Corporate Sports League
Soccer Rules/Regulation & Laws of the Game

GENERAL:
1. FIFA Laws of the Game shall apply except as amended herein. See age specific rules for details.

THE FIELD OF PLAY (Dimensions):
1. Full Field measures 80yds. X 50yds.

THE BALL:
1. Ball that will be used is size 5 soccer ball.

ROSTER SIZE:
1. Roster minimum of 8.
2. Roster maximum of 16.
3. Adding or Deleting players - League Roster
   a. Player(s) may be deleted from the team roster at anytime due to injury or any reason that will keep player from participating.
   b. If a player is deleted from a team roster, then another player may be added.

FIELD PLAYERS:
1. 7v7 (6v6 + GK)

MINIMUM PLAYERS TO START GAME:
1. 4 players.
2. A FORFEIT WILL BE AWARDED IF A TEAM HAS FAILED TO FIELD THE MINIMUM NUMBER OF PLAYERS WITHIN SIX (6) MINUTES OF GAME START TIME. If minimum # of players is not met at game start time, the game clock will start and a goal will be awarded for the opposing team for every two minutes that passes where the team does not have enough players. When three goals are scored this way, the game will officially be considered a forfeit, and the game clock will stop. If a team can field minimum # of players within the grace period then the teams may complete their game with the remaining game time.
3. Referees will not referee forfeited games. Players may use the field time for practice or scrimmage.

PLAYER EQUIPMENT:
1. Players must have shirts/jerseys of a like color.
2. Color conflict – Home team is required to change team colors (HOME TEAM IS FIRST TEAM LISTED ON SCHEDULE.)
3. Shin guards are not required, but are strongly recommended.
4. Mouth pieces are not required, but are strongly recommended.
5. Flat soled soccer shoes or molded soccer cleats are allowed (NO SCREW-IN CLEATS, NO TOE CLEATS).
6. Goalkeepers must wear colors that distinguish them from all other players and referees.
7. Earrings, jewelry, hair beads, braids, dreadlocks, headbands, bandanas, ponytails, etc…being allowed each game is left up to the discretion of the referee. If he/she deems it to be dangerous, unnecessary or possibly being used as a weapon, the referee may instruct the item to be removed, taped, or pinned up. Failure to comply will result in that player being removed from the game until the problem is corrected.
8. Cast, knee braces, anything except shin guards made of rigid material must be covered with at least an inch of foam and must be approved by the referee. All edges must be completely covered so they do not show.
8. Protective head gear and goalie helmets are optional.

DURATION OF THE GAME:
1. Teams will play two, 24 minute halves, separated by 2 minute halftime.
   a. The clock shall only be stopped for serious injuries.
   b. Games can end in a tie.
2. Time will be extended for the taking of a penalty kick.
3. Duration of games may be shortened based on unusual circumstances and at the discretion of Referee or the Commissioner.

START OF PLAY:
1. The first team listed on the game schedule designates home team. Home team will be given kick off. Visiting team is listed as the second team on the game schedule and will receive the kick off for the second half.
2. A kick off will start the game and restart the game after a goal has been scored.
3. Teams will change direction at half time and alternate kick off.
4. A goal CANNOT be scored directly on a kickoff.
5. The ball may be played in any direction, either forward or backward.

GOALKEEPERS:
1. Outdoor FIFA rules apply when passing back to the goalkeeper.
2. Goalkeeper may slide tackle only if the ball is inside the penalty box.
3. Goalkeeper may throw, punt, kick, or roll the ball the entire length of the field without penalty.

SUBSTITUTIONS:
1. Teams may substitute at any point during a dead ball/stoppage of play.
2. Substituting players must enter / exit field in a location defined by the referee (Usually the center of the sideline)
3. Any player may change places with the goalkeeper, provided that the referee is informed before the change is made, and provided also that the change is made during a stoppage of the game.
4. Substitute players are to remain in the player bench area.
5. A player receiving a yellow card must be immediately substituted. The player may re-enter play during the next substitution opportunity for that team.

OUT OF BOUNDS:
1. The ball is out of play when the entire ball crosses the sideline or end line.
2. A throw-in, corner kick, or goal kick will be awarded when the ball goes out of bounds.
3. A throw-in may not go directly in to the goal.
4. Player has 5 seconds to put ball back into play.

OFF SIDES:
1. There shall be no off sides rule in effect.
2. Cherry picking shall not be allowed and may be called at the referee’s discretion.
3. Off-Sides will be called if off sides player is obstructing keeper.

