



SOCCER RULEBOOK

2023 EDITION

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GAME SETUP

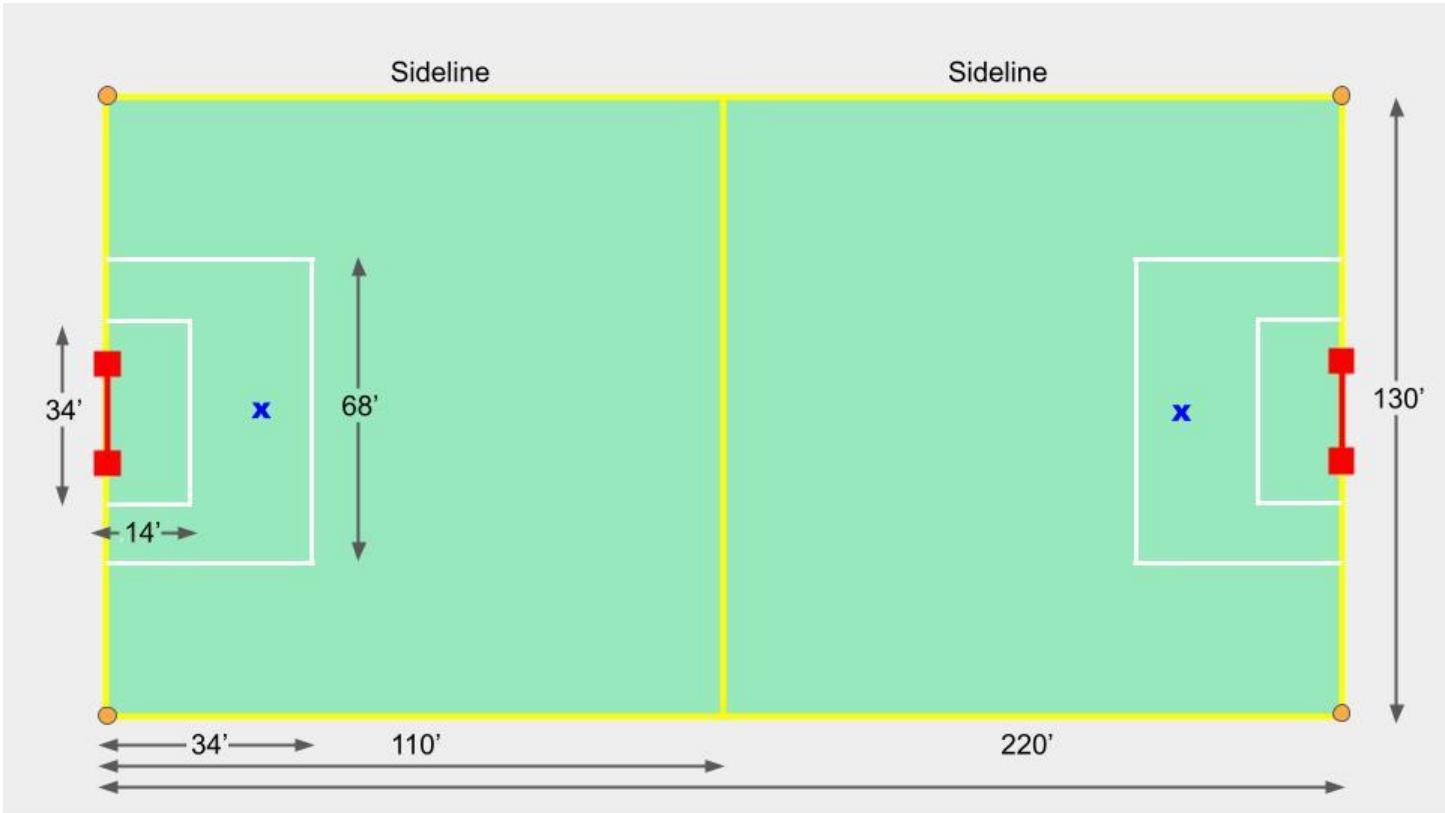
1. SOCCER PITCH

- 1.1. The pitch shall be established on any safe terrain suitable for play in accordance with the following provisions which equal the dimensions of a 9v9 soccer field (see Diagram 1):
 - 1.1.1. The soccer pitch is a rectangle with the long sides between 200-240 feet and the short sides (the ends of the pitch) between 125-150 feet.
 - 1.1.2. The pitch will be divided in half along the halfway line. All field elements (penalty boxes, goal boxes, goals) on both sides of the field should be of equal size.
 - 1.1.3. Each side contains a penalty box between 60-80 feet wide and 30 to 40 feet deep.
 - 1.1.4. Each penalty box contains a goal box between 30-40 feet wide and 12-18 feet deep.
 - 1.1.5. The penalty spot shall be in the center of each penalty area and 28 feet from goal.
 - 1.1.6. Corner flags should be used in each corner of the pitch.
- 1.2. **Goal Nets** - it is unclear what size soccer goals will be available to the league. The preferred size is 21 feet by 7 feet, however full size goals (24 feet by 8 feet) or goals as small as 12 feet by 6 feet may be used if they are the only options available and as long as both goals are the same size.

2. EQUIPMENTS & JERSEYS

- 2.1. While participating, players must wear the official shirt provided to them by the league or a shirt of matching color. Players may be asked to change shirts if the color they are wearing is conflicting with the flow of the game.
- 2.2. Athletic shoes or cleats are required. Metal cleats are not allowed.
- 2.3. All players are required to wear shin guards while playing for their own safety.
- 2.4. The league will provide Size 5 soccer balls for match games.
- 2.5. The league will provide goalkeepers with goalie gloves and pinnies to be worn during the game. The goalkeeper must wear the pinny at all times while in the game to identify themselves.

Diagram 1 - The Soccer Pitch



SOCCER FIELD SETUP

-  = SOCCER GOAL
-  = CORNER FLAG
-  = PENALTY SPOT

PARTICIPANTS

3. REFEREES

- 3.1. Games will be refereed by one (1) main referee. The referee governs all game play and issues all final rulings, and has final authority on equipment issues.
- 3.2. Referees have jurisdiction over play and may:
 - 3.2.1. call off a game due to darkness, rain or other cause at the referee's discretion;
 - 3.2.2. penalize a player with a yellow card or a red card
