

Soccer Rules

- **8 PLAYERS ON THE FIELD** (5 MALES/3 FEMALES)
- TWO 25-MINUTE HALVES
- RUNNING CLOCK
- TIES DURING REGULAR SEASON STAY AS A TIE
- PLAYOFF TIES DECIDED BY OVERTIME & SUDDEN DEATH SHOOTOUT
- GAMES WILL BE REFEREED BY SPORT AND SOCIAL CLUB STAFF. **COIN FLIP/BEGINNING OF GAME**
- The beginning of the game will start with the s staff using an “odd/even”, or coin flip. The winning team will then have one of two options, choose to kick-off or choose a goal to defend.

REFEREES

· Chicago Sport and Social Club will provide paid referee for each soccer match. Referees will have final say in any judgment call or issue regarding rules. Refs have the power to remove any player(s) from a game and/or the league, if deemed necessary. Any rules clarification must be brought to the attention of CSSC staff member prior to the continuance of the game.

KICKOFF

· Consists of the ball being placed at midfield. The ball must complete 1 forward rotation before touched by another player.

CO-ED RULES AND TEAM SIZE

· Each team shall field 8 players on the field at one time (no more than 5 men). CSSC rules allow a team to play a legal game shorthanded with as few as 6 players, with at least 2 female. If a team has 2 females it may field a team of no more than 7 players, (5 males, 2 females). Teams may have as many players on their roster as they want. There is no maximum limit on the amount of females on the field at one time. All rosters must be finalized by the second week of the regular season. Players added after the second week that are not on the team roster or waiver will not be eligible for playoffs.

FORFEITS

· Teams will have until 10 minutes past the designated start time to field a legal team. Shorthanded

teams may play a legal game with a minimum of 6 players, with at least 2 of them being females. Teams fielding less than 6 players or without at least 2 women will receive a forfeit. *Exception: Teams may play a “legal game” with less than 6 players or less than 2 females with the opposing teams consent. Teams who agree to play under these conditions will lose the option of receiving a forfeit win.* Teams may pick up non-roster players during the regular season in order to field a full team. Non-roster players will not be allowed during playoffs.

SUBSTITUTIONS

· Teams **may not** substitute “on the fly”. All substitute players must notify the ref before entering the game. Substitutions may occur during any stoppage of play.

· During stoppages such as:

a) Throw-ins

b) Scoring of goals

c) Goalkicks

Teams will be allowed to substitute players if they choose. There is no limit on the amount of substitutions per team/per game

TIME

· Play will be divided into (2) 25 minute halves separated by a very brief halftime. There will be a running clock maintained by the referee. The clock will stop only during time-outs and injury time-outs. Any delay tactics, (kicking the ball far out of bounds) will allow the referee (at his/her discretion) to stop the clock.

TIE GAMES/SCORING

· Regular season games ending in a tie score will be recorded as tie games. Sudden death will be used in the playoffs.

RULES

· **GOALKEEPERS** - Teams will be allowed to have a designated goalkeeper.

• **THE GOAL BOX** - A goal box will be marked off in front of each goal. The goal box will extend 4 paces/yards out and 4 paces/yards from each side of the goal posts. All goal kicks will be taken from the goalline.

• **THE PENALTY BOX** - A penalty box will be marked off in front of each goal. The penalty box will extend 10.5 paces/yards out and 10.5 paces/yards from each side of the goal posts. This is the designated area where the goalkeeper will be allowed to play the ball with his/her hands.

• **DIRECT KICKS** - A direct kick will occur for any penalty unless the penalty has been specified as an indirect kick by the referee. The ball is to be placed at the point of the infraction and to be put in play by any player on the affected team. No opposing player is allowed to be within 10 paces/yards of ball prior to kick. Goals may be scored on direct kicks. A direct kick is to follow these infractions: (1) Charging (2) Roughness (3) Handball (4) Dangerous play/kick (5) Slide-tackles. Penalties incurred inside the goal box by the defense will result in a penalty kick 12 paces/yards out. Penalties incurred outside but within close proximity to the goal box will be kicked from the point of infraction. The defense must stand 10 paces/yards away from the point of infraction (where the ball is being kicked from).

