding the ball by using 2 hands on the boards
  - 2.8.2. **Players are not allowed to slide tackle other players. Players can play the ball from the ground.** Goal keepers are allowed to slide only in the keeper box.
  - 2.8.3. **Restarts** for all fouls are Indirect Free Kicks (IFK).
- 2.9. **GoalKeepers** :
- 2.9.1. Cannot handle the ball with their hands if it is passed to them by their own team.
  - 2.9.2. Punting is allowed
  - 2.9.3. Goalkeepers may not slide outside of their box.
  - 2.9.4. Goalkeepers intentionally taking out a player will automatically receive a red card and the opposing team will receive a penalty kick.
- 2.10. **Penalty Kick requirements**
- Ball is placed in the middle of the center circle. Upon the referee's whistle the player taking the penalty kick can dribble towards the keeper. The player taking the penalty kick has 5 seconds to score. The Goalkeeper can move anywhere in his/her goal box. All other players must remain on the opposite side of the field from the penalty kick area until the shot has been taken. Once the shot is taken, all other players may play the ball. During the initial penalty the goalkeeper must stay within their goal box.
- 2.11. **Other** : All other game issues outside of what has been mentioned will follow USSF rules.

### **3. Misconduct / Card System**

- 3.1. **Blue Cards** are issued in lieu of a Yellow card. A Blue Card is considered a Temporary Suspension. Players who are issued a Blue Card sit out for 2

minutes and their team plays short. The Referee will signal the player to re-enter the field after the 2 minutes has expired. If a player receives a 2nd Blue Card then a Red Card shall be issued and the team plays short for the remainder of the game. If the number of players falls below the minimum (4), play will not continue and the opposing team will be awarded the victory no matter the score.

3.1.1. If a Goalkeeper is issued a Blue Card, the team may choose a field player to sit out the penalty. However, a Goalkeeper is required to be on the field.

3.1.2. If a Coach is issued a Blue Card the team plays short for 2 minutes, any field player can serve the penalty.

3.1.3. **Blue Cards will be issued for ANY foul language.**

3.2 **Red Cards** issued will result in immediate suspension from the current game for the individual and the team will play minus 1-player for the rest of the game. The individual receiving the red card will not be permitted to play in any league for 8 days. Two red cards in one 8-week session will result in a 16 day suspension. **Three red cards by any one person in one calendar season (Oct-Aug) will result in a 1-year suspension from the time the 3<sup>rd</sup> red card was given.** Soccer World reserves the right to remove anyone from the facility for any duration of time. **Red Card penalties will be carried over into the next session.**

### **3.3 Assault on an Official**

(i) Referee assault is an intentional act of physical violence at or upon a referee.

(ii) For purposes of this policy, “intentional act” shall mean an act intended to bring about a result which will invade the interests of another in a way that is socially unacceptable. Unintended consequences of the act are irrelevant.

(b) Assault includes, but is not limited to the following acts committed upon a referee: hitting, kicking, punching, choking, spitting on, grabbing or bodily running into a referee; head butting; the act of kicking or throwing any object at a referee that could inflict injury; damaging the referee’s uniform or personal property, i.e. car, equipment, etc.

© Referee abuse is a verbal statement or physical act not resulting in bodily contact which implies or threatens physical harm to a referee or the referee’s property or equipment.

(d) Abuse includes, but is not limited to the following acts committed upon a referee: using foul or abusive language toward a referee that implies or threatens physical harm; spewing any beverage on a referee's personal property; or spitting at (but not on) the referee.

**(e) Any assault on a Soccer World official will result in a 1-year suspension.**

3.2. Verbal abuse of referees by **COACHES, MANAGERS, PLAYERS, OR SPECTATORS** will not be tolerated. **COACHES / MANAGERS ARE RESPONSIBLE FOR ALL PEOPLE IN THE BENCH AREA AND MAY BE RESPONSIBLE FOR THE CONDUCT OF THEIR SPECTATORS.**

Soccer World management will do what they feel necessary to control the situation.

## **FACILITY**

**\*\*\* NO ALCOHOLIC BEVERAGES ALLOWED IN THE FACILITY.**

\*\*\* Soccer World reserves the right to dismiss any player / coach / manager / spectator from the facility.