FOULS:
1. FIFA outdoor soccer rules apply to all infractions, including but not limited to: kicking, pushing, tripping, hand balls, etc...
2. No slide tackling - Sliding Tackling will be defined as anything other than the feet touching the ground when attempting to take the ball away from an opponent.
3. Goalkeepers may slide inside the penalty box.

FREE KICKS:
The following apply to all restarts:
1. Indirect and direct kicks will be given according to FIFA rules of the game.
2. Ball is in play when it makes contact with the initial player.
3. Opposing players shall be 5 yards from the ball.
4. Player taking a kick cannot play it again until someone else touches the ball.
5. If an opponent refuses to move back 5 yards on referee's request, he may be given a yellow card for unsportsmanlike conduct.
6. If a player taking the kick delays for longer than five (5) seconds after having been signaled to do so by the Referee, the opposing team will be awarded the kick.

LEAGUE AND PLAYER INFORMATION
1. Captains Responsibilities:
   a. It is the responsibility of the team captain to be aware of the rules guidelines, policies, and rules, and to keep his/her team informed.
   b. It is the responsibility of each player and the captain to be aware of the total status of their players' infractions.
   c. Failure to comply may result in disciplinary measures, which may include suspension of the player/captain and forfeiture of games said player played in. (This includes use of illegal players – those not company employees.)

2. Spectators Responsibilities:
   a. Spectators are considered part of a team and as such, offensive behaviors can result in issuing a yellow or red card to the team captain.
   b. If disruption is considered major, the referee or commissioner reserves the right to ban the spectator(s), player, captain and/or team from play.
   c. Eligible offenses:
      o Foul or abusive language directed at any referees, players, captains or spectators.
      o Violent conduct including spitting, threatening, fighting, or attempting to commit battery (see red card section).

TEAM ROSTERS:
1. Team rosters must be turned into the commissioner prior to the FIRST GAME.
2. A team may play with an unrostered player as long as their name is submitted and approved by the commissioner before the roster deadline each week. This player may also participate in playoff/final game(s) with their name being submitted and approved by the commissioner.
3. A team may also play with up to two (3) non company players in a game. These players can only be rostered three times, and may not be rostered in a playoff/final game(s.) If this is not up held, then the opposing team(s) are then eligible to make a protest at anytime, and will be reviewed, regardless of how much time has elapsed.
   a. These players must only be used if enough players/substitutes are unable to play, and a minimum roster is not obtained, or another special circumstance.
   b. These players names must be submitted along with the rest of the team's roster (including players that are questionable) for that weeks game before the roster deadline. If a player is not going to play in that week's game, then their name need not be submitted.
   c. Reasoning behind why this player is rostered also needs to be submitted when the roster is submitted for approval.
4. If no roster is submitted for that week's game, then it is assumed that the team's entire roster is playing (except for players that are out for the game) and no substitutes are needed. Therefore no unrostered players should be on the field during play.
5. If a team is in need of substitute players, are unable to find any players, then players from other teams may be used if they are willing to fill empty player slots.
6. Two (2) family members may be included on the roster. A team must still have 8 company players also on the roster before family members can be included. Family members can be by marriage or blood. (Husband, Wife, Brother, Sister, Child, Uncle, Cousin, Et Cetera) If there are questions about this, then please ask the commissioner if a certain family member is ok to play.
a. If a family member is included on a roster then one less non-company sub may be used. So if two (2) family members are on a roster then only one (1) non-company sub can be used (again non-company subs can be used up to three (3) times, and cannot play in the playoffs.
b. Family members may participate in the playoffs as long as they have also played more then one game during the regular season.

PLAYER PARTICIPATION:
1. Players may only be on one roster unless otherwise permitted by the commissioner.
a. Must be noted on both team rosters.

TEAM FEES AND POLICIES:
1. There are NO REFUNDS and NO RESCHEDULING of games in the season. Please read rules regarding rescheduling.
   Teams that have not paid in full by the final entry deadline will not be allowed to start play.