• **INDIRECT KICKS** - Indirect kicks will occur when: 1.) the goalkeeper touches the ball with his/her hands after it has been deliberately kicked to him/her by a teammate 2.) offsides occurs. The indirect kick will be taken by the opposing team from the place where the infringement occurred.

• **SLIDE TACKLING** – Slide tackling will not be allowed. Intentional slide tackles will result in a direct kick being awarded to the opposing team at the point of the infraction. Multiple violations will result in a two minute penalty awarded to the opposing team at the referee's discretion and possible ejection from the game.

• **OFFSIDES** - A player is in an offsides position if he/she is closer to the opponents goal line than the ball, unless:

a) He or she is in his/her own half of the field of play

b) He/she is not nearer to his/her opponents goal line than at least two of his/her opponents

c) He/she is even with the ball or the second defender

*A player shall not be declared offsides by the referee if he/she receives the ball directly from goal kick, corner kick, or a throw in.

• **OUT OF BOUNDS** - Anytime the ball goes over either sideline, out of bounds, a throw- in will ensue. The person throwing in the ball must throw the ball overhead with both hands and keep both feet remaining on the ground out-of-bounds until the ball is released.

Anytime the ball crosses an endline, a corner kick or goal kick will ensue.

a. Last touched by a defender- a corner kick. Ball is placed on nearest corner and kicked in by offensive

team. Goals **may be** scored on corner kicks. All players must be outside the goal box until the ball enters the goal box and the defense must be at least 4 paces from the corner.

b. Last touched by attacker. A goal kick by the defense.

· **FIGHTING** – Fighting is not allowed and will **NOT** be tolerated. All parties involved in fighting will be subject to ejection from the game at the referees discretion and subject to ejection from the league at CSSC staff discretion.

STANDINGS

· Standings will be posted out at the league and on-line beginning the third week of the season.

PLAYOFFS

· Playoffs will follow the last week of regular season and will be single elimination.

· **SEEDING** – Teams will be seeded based upon a points system. Teams will be awarded 2 points for a win, 1 point for a tie, and 0 points for a loss. In most cases all teams will advance to playoffs as long as they are not in violation of the forfeit policy. **Note: In some situations the last ranked team in the league may not be eligible for playoffs. This will be decided on a league by league basis.*

· **PLAYOFF GAMES** – Playoff games will follow the same format during regulation as the regular season. If teams are tied at the end of regulation in the playoffs, a sudden death will be used. A sudden death overtime will involve 4 men and 2 women from each team for a five-minute period. If neither team scores during the sudden death overtime period, there will be a shootout.

SHOOTOUT SPECIFICS:

1. Each team selects 5 players (3 males, 2 females)- players don't have to have been playing at the end of regulation. A coin toss will decide which team shoots first. The referee will decide which goal to shoot at. Shots will be placed and not dribbled.

2. Teams will alternate taking direct penalty shots from 15 paces off the goal line. (No guy/ girl shooting order is necessary)

3. If tied after the 1st round, the 2nd round will be SUDDEN DEATH i.e. 1st player from Team A scores & 1st player from Team B misses - Team A wins. Players who shot in the 1st shootout are not eligible to shoot again until all remaining players present have shot. If and when 1 team begins to utilize players for the second time, the other team may “recycle” players as well. Thus, some players on the team with more people present, may or may not shoot.

LEAGUE

GAMES:

During the regular season games are to be played within time allotted (warm up time is included).

UMPS:

An umpire will be provided by the SSS to supervise the game. It will be the umpire’s responsibility to coordinate and run the games.

FORFEITS

If your team forfeits a match during the season, the following rules apply:

First Offense: Loss of three games and warning issued.

Second Offense: Three losses and staff reserves the right to remove team from playoffs.

Third Offense: Removal from the league.

If you know in advance that your team is going to forfeit a game, we encourage you to call our office so as to help us schedule your opponent a game.

