

# Coed Soccer Rules

## **League Contact Information**

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Items highlighted in yellow are changes from the previous session

## **Cancellations**

Soccer is a game of elements. As such, we will experience very few cancellations due to weather, as games will be played on synthetic field turf and indoors. However, in the event of a cancellation, an EMAIL will be sent via the league website to all captains and players who have user accounts that are linked to the soccer session. We will do our best to notify all players and captains of any cancellation 1 hour prior to the games start time.

## **Player Eligibility, Rosters and Team Composition**

1. Eligibility
  - a All players must be at least 18 years of age.
  - b All players must create a Game On! user account and accept the electronic waiver. A player is considered ineligible and may not participate until these tasks are completed. A team may be penalized with a loss for any game in which they use ineligible players.
2. Rosters
  - a A team roster has a minimum requirement of 10 players, at least 2 of which must be female.
    - i) We put a minimum requirement on the roster size to make sure teams have enough players from week to week, and minimize the chance of a forfeit.
  - b The roster size is limited to a maximum of 20 players.
    - i) We limit the size of the roster so that all players on the team can get ample playing time. It is not fun to show up to a game and have to sit for most of it because the team has too many players. For groups of large numbers, we encourage the team to split into 2 separate teams.
  - c Rosters are locked at the end of registration and may not be altered.
  - d New players may not be added during the regular season. Once registration is closed, rosters are final.
  - e Once a player is on the roster, they cannot be removed.
  - f Players may be listed on only one (1) team roster in any given division. A player may be listed on multiple rosters of teams in different divisions. However, it is not the league's responsibility to guarantee the schedule allows the player to play on all teams for which he/she holds a roster spot.

- g We recognize that sometimes you may need to use a substitute player if people from your team roster cannot make the game. In these situations, we encourage you to:
  - i) Borrow players from other teams, in the league, under the Short Handed Rules
  - ii) Use the Guest Pass program, where a person, not already on a team in your league, may register to play a single game as a sub. More details of this can be found on our website on the FAQ page and on the Guest Pass page, located on the main menu bar.
    - (1) Guest Pass players may NOT be used for playoff games.
- 3. A team shall field 6 players (including goalkeeper) at a time. A minimum of 2 players must be female.
  - a If a team finds themselves short-handed and cannot field a team of seven (6) players, they may play short-handed or borrow players under the short-handed rules.
  - b However, a team must always have at least 1 female player on the field. If a team has zero (0) female players, it may not play and must forfeit.
- 4. Short-Handed Rules

No one likes a forfeit. If a team is short-handed and risks forfeiting, they may borrow up to 2 REGISTERED players from other team(s) in the division and/or league.

  - a To be eligible, the borrowed player(s) must be listed on the roster of another team in the division and/or league and have accepted the league waiver.
    - i) Teams using ineligible players may receive a forfeit, as this goes against league rules
  - b Teams may only borrow players for a regular season game
  - c Teams may NOT borrow players for a playoff game
  - d A team may borrow 1 or 2 players to reach no more than 7 eligible players total.
    - i) You may never borrow players to have substitutes standing on the sidelines with fresh legs
    - ii) If a team has 6 players, they may only borrow 1
    - iii) If a team has 5 or fewer players, they may only borrow 2
  - e When borrowing players, a team may borrow 1 male and/or 1 female. You may never borrow 2 players of the same gender.
  - f If after borrowing players, you still cannot field a team of 7 players, you must play short-handed.
- 5. Guest Pass Program
  - a Substitute players may register for a Guest Pass for individual games. See the Guest Pass and FAQ pages, on the main menu bar, on the website for more details.
  - b If a team is using a Guest Pass player or players, we encourage them to alert their opponent, before the game, as a courtesy. This will help minimize confusion or unnecessary roster checks during or after the game.
  - c An individual person may use a Guest Pass no more than 5 times for a single team in a session.
  - d If a Guest Pass player plays 5 games for a single team, that player may be added to the official team roster, by paying a guest pass registration differential fee of \$15, as long as doing so does not violate any other roster requirements and/or rules and/or greatly upset the balance of competition in the division. Basically, it's not meant to bring in a ringer at the end of the season to win a trophy. It's meant to help a team out when they are in need of players.