YELLOW CARD POLICY:
1. A player receiving a yellow card must be immediately substituted off the field and may re-enter at the next substitution opportunity for that team.
2. A player receiving two Yellow Cards in a single game will result in a red card. (See below)

RED CARD POLICY:
1. Players receiving a Red Card in a game will not be allowed to play the remainder of the game.
2. Players receiving a “soft” Red Card (two yellow cards in single match) will be allowed to play next game. Referee can note that player punishment should be enforced as a “hard” red.
3. Players receiving a “hard” Red Card will miss the remainder of the game and will be automatically suspended from the next game in the season.
4. If the person is ejected in the last game of the regular season, said person shall be prohibited from playing in the playoff/final game(s).
a. If game is the final game, then team could have points taken away per the referees’ choice.
5. The following are red card eligible offenses:
a. Foul and abusive language
b. Persistent infraction of the rules after receiving a yellow card (2nd yellow).
c. Violent conduct (including, but not limited to: spitting, threatening, continued rough play, etc.) will be suspended as outlined above and in addition, will be suspended for one additional game and subject to further disciplinary action as decided by the commissioner.
d. Assaulting a referee, participant or spectator will be suspended indefinitely from all activities.
e. An “Assault” shall be defined as an attempt to commit a battery upon a person; and an act which is close to accomplishment shall be sufficient to constitute an assault upon a person. Local authorities may be notified.
f. Any player who accumulates three cautions (yellow cards) during league matches per session will be suspended for one game.
g. Should a captain of a team be unable to control a player’s or spectator’s actions after a red card is issued, the captain will also be suspended as outlined above.
h. A player accumulating three red cards over a season will be banned from further play in the league.
i. “Bench Clearing” – If any players or spectators enter the field to break up or participate in a fight, the game will be ended by the referee, and then reviewed by the commissioner and referee. Team(s) will then be put on probationary status and will forfeit the next game or if conduct warrants, team(s) could be suspended from all further league play. No refunds will be given to suspended players or teams.
j. Team Probation – Any incidents occurring during probationary period will be grounds for suspension from further league play.
k. No refunds will be given to suspended players or teams.
l. If for any reason an official/referee or commissioner asks that a person leave the field, the person must leave the property or authorities may be notified.
m. Fighting: “ZERO TOLERANCE POLICY” Anyone fighting will be ejected from said game and suspended for a minimum of two games and up to permanently. Anyone threatening or stalking another player, referee or spectator will also be ejected and could possibly be reported to the local authorities.

LEAGUE STANDINGS POINT SYSTEM
1. The Black & Veatch Soccer league will follow the following rules with regards to standings
   a. Standings will be determined by points
   b. Win = 3 points
   c. Tie = 1 point
   d. Loss = 0 points
   e. Red card by player, coach, manager or spectator = -1 point
2. League games that end in a tie score after regulation play shall remain a tie game. (See also duration of play)

DIVISION STANDINGS – TEAM TIES:
1. Any league divisions ending in a tie at the end of league season shall be governed by the following tie breaking system in order:
   a. Head to Head results between tied teams
   b. Most Wins
   c. Goal differential – max of 3 goals per game
   d. Fewest goals allowed
   e. Rock, paper, scissors….best 2 out of 3

TIES IN A PLAYOFF / FINAL
1. If teams tie in a league playoff, the game will remain a tie and Division Standings (above) will determine which team advances.
2. If teams tie in a final between teams not playing for 1st place, the game will end in tie and Division Standings will determine team place.
3. If teams tie in a final between 1st and 2nd place teams, the game winner will be determined by the following:
   a. Penalty Kick Shootout – Each team will select five shooters and one goalie to represent their team. All participants must have played in the game. Once the shoot-out has started teams may not change goalies, unless he/she is injured. All selected players must wait in the center circle until it is their turn to participate. After you have participated, you must stand in the area designated by the referee. All non-participants must remain in the player’s area.
   c. If the score remains tied after the first round of penalty kicks, a NEW set of shooters must be selected. The format will then change to sudden death shoot-outs. Note: No player may shoot twice unless all players, including the goal keeper, have already shot.
   d. If one team has received a red card during the game and finishes with fewer players on the field, a remaining roster player (other than the red carded player) may be chosen to kick in the rotation of penalty kicks. If the red carded player is the last remaining roster player, one of the two field players may kick twice.

GAME RESCHEDULING & MAKE UP GAMES:
1. Games that need to be rescheduled due to weather will be made up at the end of the regular season before Playoff/Final game(s.)
2. There will be no re-schedules/make-up of an already re-scheduled game, unless it is a Playoff/Final game(s.)

PROTESTS:
1. Intention to file protest must be supplied in writing immediately following the game. A formal written protest must be submitted to the commissioner within 48 hours after the end of the game. Only a violation of the Laws of the Game, rules or guidelines of the league as published is matter for protest. Videotape will not be viewed as evidence in a protest. Protests regarding fielding of illegal players must be brought to the attention of the game officials prior to the suspected player(s) leaving the field of play.