

Main Street Soccer Rules and Regulations

Game Timing. Each game consists of two 25 minute halves with a 2 minute break in between. Games will start exactly on the scheduled time, clock will be running. If a team does not have all of their players ready, they can request a 5 minute delay. After a 5 minute delay the game will start with the available players.

Number of Players. All coed games will be played with each team fielding 5 players. The minimum number of females is 2. There is no maximum number of female players a team can field. A team can choose to play with all 5 female players. If a team has only 1 female they must play with 4 players total including the goalie. Minimum number of players required to field a team is 4.

Forfeits. If a team is unable to field a team 5 minutes after the official game time, a forfeit will be called and their opponent will be awarded a 3:0 victory.

Double Forfeit. If both teams are unable to field 5 minutes after the official game time, a double forfeit is called and both teams are given 0 points.

Rosters. A team roster can contain up to 12 players. The rosters will be submitted to the front desk or to Main Street Soccer by email. At the beginning of each game, referee must check to see if the players on the field are on the roster. If a team captain chooses to bring in a new player it is his/her responsibility to update the roster before the game day. A roster cannot contain more than 12 players at any time. Rosters will be "frozen" 2 weeks before the end of the league. to prevent teams from boosting their rosters with guest players. Rosters are due at the 2nd week of the tournament. If the team fee is paid in full, they are allowed to add/modify players for free. If a team has an outstanding balance, new players/subs must pay full registration fee or \$10 per game.

Borrowing players. It is allowed to borrow female players from other teams or bring female subs the day of the game. Borrowing of male players (including goalkeepers) is not allowed. If a male sub is needed, the team should contact Main Street Soccer at least one day before the game by email or phone and provide the player's full name. That player must not currently play for another team in the same league or be on any other team's roster. No player (male or female) borrowing is allowed during playoffs.

Colors. All the field players of a team must wear the same color jersey, or everyone must wear a vest. The goalkeeper will wear a jersey color that distinguishes him from all other field players on both teams. In case of a color clash, the visiting team changes.

Injuries. The referee shall send any player off, who requires treatment for injury or blood (regardless of whether the blood is his own or another's or is on his body or uniform). For treatments of blood, the player must obtain the referee's approval before he may re- enter the field. Play shall stop when the referee decides one of the following:

- 1) An injury is critical.
- 2) The injured player's location is likely to interfere with play.
- 3) The injured player's team has control of the ball.

When play is stopped because of an injury, the injured player must leave the field. An injured player may re-enter the field later.

Attire and equipment. Players attire and equipment must be safe and designed for athletic activity and soccer in particular. A referee reserves the right to eject a player if his attire is deemed inappropriate by the referee or administration. Outdoor soccer cleats with metal or plastic studs or blades are not allowed. Jewelry is not allowed. Watches are not allowed. Shin guards are mandatory. Casts must be examined by the referee before the beginning of each game.

Keeping score. A goal scored by a male player is worth 1 point. A goal scored by a female player is worth 2 points.

Interaction with the referee/officials. Unwelcome or inappropriate comments, criticizing, intimidating, pushing, touching, any kind of verbal or physical abuse of the referee/officials can result in a yellow or a straight red card or indefinite suspension from the league. Any form of verbal or physical abuse of the referee or any staff member may result in a yellow or red card as well as a temporary or permanent ban of the player/ team committing the verbal/physical abuse. If a team has a concern to address with the referee they must do so through their captain.

Unnecessary Aggression. The following is considered unnecessary aggression: clearing the ball recklessly and forcefully into the ceiling, dugouts, stands, or walls; kicking/hitting the dasher boards, goals, or any other objects in the facility (only the ball can be kicked!) use of profanity, reckless fouls, any physical contact or any behavior as deemed unjustifiably aggressive by the referee or Mains Street Soccer staff. Any manifestation of unnecessary aggression may result in a yellow or red card as well as a temporary or permanent ban from the facility.

Playoffs and tie breakers. The top 4 teams at the end of the tournament will enter playoffs. The #1 team will play #4 team and #2 team will play #3 team. The rank of teams will be determined by total number of points. If two or more teams have the same number of points, the next tie breaker will be the head-to-head result between the teams. The next tie breaker will be goal difference. The next tie breaker will be goals scored. The next tie breaker will be goals allowed. If teams are still tied the final tie breaker will be a coin toss. If a playoff game ends in a tie, a 10 minute extra time will be granted with the "golden goal" rule. If teams are still tied they go to the series of penalty shoot-outs. Administration reserves the right to change format from playoffs to non-playoffs at the beginning of each season.