## **Uniforms**

1. In order to minimize confusion on the field, each team must select a uniform color.
  - a Colors are awarded on a first come, first serve basis of fully registered and paid teams
  - b Captains are asked, at the time of registration, for a 2<sup>nd</sup> choice, in case their primary choice has been taken.
2. The league will supply uniforms to each member on the team roster.
  - a You are welcome to customize the shirt. However, you must not modify the league logo on the front, or any sponsor logos that may be on the back. We also ask that you be tasteful and respectful in your customization.
  - b Those who miss the regular registration period, and register during the late registration period, may end up with a league-supplied shirt not of the same color as the rest of their team, or they may not get a league-supplied shirt, at all. In either case, they may end up having to wear a league-supplied scrimmage vest or bring a shirt of their own to match their team shirts.
3. Each rostered player is encouraged to wear the league-supplied shirt for their team. This is how the staff and/or referees will be able to quickly tell if you are a registered participant without wasting 15 minutes of playing time doing roster checks for each game.
4. If a person or persons are not wearing their league-supplied uniform, they will not be able to participate until they are verified as a registered participant.
  - a This verification will be performed by a Game On! staff member. Please note, other league duties may take precedence over the verification and may delay the verification.
  - b This verification will require a government-issued photo ID to match against the team roster. If the player cannot provide a photo ID to match against the roster, they will not be allowed to play.
  - c This verification will take place AFTER the scheduled game has begun. The game will not be delayed for this verification. Depending on how many players are without their uniform, this could mean a team loses their opportunity to call a coin toss. It may also mean a team has to play with fewer than 6 players (maybe even 0) on the field, until the verification process is completed.
5. Guest Pass or borrowed players will have to supply their own shirt of the same (or very similar) color as the team for which they are substituting.
6. Every player on their team must wear a shirt or jersey of this color while on the playing field.
7. Players not wearing the team color may be removed from the game by an official.
8. Goalkeepers **MUST** wear a different color shirt from the rest of their team to distinguish themselves as the keeper.
9. If two teams have end up with the same color uniforms (it can happen with large leagues, as there are about 10 colors and numerous shades of them), the away team will have to wear a league-supplied scrimmage vest or their own shirts of a different color during that game.

## **Equipment**

1. Metal spikes or cleats are not allowed. If there is any exposed metal on your footwear (this includes metal tipped rubber spikes), the referee has the authority to ask the player to change footwear or remove them from the game.
2. All players must supply and wear Shin Guards.

3. Teams must supply their own Size 5 balls for games.

### **Playing Field**

1. The playing fields will be 60 yards long by 25 yards wide.
2. Goals will be smaller than regulation sized goals.
3. The goal area will be a box, measured 4-yards from each goal post and 4-yards into the field of play
4. The penalty area will be a box measured 9-yards from each goal post and 9-yards into the field of play

### **Regulation Game and Time Keeping**

1. A regulation game will be forty (40) minutes in length (running clock).
2. The game will be split into two (2) 20-minute halves.
3. Half Time will be 2 minutes
4. The game clock will be kept by the official on the field.
5. Additional time will not be allowed.

### **Overtime Periods**

1. Regular Season
  - a There is no overtime in the regular season. A game may end in a tie.
2. Playoffs
  - a Games will be determined by a set of five (5) penalty kicks.
  - b The higher seeded team will have the option to shoot first or second.
  - c Any player on the roster can take the penalty kick. However, at least two (2) of the kicks must be made by female players.
  - d If a winner has not been determined at the end of the first set of penalty kicks, a “1 for 1” sudden victory of penalty kicks will determine the victor. Here, you must alternate gender in kicks for these additional rounds.

### **Forfeits**

1. A forfeit will occur if a team does not have enough players to meet the minimum player requirements listed in the *Team Composition* section above.
2. Forfeits take effect ten (10) minutes after the scheduled game start time.
  - i) Any time lost during this 10 minute window will **NOT** be added to the first half or the game.
3. A forfeited game will be recorded as a forfeit win, in favor of the non-forfeiting team.
4. The forfeiting team will lose 1 standings point.
5. In addition to receiving a loss, the forfeiting team will lose their refundable forfeit fee, paid at the start of the season.
6. This forfeit fee must be replenished within 3 days following the forfeited game or the forfeiting team will not be allowed to play their next game. This will result in a 2<sup>nd</sup> forfeit.

