

Fieldhouse League Guidelines

Effective October 8, 2018



SUMMARY

- > Teams not on field within 5 minutes of scheduled start time are subject to forfeit.
- > Regulations follow Detroit City Futbol League rules except where noted.

Team & Game Details

- Each team selects a captain and associate captain to enforce rules and ensure players sign waivers. For coed teams, there must be one (1) male and one (1) female captain.
- Team captains are encouraged to organize matching jerseys for their team. There is no minimum or maximum roster size. All players must be 18+ yrs old.
- For coed teams, 3 members of the minority sex must be on-field to compete (see Coed Matrix).
- Team members must arrive 5 minutes prior to scheduled game start time to check-in.
- The home team is responsible for changing shirts if too similar to opponents. The visiting team kicks off and brings a game ball. **Teams do not switch sides at half.**
- Regular season game: 2 halves of 28-min; 2-min intermission; no OT; win: 3 pts; tie: 1 pt; maximum goal differential: 6 (there is no max goal differential for competitive leagues)
- Playoff format: 2 halves of 25-min; 2-min intermission; 2-min golden goal OT; Kicks from the Penalty Mark if still tied (best of 3, followed by single rounds; for coed leagues, alternating sex)

All FIFA rules apply except...

- **Games are 7v7. Teams field 6 players + GK (different colored shirt required). Minimum: 4 players + GK.**
 - Exception: Men's Over-30 League is 6v6. Super Liga is 6v6.
- Goalkeepers are not permitted to punt or drop kick the ball, or throw the ball past midfield.
 - Exception: GK in Men's Over-30 League and Super Liga may throw the ball past midfield.
- Cleats and shin guards are encouraged but not required. Footwear must not have metal studs.
- All kicks are direct except instances in which the ball exited field of play (i.e. netting, out of bounds).
- Substitutions are permitted on the fly. Off-side not enforced. Corner kicks are taken from the corner mark. Penalty kicks taken approx 10 yds from goal. Players must provide 5 yds of space on all restarts.
- If the ball hits netting, referee awards restart kick nearest the location where the ball exited field of play.
- Slide tackling is not permitted.

Variations with Fields

- **OPEN:** Field size is approx. 70 yds by 40 yds. Goal size is approx 6.5 ft by 18.5 ft. A kick-in replaces a throw-in along touch line location where ball exited field. Goalkeepers may use hands within the entire goal and penalty area.
- **BOARDED:** Field size is approx. 70 yds by 30 yds. Goal size is approx 6.5 ft by 12 ft. A kick-in replaces a throw-in where ball exited field, 1 yd from board. Boarding or rough play near the boards will not be tolerated and will result in discipline. Goalkeepers may use hands only within the smaller penalty area.

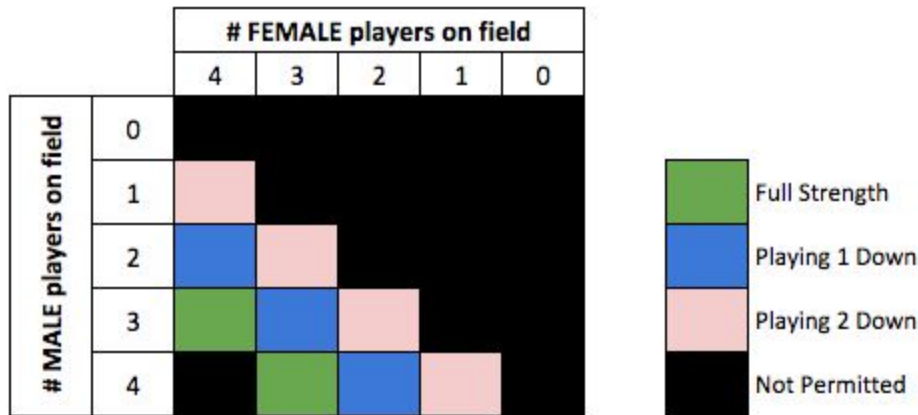
Recreational Nature of League

- **Have fun. Don't be a jerk.** Players are expected to be courteous and exhibit appropriate conduct to fellow teammates, opponents, referees, staff, and visitors.
- Captains and game officials meet before the match to review rules and verify team rosters.
- Game officials issue yellow and/or red cards. Staff may eject or ban anyone from future play or adjust rules. Player safety is of top priority and may take precedence at any time.
- A field player cannot challenge a goalkeeper who has or pursues possession within the box.
- Chewing gum is not allowed. Spitting on the field is prohibited.

All players must sign waiver and pay \$10 annual insurance fee. A player is ineligible if (s)he does not have membership credentials. Failure of captain to ensure all players have registered may result in forfeit. Any questions, email: fieldhouse@detcityfc.com

Co-Ed Rules Matrix

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Yellow & Red Card Policy

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Summary

Referees record bookings and report with the game result. League commissioner tracks cards and reserves the right to suspend any player for any period of time for excessive inappropriate conduct. A player may be booked for unsportsmanlike offense, including but not limited to:

- Persistently infringing the *Laws of the Game*
- Inappropriate verbal or physical altercations

Total number of cards accrued by a team shall be a tie-breaking method for seeding postseason tournaments. Teams which have accrued more than two (2) red cards during the season are ineligible for postseason play.

Player Issued a Red Card

A “direct” red card results in ejection plus suspension for two (2) matches. A “double yellow” red card results in ejection plus suspension of one (1) match.

Player Issued a Yellow Card

Accumulation of two (2) yellow cards during the season results in suspension for one (1) match. Accumulation of four (4) yellow cards during the season results in suspension for remainder of the season including postseason.

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