



Village Coed Sports League Soccer Rules

Games will be played in a 7V7 format. Players will be provided with balls and officials.

Captains: Please read these rules in full and bring a signed copy to your first game agreeing to all rules stated.

GAME:

- 7 players on the field maximum – Two girls are required to play, 4 minimum on the roster.
- 5 players are required to start a game.
- Two 20-minute running halves with 5-minute half time.
- No offsides
- Slide tackles are illegal – if suspected and player is on the ground it will be called
- All free kicks are direct except on goalie pass back violation (indirect)
- Unsportsmanlike behavior will result in that player/team being suspended/removed from the League
- 10-minute grace period will be awarded however that time will be taken from the first half.
- Shin guards are encouraged
- No metal cleats allowed

TEAM SIZE

- 7 players at any one time – includes the goalie
- Teams may play with no less than 5 players
- If a team has less than 5 players a forfeit will be awarded
- Teams MUST start at game time if the minimum numbers of players are present
- Roster Minimum: 8 Roster Maximum: 15

Substitutions

Due to a larger roster maximum, no substitutions will be allowed. Please make sure any subs you may want to use are registered by the deadline.

START OF PLAY

- The referee will have the two captain's rock/paper/scissors. The winning captain will have the option of choosing sides or taking the kick-off
- A game is started by a kick-off in any direction from the center mark
- The opposition must be 2 yards from the ball when the kick-off begins
- A goal CAN be scored directly from the kick-off
- In the second half, teams change directions and possession

SCORING

- The ball must completely cross the goal line to be considered a goal
- If any part of the ball is touching the goal line, no goal will be allowed
- For balls in the air, the entire ball must have crossed the imaginary plane of a goal line to be allowed including if part of the ball hit off one or more posts

GOALIES

- The goalkeeper may use their hands anywhere inside the goal area
- Goalkeeper has 6 seconds to release the ball once picked up in the goal area
- Once the goalkeeper has released control of the ball, they cannot touch it again with their hands until it has been touched by an opponent
- Goalkeepers cannot punt/drop kick the ball
- If a goalkeeper punts/drop kicks the ball, a corner kick will be awarded for opposing team
- The goalkeeper can handle a pass only when it is delivered by a header or off the passer's chest. If they picked up or touched the ball with their hand in any way when their teammate has kicked it to them, then it is ruled a back-pass, and a free-kick is given
- Headfirst dives are acceptable; feet first dives are not acceptable.

BALL IN AND OUT OF PLAY

Corner Kick

- When the entire ball passes over the goal line and was last touched by a player from the defending team
- Opposing players must be at least 5 yards from the ball
- A corner kick is a direct kick. The offensive team can score without anyone else touching the ball

Goal Kick

- When the entire ball passes over the goal line and was last touched by a player from the offending team
- The defending team will put the ball back in play when signaled to by the referee
- Goal kicks must be taken from any spot on or within the goal box
- Opponents must clear the goal area
- A goal kick is a direct kick. The offensive team can score without anyone else touching the ball

Throw-Ins

- When the entire ball passes out of the field of play along the sideline a "throw-in" is awarded to the opposition of the team of the player who last played or touched the ball
- The ball is played in from the spot where the ball left the field of play
- If there is an illegal play, possession will be passed to the opposing team who will put the ball in play.
- A "throw-in" which goes directly into an opponent's goal without touching any player on the field will count no touch is needed

FREE KICKS/FOULS

Direct Kick

- All fouls are direct kicks with the exception of a pass back picked up by the goalkeeper
- The direct free kick is one where a goal can be scored without another player touching the ball.
- Direct kicks will be taken from the spot of the foul with the exception of a foul in the goal box which would result in a penalty kick.