7. Teams with 2 or more forfeits may not be eligible for playoffs. In addition, they may be removed from the league for the remainder of the session and/or future sessions.

## **Protests**

1. You are not able to protest any referee decisions.
2. A protest may only be made if a team feels their opponent is using ineligible and/or illegal players.

An illegal player is a player who is registered to a team in the program, but playing on a team other than the one to which they are registered, outside of the short-handed rules. This protest must be done prior to the start of the game or prior to the player(s) in question stepping on the field should they arrive at the game after it has started. Once player(s) have participated in the game, their opponent, by default, acknowledges them as eligible and legal.

An ineligible player is someone who is not registered to a team in the program or does not have a valid Guest Pass for the game in which they are playing. A protest on an ineligible player may come at any time during or after a game has been played. A team can still receive a forfeit loss, from the league, for using ineligible players even if a protest is not filed.

3. If the protest is due to ineligible and/or illegal players, players from **BOTH** teams must line up with a valid photo ID (i.e. driver's license or other legal verification) to be verified against their team roster.
  - a. The player's photo ID must match the name of the player as shown on the roster. If they do not match, then the player cannot be verified and must sit out the game. Therefore, it is very important for players to use their REAL NAMES in their user account which populates their team rosters.
  - b. If a player does not have photo ID, they cannot be verified and will have to sit out the game until they can be verified.
  - c. The roster checks will be performed with the game clock running.
  - d. If an ineligible player (a person not registered at all with the program or Guest Pass program) is found, the offending team will forfeit the game on the spot. If both teams have ineligible players, both teams will receive a forfeit.
  - e. If an illegal player (person registered with the program but not appearing on this particular team roster and also violating the short-handed rules) is found, the offending team will give up a goal (1 point) to their opponent, and the illegal player will not be allowed to play. If both teams have illegal players, both teams give up points.
4. If no roster violations are found on the team being challenged and/or if roster violations are found on the roster of the protesting team, then the protesting team will give up two (2) goals (2 points) to their opponent for wasting everyone's time.

## **General Rules of Play**

### **1. SUBSTITUTIONS**

- a. Substitutions is on-the-fly, including the Goalie. The referee may delay a re-start to allow a Goalie change to occur smoothly (Referee Discretion). Players leaving

the field must be outside the white boundary line before the entering player may step on the field. Violation will result in an indirect kick.

## 2. Slide tackling

- a. Slide Tackling is **NOT** allowed, with the exception of goalies in their own box, and a player attempting to get/save a ball as long as there is not another person within 5 feet of the ball. If a player attempts a slide and someone is within 5 feet of the ball, a penalty will be called. On the first instance of a slide tackle, there shall be an indirect kick. On the 2<sup>nd</sup> instance, a yellow card will be issued. On the 3<sup>rd</sup> instance and beyond, the player sliding will receive a yellow card AND the team will receive a red card and must play down a person for the rest of the game.
- b. A slide tackle on a breakaway from behind will result in a penalty kick.

3. Free Kicks: Opponents must be at least five (5) yards from the ball during a free kick.

## 4. Penalty Kicks

- a. PK's will be awarded at the referee's discretion on whether the foul stopped a goal or a scoring chance. Due to the small field sizes and possible congestion of players, the goal box may have no bearing on whether the foul warrants a penalty kick. Anyone can take the penalty kick. The goalie in goal at the time of the foul must face the kick.

## 5. Red Card and Yellow Card

- a. If a caution is given (yellow card), the player must leave the field for the rest of the game. No exceptions.
- b. If a red card is given, the player will leave for the rest of the game and be suspended a minimum of one additional game. When a player is given a red card, his/her team must complete the game short one player.

