

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 third game. Any player who is not on your roster and plays will result in a forfeit. Players can not be rostered on teams in the same league.

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
Travel Leagues	Co-ed	6 + goalie	4 + goalie
	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 3 women on the field and no more than 3 men. If only two women are available, a team can not use a fourth man, but must play short handed. Goalies are not included in the count of three women.

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:

If the referee stops the clock due to an injury, the 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 and must be permanently numbered (NO TAPE). The player's number must be the same as on the roster. The first week teams without numbers will receive a warning. The second week, PLAYERS without numbers will not be allowed to play. Numbered T-shirts are available for purchase in the office.
- 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.

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

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 three Blue card penalties in a game, will receive a Red card.

Blue Card: 2 Minute Penalty. A player must serve his/her own penalty. This DOES NOT include the goal keeper. 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. **(NEW THIS YEAR) 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) Jumping the boards
- 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 bench area. 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
- 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 + \$25 fine paid before returning
Third red card in one session=League Suspension.3 Red Cards/Team one game= forfeit

FIGHTING WILL NOT BE TOLERATED Fighting will not be TOLERATED! The game will end immediately regardless of the time remaining on the clock. **(NEW THIS YEAR) 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.

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 – **(NEW THIS YEAR)** 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, a player or coach is carded, a team purposely wastes time, or at the discretion of the referee with under 2:00 minutes left to play in the game.

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. For every 5 minutes thereafter, 1 additional goal will be awarded up until 10 minutes have elapsed from the time clock. If a team was still not prepared to start play, the game would then become a forfeit. A friendly game will be played.

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.

Rosters – 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. A photocopy of each player's driver's license must be turned in with each Men's team roster. A file will be kept in our office to verify ages and identities. Once a player has turned in his/her copy, additional copies will not be necessary for other sessions or other teams that player may transfer to. **All rosters must be turned in by week # 1 of each session. Changes can be made up to the third week of the session.** If rosters have not been turned in by week # 2, that team will not be allowed to play the following game.

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.

Team Payments – Kits will no longer accept multiple checks or multiple credit card payments from any teams. Payment must be made by one check or one credit card by the first game of the session. Teams will not be allowed to play in the second game of the session if full payment is not received.

Kick-Offs- All kick offs can be played backwards. **(NEW THIS YEAR) 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.