



Outdoor Coed Soccer Rules

I. Number of Players

- All coed leagues will play 8 vs 8, 7 field players and 1 goalie
- 5 or fewer players from team roster constitute a forfeit.
- Maximum roster size is sixteen
- Each player must check in before their game to the scores table.
- Teams may add players to their roster at any time throughout the season. Subs must check in at scores table. After the last game of the regular season, the roster locks and only players who have played and checked in during the regular season are allowed to play during playoffs.
- If the locked roster exceeds 16 players, only 16 of the players are permitted to play per game during the playoffs.
- Substitutions will be unlimited and on the fly
- Teams must have at least 3 girls on the field. If a team only has 2 female players, they must play down a player. 1 or 0 female player's results in a forfeit.

II. Equipment

- All players must wear shin guards
- No metal or screw in cleats allowed – only rubber molded cleats, turf shoes, sneakers, etc. allowed.
- Players with cases and braces must cover with soft material, and may be permitted to play at the sole discretion of the referee
- In case of uniform conflict, the Home team will be required to change shirts.
- NO JEWELRY allowed during game play; all pieces must be removed prior to match.
- Referees will check all equipment before each game. If a player is running late – they must check in at the scores table along with the referee before they are permitted to play.

III. Duration of Games

- League Play
 1. All league games are 50 minutes in length. There are 2 – 25 minute halves with a 3 minute halftime.
- Overtime Play
 1. Regular Season: There is no overtime for regular season games – game is a draw.
 2. Playoffs and Championships: Tied games will go directly to penalty kicks. Each team has 3 shots, with players from each team kicking alternately, until a team obtains a two goal advantage. If after 3 shots, neither team

has an advantage, the tie breaker continues alternating one player at a time, until both teams have taken an equal number of shots.

****** *A team that cannot field the minimum number of players within five minutes of the official start time of the match will forfeit the match. Forfeits are awarded as a 3-0 score, regardless of any scoring that may occur.*

IV. Misconduct

- **Yellow Card:** Any player that receives a caution (Yellow Card) will receive a two-minute penalty. The team of the offending player must play down one player for the duration of this penalty. The cautioned player must serve the full two-minute penalty, regardless of any scoring that may occur.
- **Red Card:** Any player that receives a Red Card **must immediately leave the area of play for the remainder of the match.** The team with the red-carded player must play shorthanded for the remainder of the game. **Any player, coach, or spectator may be asked to leave the facility.**
- Any player receiving a red card will be reported to the league director. The player's name must be given to either the official of the Manager on Duty. Failure to give the name, or giving a fake name, will result in punishment of the entire team. The league director will follow up with the player using the following procedure:
 1. **1st red card** - Suspension for at least the next scheduled game (this includes playoffs).
 2. **2nd red card** – Suspension for at least the remainder of the season (a refund will **not** be issued).
 3. **3rd red card** – Suspension from The Summit Sports and Ice Complex Leagues for at least one year.
 4. **4th red card** – Banned from The Summit Sports and Ice Complex Leagues indefinitely.

V. Rules

United States Soccer Federation (USSF) rules will be used at The Summit Sports and Ice Complex with the following modifications:

1. Opening kick may travel backwards.
2. **All restarts must be taken within eight seconds of possession. Failure to do so results in change in possession.**
3. Defending players must be 5 yards away from any restart.
4. No offside.
5. The goalkeeper must distribute the ball within six seconds of the possession. If penalized, an **indirect kick will be awarded from the spot of the foul.**
6. Goal kicks can be taken anywhere inside the box.
7. Goal kicks can cross midfield in the air.
8. Subs must wait to enter the field until player is within two (2) yards of the bench area.

9. Slide tackles are not permitted, and may result in a player receiving a yellow card. Slide tackle fouls are indirect free kicks. If the referee calls a foul a trip it will be a direct free kick.
10. Profanity is not permitted: 1st offense: yellow card, 2nd offense: red card.
11. Fighting is not permitted, and will result in a red card. The Summit Sports and Ice Complex may take further action.
12. Any call that goes out of bounds is restarted with a stationary throw-in.
13. **Spitting on another player will result in a season long ban from ALL league play.**

VI. Standings and Tiebreakers

- Ranking is based on wins and losses.
- A tie breaking system will be used as follows:
 1. Overall record
 2. Head to head competition (*if there are 3 or more teams skip this tie breaker, unless one team has beat the other two*).
 3. Total goals against
 4. Goal differential
 5. Most total shut-outs (0 goals allowed in a game).

NO TIE BREAKER IS TO BE REVISITED!

VII. Miscellaneous

- The decision of the league director is final. THERE WILL BE NO PROTESTS!
- Red Card, Yellow Card, and Other Incidents: The League Director withholds the right to analyze red cards, yellow cards, and other incidents on a case-by-case basis and will take action in the best interest of the league and its players. All calls of the night are final and will be re-evaluated moving forward.
- Fighting Rule: Fighting of any kind, you are automatically suspended from all Summit Sports and Ice Complex programs for the rest of that season. There will be no refund regardless of the severity of the incident. (Additionally, The Summit Sports and Ice Complex reserves the right to pursue criminal action against an individual, etc.)