Indirect Kick

- Goalie Pass Back violation will result in an indirect free kick
- The indirect free kick is a kick where a goal cannot be scored unless the ball is touched by another player (any player, teammate or opposition) before entering the goal.
- The indirect kick will be taken from the spot where the ball was initially passed back from.
- **All free kicks – The kicking team must wait for the referee to signal that the ball is back in play. All players must be 5 yards or more from the spot of the ball.*

Penalty Kick

- If any offenses occur within a team's own goal area, a penalty kick will be awarded.
- The kick shall be taken from the penalty line (12 yards out)
- All players other than the goalkeeper must stand behind the kicker while the kick is taken
- Players may not advance past the kicker until the ball has been struck

Mercy Rule is Enforced when a team is up by 7 goals.

PLAYOFFS/RANKING SYSTEM; Playoffs: 4 teams will make the playoffs, and the championships are played in the same day; it's a single elimination tournament. Typically with 1st and 4th playing each other in the first round. Then 2nd and 3rd playing each other and then the winners of each game competing for the championship.

The Ranking System: We are now implementing a ranking system for teams where you will be ranked as A's, B's, C's, and D's. For you to be able to get into the playoffs, we will average your scores, and you must average a B or higher to be able to qualify to get into the playoffs.

- 1) Ratings are given to teams after each contest by intramural officials/supervisors. These ratings reflect behavior before, during, and after the contest.
- 2) Besides ratings playoff determination will be made by in-season standings

Ratings will be:

A = 4 points. Above average conduct and sportsmanship. Players cooperate with officials and team members. The captain calmly converses with officials and has full control of the team.

B = 3 points. Average conduct and sportsmanship. Team members complain about officials and show minor dissension, which may or may not merit a warning. Teams that receive one warning may receive no higher than a "B."

C = 2 points. Below average conduct and sportsmanship. Team members complain about officials and/or the opposing team, which may or may not merit a warning. The captain exhibits minor control over the team. Teams receiving multiple warnings or one ejection may receive no higher than a "C."

D = 1 point. Poor conduct and sportsmanship. Team members continuously dispute the officials' calls or abusively speak to the officials or opposing team. The captain has little control over self or the team. Teams receiving three or more warnings, or two ejections may receive no higher than a "D."

F = 0 Points. Unacceptable conduct and sportsmanship. Team members are completely uncooperative. The captain has no control over self or the team. 2) In order for a team to qualify for post-season playoffs, they must have a 3.0 average in sportsmanship during regular season round robin play. 3) Any team receiving an "F" rating during the regular season will be declared ineligible for post-season tournament play. The rating information serves as a guide for team captains and participants. The staff reserves the right to modify ratings based upon individual incidents and/or situations.

Special Contest Situations: 1) A team winning by no-show will receive an "A" rating. If a team loses by no-show but gives at least 2 hour's notice prior to game time via email to the VSL Coordinator or phone call to the VSL Coordinator they will receive a "B" rating.

Forfeit: If you forfeit a game with ***no notice***, you will receive a D for your team and that will be accounted for when the final rankings come out for the playoffs.

CLOCK/TIME

The clock stops only for official time-outs and injuries. Any delay tactics, such as kicking the ball far out of bounds, will enable the referee (at his/her discretion) to stop the clock.

CODE OF CONDUCT

VSL offers recreational sports leagues and will not tolerate unsportsmanlike conduct. Players displaying unsportsmanlike conduct with an official or player will first receive a verbal warning. If said player displays inappropriate behavior again, they will be suspended from the next scheduled game of the season. Depending on the severity of the conflict, season suspension may be enforced by the VSL coordinator. All warnings will be communicated by the official and via email by the VSL coordinator. Please note that officials serve the right to eject players from the game or place suspensions.

WEATHER POLICY

All game days, weather dependent decisions will be made by 3pm the day of the game. Temperatures estimated to be over 105 degrees or under 30 degrees at the time of play will result in a postponed or canceled game, decided by the VSL coordinator. Rain that has left the field in an unplayable condition will result in a postponed or canceled game, decided by the VSL coordinator. Players will be notified of any schedule changes by email.

All policies are subject to change per the VSL administrators' discretion

More Questions? Email: **Gameon@thevillagedallas.com**

Printed Name and Team Name

Signature

Date