Teams have until ten minutes past the designated start time to field a full squad. If at that time one team is unable to field a full team (minimum number of players required according to the rules), it will be up to the staff and the opposing captain to determine what is allowable. The full team could also have the opposing team play with the ghost rule if they so choose.

STANDINGS:

The updated standings will be posted weekly, displaying each team's rank within its skill level. Rank is based on winning percentage.

PLAYOFFS:

All eligible teams make the playoffs (teams that have not abused any policies are eligible). In certain situations teams at or near the bottom of the standings may not advance to the playoffs. Check with SSS league coordinator to see if this applies to your league.

Playoffs are single elimination.

Matches are best two out of three format with each game to twenty-one. Teams must win by two with a cap at twenty-three.

Seeding: Teams are seeded according to winning percentage and strength of schedule.

- Speed scoring rules still apply during the playoffs.
- Teams may play more than one match per day.

If a team does not have a full squad (minimum number of players required according to the rules) by ten minutes past the designated start time, they will forfeit the first game of the match. At twenty minutes after the start time the match is over (per staff and opposing team's captain request).

Any questions regarding policies, rules, or eligibility must be addressed before the start of the match.

WAIVERS:

In order to participate in the league, each participant must sign the team waiver. Waivers are provided and must be completed and handed in no later than the first night of play. Players not present the first week of play will still be required to sign a waiver with our staff before participating.

PLAYER ELIGIBILITY:

Players who have been placed on the roster and signed the waiver are eligible for playoffs. A formal protest may be filed before a playoff game if an opposing player's eligibility is in question. The player in question will be required to provide his/her player information (name, address, phone #, signature) in writing to a SSS staff member prior to the start of the game. This qualifies as an official protest. Any protest made during a game or after a game will NOT be considered a formal protest. The game will then be played in its entirety as scheduled. Teams will be notified of all rulings on the identified eligibility discrepancy by the following business day – decisions will not be made on site. If the protest is proven to be legitimate, it will result in the forfeiture of the game in question. Games subsequent to the protested game may be rescheduled. The above procedure will also apply for any other “logged” protests. All rulings by SSS staff are considered final.

SPORTSMANSHIP:

The idea of SSS is to have fun. We hope that all participants keep that in mind when becoming involved. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. With this said, any behavior deemed unacceptable by staff may result in suspension and/or ejection from a game or the league.

STAFF:

To coordinate and run the league, our refs and/or staff will be available at all times to help the league run as smoothly as possible. If you have questions regarding schedules, policies, rule interpretations, directions to the bar, etc. please ask.

LEAGUE CANCELLATION/RAINOUT:

Leagues may be canceled due to existing weather conditions, dangerous or unplayable field conditions,

facility constraints, etc. SSS staff makes every effort to play all scheduled games, thus we will not cancel games until absolutely necessary. Therefore, if you are calling concerning a decision on a cancellation, remember we will not have an answer until close to the start of the league. Make sure and check with the social club at 512-487-1492. If the league is canceled, SSS staff will call all of the captains and post a message on the website. If a league is canceled on site, SSS staff will attempt to contact those teams still scheduled to play the remainder of the league day/night. Depending on the time of cancellation, some teams will have to be notified on site. If we do cancel, follow next week's schedule (ex. If April 13 is canceled teams should follow the April 20 schedule for their next game). The games that are canceled will be made up at the end of the season if time allows. In extreme circumstances, SSS reserves the right to run a shortened season without a refund of schedule matches on days other than our regularly scheduled league day/night.

PRIZES/ T-SHIRTS:

Each team will receive one shirt for every paid player on the roster. Rosters will be considered final by the second week of the league and used for distribution of T-shirts.

The shirts will be handed out at the sponsor bar during the season. Please look for the announcement at the league designating which nights the shirts will dispensed. Those teams unable to pick up their T-shirts at the sponsor bar may arrange for another member of the team to pick up their shirt.

The top teams in each division will receive a prize of great emotional, spiritual, and most importantly, social value.

These policies are designed to make the league run as smoothly and safely as possible, and provide continuity for its participants. Each player in the league is responsible for this information: please advise your team of these rules and thanks for playing.