

ADULT SMALL-SIDED SOCCER LEAGUE RULES



DIVISIONS

Open Competitive - for highly skilled, competitive teams/individuals, best suited for teams/players who have played soccer at an organized level for many years and are interested in a more intense game. (21 and older, any gender)

Open Intermediate - for average to highly skilled teams/individuals, best suited for players with some experience in organized soccer or not interested in a highly intense game (21 and older, any gender)

COED Competitive - for players who want to play in a coed setting. (21 and older, minimum of two female players on the field at all times, goals can only be scored by female players)

Sunday Open Competitive 6v6
Monday Coed Competitive 5v5
Tuesday Open Competitive 5v5
Wednesday Open Intermediate 6v6
Thursday Open Competitive 5v5

Competitive Balance

Teams are strongly urged to enter into the proper level of competition.

RULES: Ball | Size 5 - Each team must provide a game ball for game time.

NUMBER OF PLAYERS

6v6, one of whom is the goalkeeper

Minimum number of players to start a match is 4 (one needs to be GK)

5v5, one of whom is the goalkeeper

Minimum number of players to start a match is 3 (one needs to be GK)

Roster size: Max 12 players - Players must be on the team's roster to play. Referees will check rosters before the start of each game. Players cannot be on two rosters in the same league.

COED Leagues: 2 female players on the pitch at all times, otherwise play one down.

Rosters are frozen after week 4

PLAYERS EQUIPMENT

Players on same team must wear same color jersey (**no numbered jerseys required**) All teams need an alternative color in case of conflict. Cleats are allowed. Shin guards, not mandatory but recommended.

Game Ball:

Each team needs to bring a game ball.

REFEREE

One referee

Referees are required to sign and complete a game report sheet indicating the final score and report on any game incidents involving player, coach, and or spectator misconduct (red and yellow cards).

The Referee must write an Incident Report if a player is injured.

Referee Fees: Teams pay Referee \$15 each before starting the game in cash, with CashApp or Venmo. Games can't start until referee fees are paid.

GAME DURATION

Games: 46 minutes, two 23 minute halves, 3 minutes halftime.

POINT SYSTEM

3 points for a win

1 point for a tie

0 points for a loss

PLAYOFFS

Seeding - Determined standings after round-robin round. If there is a tie in points between two or more teams, the order is determined first by who won head to head, the team with better goal differential, then the team with most goals, then the team with fewer goals against, and finally coin toss. **During playoff games, a tied game at regulation is decided by penalty kicks.**

Only those players who were on the pitch at the game's end can take a penalty kick. Each team will take five penalty kicks. If the **penalty kick** score is tied at the end of five kicks, the teams will continue to take alternating **penalty kicks** until there is a winner. **All players on the field (including the keeper must kick before any player may kick a second time. Note: all players on the field at the end of the game must remain on the field. All other players must remain off the field.**

Team Captains will submit the order in which their players will take the penalty kicks.

FOULS

Fouls penalized with a direct free kick for tripping, pushing, shoving, holding, **slide tackling**, charging, and striking an opponent, for handling the ball deliberately (except goalkeeper within his or her penalty area.), and for unsportsmanlike conduct.

Fouls penalized with an indirect free kick for:

1. goalkeeper touching the ball with his or her hands in the penalty area after passed to him/her by a teammate.
2. for dangerous play and obstruction.
3. Infringement in distance on restarts.

Indirect free kicks are taken from the place where the infraction occurred unless it takes place in the penalty area, then it's taken at the edge of the penalty area. **Note: All Leagues, no matter how competitive, are FUN Leagues - Players will receive yellow or red cards for aggressive and violent play and unsportsmanlike conduct.**

Player Ejection: when a player receives a Red Card.

Red Cards can be: (a) a straight red or (a) two yellow cards.

A player ejected from a game must leave the facility.

A player who receives a straight red card automatically sits out his team's next scheduled game.

A player receiving a red card for two yellow cards will not have to sit out a game.

Any player who is physically aggressive towards a referee (i.e., pushes, shoves, punches, kicks) will be suspended from the league indefinitely pending a hearing with the League Office and will be fined \$100.

SUBSTITUTIONS

Unlimited and are done on the fly. The player coming on the field cannot do so until the player coming out is off the field. The player entering the field must do so from the bench sideline. The player coming out may do so from anywhere on the field.

THROW INS

The player taking the throw-in must have both feet on the touchline or behind it. If an opposing player is closer than the required distance (5 meters), the throw-in may be retaken (unless an advantage is given). Cannot score directly from a throw-in. throw in may be retaken (unless advantage given) Cannot score directly from a throw in.

DISTANCE ON RESTARTS

Five meters on throw-ins, corner kicks, and free kicks. Three meters on kick-offs. Infringement is penalized with an indirect free kick from the spot of the infringement.

NO OFFSIDES

City Futsal reserves the right to schedule makeup games or playoff games on days other than your regularly scheduled games.

TEAM ROSTERS & WAIVERS

(wholly based on league apps registration process)

PLAYER ELIGIBILITY

To be an eligible player for the playoffs, he/she must be on the team roster by week 4.

Players may file a formal protest before a 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 #) in writing to the Referee or a City Futsal staff member before starting the game.

This qualifies as an official protest. The game will then be played as scheduled. Teams will be notified of all rulings on the eligibility discrepancy. 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.

The above procedure will also apply to any other logged protests.

All rulings by City Futsal staff are considered final.

SPORTSMANSHIP

The objective of the leagues is to have fun. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. Any behavior deemed unacceptable by the Referee or staff may result in suspension or ejection from a game or the league.

CANCELLATIONS/RAINOUTS

Leagues may be canceled due to weather conditions. Thunderstorms with lightning 9 miles or less or torrential rain are cause for game suspension or cancellation. We will not cancel games until necessary and decisions are made an hour before game time. Canceled games may be made up on days other than those when games are typically played. In extreme circumstances, City Futsal reserves the right to run a shortened season without a refund.

Any match called prior to being an official game will be replayed in its entirety.

A match is considered official if it is called after the first half has been played.

FORFEITS

Teams unable to play a scheduled game will forfeit, and the score will be recorded as 0-3 against them. The team that forfeits a game must pay a fine of \$30 and payable within 24 hours of the forfeited game. Failure to pay the fine will result in suspending any future games, resulting in forfeits.



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