Accumulation of fouls. Teams will be warned when the number of fouls they committed reaches 5. The 6th foul results in a blue card and a 5 minute suspension of the player who committed the 6th foul, while his/her team continues to play with one player fewer until the referee or staff member instructs the team that they can reenter a player. Every additional foul will result in a penalty kick.

Liability Waivers. Every person (whether a player or not) to step into the field or dugout must sign a liability waiver. Captains are responsible for enforcing this rule.

These rules are subject to change without notice.

Main Street Soccer Official Rules

The games will be governed according to the Official FIFA Laws of the game with the following exceptions specific to the Main Street Soccer League:

1. No off-sides.
2. Slides and slide tackles are not allowed. Goalkeeper is the only player who can slide in his/her penalty box only and/or play from the ground. Goalkeeper cannot slide with straight leg(s) or both feet going in the direction of the ball or another player. Any slide tackle shall result in an automatic yellow card. Any slide that is not endangering another player is still considered a foul.
3. No throw-ins. When the ball goes out of bounds it will be placed on the line and kicked into play.
4. Free kicks are performed as regular soccer free kicks except "the wall" is 5 yards away from the kicker.
5. Penalties are taken from halfway line, penalty taker is allowed to dribble to the goalie or shoot from the spot. All remaining players must be inside the penalty box at the opposite goal, they are allowed to start chasing the penalty taker the moment penalty taker touches the ball.
6. Substitutions are unlimited and "flying" – players do not need to ask a permission to substitute a player. Player leaving the field must exit the field completely before his/her substitute can enter.
7. Any sort of disrespectful/violent conduct including but not limited to use of profanity, fighting, unnecessary roughness, pushing, shoving, verbal or physical altercation, inappropriate remarks aimed at the opposing team, own team, referee, spectators, lifetime staff, or any other persons may **result in an automatic red card or automatic indefinite ban / temporary suspension from Main Street Soccer grounds, including all facilities and parking areas.** It is up to the referee to decide whether to red-card a player. However, any person who initiates a physical confrontation (such as pushing another person in the chest, head-butt another person, throw a punch, throw a kick or perform a

similar physical action of aggression) **shall receive a mandatory red card, a mandatory temporary ban and must arrange a hearing with the league manager before he/she can participate in the league again. Any person receiving a red card must leave the facility immediately. Red card may also be issued for verbal confrontations.**

8. Body to body sideways contact can be only allowed within reasonable limits, in the following circumstances: male against male, female against female, female against male. Significant body to body contact by male against female is considered an infraction. Body check of the opponent into the walls will result in an automatic yellow card.
9. Yellow cards result in a mandatory 5 minute suspension of the player receiving a yellow card. The above player's team may not substitute him/her and must play with one person fewer for 5 minutes.
10. Playing against the plastic perimeter wall is allowed. When a ball goes outside the borders, the game is stopped and the ball is placed next to the wall and is kicked into play.
11. Kicking the ball against the protective ceiling net is prohibited and a direct kick into the net will result in a blue card and a 5 minute time out for the kicker. Accidental/minor contact when the ball slightly grazes the ceiling net will result in loss of the ball possession and the opposing team will re-enter the ball into play by placing it next to the wall closest to where the contact with the net occurred and kicking it in.
12. Goalkeeper is not allowed to play as a field player and is only allowed to come outside his/her box to make a save in a clear potentially goal scoring situation. If players are passing the ball back to the goalkeeper, he is allowed to pick it up using hands (even from his own teammate) or use his feet to receive/pass the ball inside the box only.
13. Shadowing the Goalkeeper is a foul that occurs when a player follows the opposing goalkeeper around inside his arch and obstructs the goalkeeper from the play. There does not have to be any physical contact towards the goalkeeper for shadowing to be called.
14. Cornering is a foul that occurs when a player is marked too tightly in any of the field's corners to where he cannot turn, move, or change his position.
15. When in possession of the ball (holding it in hands), the goalie must throw or pass the ball to another player. Goalie is not allowed to pass or throw the ball to him/herself.
16. When in possession of the ball, the goalie has 5 seconds to distribute the ball or receive a foul and a subsequent penalty kick.
17. Holding of the walls (placing hands on the walls) is not allowed. Using hands is only allowed when stopping oneself from running into the wall at high speeds.

League Fees and Payments:

All team and individual players' fees are due before the first match day. In certain situations, the teams may be allowed to pay on the day of the first league match. Teams and individuals need to submit a written request if they are unable to pay the full amount on the first match day. They may be granted another week to pay off their balance by the administration. If teams and individual players are unable to pay the balance at the 2nd game, a forfeit will be given and the team/player will be dropped from the league, no refunds will be given. Players/teams that owe a balance from previous seasons must pay off their balances before they can participate in any event at Main Street Soccer. Free agent fees cannot be refunded.

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