6. Goalies may not score directly from goal kicks or thrown balls after saves.

7. The following USSF rules are listed for emphasis:

- a. Jewelry, of any kind, is not allowed on players during the game.
- b. Spitting, at, on or in the direction of another person, is **NOT** allowed. No warnings will be given. A player will receive an immediate **EJECTION**.

8. All referee decisions are final.

9. The winning team must report scores.

- a. If there is a Game On! Field Manager present, you may ask them to enter the score for you.
- b. The team captain may enter the score directly into the league website, from their Team Schedule page.
- c. The team captain or any player who has the score may text scores to 716-712-4852

## 10. Offside

- a. The offside rule mandates that during a move, an attacking player, when in the opposition half, must have at least two opposition players, including the goalkeeper, between him and the opposition goal when a pass is being played to him. This is at the referee discretion and is in place to help keep players from goal hanging. Game On! Sports reserves the right to modify this rule if deemed necessary throughout the season.



## **Team Rankings and Playoffs**

1. Team Rankings
  - a. Teams are ranked by a point system. A team will receive 3 points for a win, 1 point for a tie, 0 points for a loss, and -1 point for a forfeit
  - b. In the event 2 or more teams are tied in standings points, the following tie-breaking criteria will be used to separate teams. If more than 2 teams are tied, the tie-breakers are applied to find single leader among the tied teams. Once the leader is determined, the remaining tied teams will begin at the top of the tie-breaking criteria. The process is repeated until all ties have been resolved.
    - i. Overall Greater # of Wins
    - ii. Head-to-Head Record
    - iii. Lower Total Goals Scored Against (shown as PSA in the standings)
    - iv. Fewer Forfeits
    - v. Coin Toss
2. Playoffs
  - a. Teams ranked in roughly the top 2/3 of their division will earn a spot in the Divisional Playoffs.
    - i. For 4, 5 or 6-team divisions: The top 4 teams will make the playoffs.
    - ii. For 7 or 8-team divisions: The top 5 teams will make the playoffs.
    - iii. For 9 or 10-team divisions: The top 6 teams will make the playoffs.
    - iv. For 11-team divisions: The top 7 teams will make the playoffs.
    - v. For 12 or greater-team divisions: The top 8 teams will make the playoffs.
    - vi. An exception would be the Summer session, when we lose daylight quickly toward the end of the season. In which case, sometimes, only the top 4 teams will make the playoffs.
  - b. There is not a "games played" requirement for participating in the playoffs.
  - c. Only players from your team roster will be allowed to participate in playoffs.
  - d. You may NOT borrow any players or use Guest Passes for playoff games.
  - e. Teams are responsible for all referee fees for all playoff games.
  - f. Championship playoff games will have two (2) referees, and referee fee will be 1-1/2 times the normal fee.

## **Other Rules**

1. **Please be sure to remove all items from the fields at the end of your game. This includes any trash (bottle, paper, wrappers, etc.). When the grounds crews have to clean up after us, it reduces the time they can be spending on upkeep of the playing surfaces.**
2. The league has a zero tolerance policy regarding fighting. The player(s) fighting will be immediately expelled from the league and/or the team forfeits the game and/or season.
3. Player Ejection

If an official ejects a player from a game, the player will not be eligible to play in the next scheduled game for which he/she is a team member.

  - a. Example 1: A player is a member of multiple teams (i.e. different divisions) in the same league, Team A and Team B. Team B is playing at 10a, and the player gets ejected for swearing at the referee. Team B has no other games that day, but Team A has a game scheduled for 2p. The player will not be eligible to play in the 2p game.

- b Example 2: A player is a member of multiple teams in the same league, Team C and Team D. Team D has a double header at 9a and 11a. Team C has a game at 10a. The player is ejected from the 9a game, for repeated and excessive illegal contact offenses. The player will not be able to play the 10a game with Team C. However, the player will be eligible for the 11a game with Team D.
  - c **NOTE:** This does not apply to a player who is asked to sit for a brief period of time to cool off. The player must be ejected for the remainder of the game for this take effect.
4. The online copy of the rules is always the most current and accurate version.
  5. Game On! Sports reserves the right to alter, modify, or change these rules at any time, for any reason, and without notice.