



Adrian Parks and Recreation

MODIFIED SOCCER RULES AS OF 8/23/10

Equipment:

- **Shin guards are required.** Socks or a similar material must cover shin guards.
- Plastic cleats only. No metal cleats.
- No cleat on toe of shoe.
- A size 5 ball will be used. This ball will be provided by Adrian Parks and Recreation.
- The first team listed on the schedule is the home team.
- All player uniforms must have a number on the back.
- All goal keepers must wear a color shirt that can be distinguished from both teams on the field and the referees.
- No jewelry allowed.

Teams:

Six players may be on the field at one time (five players and a goalie). **A female does NOT have to be on the field at all times. However if a female is playing and scores a goal it is worth two points.**

A team must have four players present to start and/or continue the game.

A forfeit will be declared 10 minutes after the regular scheduled time. If both teams are not able to field a team, than it will be a double forfeit.

Players may be added to a team's roster once the season begins. This can be done before your game starts with the Soccer Supervisor. The player must be added at least 5 minutes prior to game time. If the player is not added to the team roster within the time allowed, the player is unable to play until the following week.

If one or both teams forfeit the game, the team(s) must pay \$25 to the Parks and Recreation Office. This fee must be paid before the next scheduled game.

Player Check-In:

All players are required to check-in with the site supervisor at least 5 minutes prior to game time. Player's names and information must be listed on their team roster. At check-in each player will need to present a photo ID and jersey number. All Player Fees must be paid before player can participate.

Players may not participate in the game until they are checked in. If a player arrives at game time or late, they will not be allowed on the field of play until they have been checked in.

Players May Only Play on One Team:

You may play on 1 team per division. Players who are caught playing on more than one team will be ejected from the league immediately. Whatever team the player has checked in with first will be considered their team. Once your name is on a roster you cannot switch teams. The team or team(s) who the player is caught playing illegally for will forfeit any games that player was in and will pay a \$25 forfeit fee for each game.

Game:

Referees are responsible for enforcing the rules of the game and watching out for player safety.

A game will consist of two halves of 25 minutes each.

There will be three minutes between halves.

The official may stop the clock for injury or extenuating circumstances.

The rules of the game are governed by FIFA except where modified herein. Rules that are unmodified are those concerning the Start of Play, Out of Bounds, Fouls and Misconduct and Throw-ins.

Slide Tackling: Not allowed.

Goal: A goal is scored when the ball crosses completely over the end line and into the goal. The referee is the final authority on whether a goal was scored or not.

Off-sides: A player is in an off-side position if he is closer to his opponents goal-line than the last defender on the opposing team. It is not an offense in itself to be in an offside position. A player shall only be penalized for being in an off-side position if, at the moment the ball touches, or is played by one of his teammates, he is, in the opinion of the referee, involved in active play. This would happen by:

- A. Interfering with play
- B. Interfering with an opponent, or
- C. Gaining an advantage by being in that position

A player shall not be declared off-sides by the referee if:

- A. He is just standing in an off-side position, or
- B. If he receives the ball direct from a goal-kick, corner-kick, or throw-in.
- C. If the player is on his own half of the field.

Direct Kicks: None. All fouls will be awarded an indirect kick.

On fouls, the opponent must give the kicker 6 yards. If a penalty occurs in the goal area, the ball will be placed at least 6 yards from the goal. (An indirect kick must touch another player before a goal can be scored.)

Goal Kick: When the ball crosses the end line, but is not a goal, and was last touched by a player on the offensive team, the ball may be placed anywhere in the goal area by the defending team, and a free indirect kick taken. The kicker must be given 6 yards.

Corner Kicks: When the ball crosses the end line, but is not a goal, and was last touched by a player on the defending team, the offensive team will be given a corner

kick. The ball must be placed within 1 yard of the corner on the side of goal on which the ball went out. The kicker must be given 6 yards.

Substitution: Rolling substitution. (On the fly) All players except for the goalie may sub at any time. Another player on the team may sub for the goalie if play has stopped for a throw-in, goal kick, or at the end of the period, time-out, or for injury.

Fouls: Kicking, striking, pushing, tripping, jumping at or hitting an opponent is a foul. When a foul occurs, a referee has the option of either stopping the play and awarding an indirect kick, or applying the rule of advantage.

Touching the ball with hands, except for the goalie in the goal area, is also a foul. If a ball is intentionally played from the foot of a player to their own goalie, it is a foul for the goalie to touch the ball with their hands.

Yellow Card: If a player receives a yellow card it is to be taken as a warning for their inappropriate behavior. They may continue playing the game, however, if they receive another it will then equal a red card and the player will be sent off. Yellow cards will be kept track of cumulatively throughout the season. When a player reaches three they must sit out a game as if it were a red card.

Red Card: If a player is red carded (sent off the field), they must sit out the remainder of the game and is suspended from the next scheduled game. The manager may not substitute another player for the sent off player. Should a player receive a red card for fighting they will be subject to league expulsion. **NO FIGHTING WILL BE TOLERATED!**

If a player receives two red cards during the season, the player is suspended until the next season.

Overtime: No overtime. If a game ends as a tie, it will be recorded as such.

The referee can still caution the offending player when play has stopped.

When applying the rule of advantage, the referee will indicate that he/she has seen the foul but that the players should play on.

Spectator Disruption:

Teams are responsible for the behavior of their fans. The site supervisor and referees may eject fans as they see fit for excessive unsportsmanlike behavior or language.

Should any spectator or benched teammate interrupt the game or enter the playing field during play in an unsportsmanlike manner, they will be ejected and the game will be called.

At that time, the team this unruly spectator is representing will receive a forfeit and be required to pay a \$25 forfeit fee prior to the next scheduled game.

Should you have any questions regarding these rules, please contact Dustin Lent at 517-264-4875.