- 3.3. Referees may make rulings on any points not specifically covered in the rules (at the time of occurrence), but the ruling shall not be deemed as a precedent for future rulings.
- 3.4. Any threatening, or abusive language and/or behavior towards a Referee will not be tolerated and action taken accordingly. Assault of a Soccer Official in the first degree is a Class A Felony.

4. TEAMS, CAPTAINS & PLAYERS

- 4.1. Each game shall have two (2) participating teams with a minimum roster of 15 players.
- 4.2. Each team must field at least seven (7) total players to start a game.
- 4.3. Each team must field at least six (5) of their own rostered (non-substitute) players.
- 4.4. **Team Captain** - Each team should determine a Team Captain. Captains should defuse tense or argumentative situations; assess when players may need a break, and balance out substitutions.
- 4.5. It is expected that all players will be allocated equal playing time per day of play.

5. SUBSTITUTE PLAYERS

- 5.1. A team must have a minimum of 7 players to start the game, of which 5 must be their own rostered players in order to avoid a forfeit. Teams with less than 9 players may add substitute players to their rosters in accordance with the following:
 - 5.1.1. A team with 6, 7 or 8 players may add 3, 2 or 1 substitute players, respectively.
- 5.2. If a player from the team's roster shows up they must immediately take the place of a substitute player during the next substitution window.
- 5.3. Substitute players are eligible to participate if:
 - 5.3.1. They are currently registered players in OUT Soccer.
 - 5.3.2. They are non-league players who have signed the substitute waiver form. Non-league players are allowed to substitute a maximum of two (2) times per season.
- 5.4. All substitute players must be identified to the referee on the official OUT game card.

GAME PLAY

6. REGULATION GAMES

- 6.1. Regulation games last 50 minutes and are divided into two 25 minute halves separated by a 5 minute halftime.
- 6.2. This is 9 vs 9 soccer. Teams will have a maximum of 9 players on the pitch at a time of which one must be designated as a goalkeeper (by wearing a pinny at all times). Teams can line up in any formation they decide.
 - 6.2.1. A game can only begin if each team has at least 7 eligible players (see Rule 4.2).
- 6.3. The team with the most goals scored at the end of the game is the winner.
 - 6.3.1. In the event of a tie score at the end of the game, the game shall be marked as a tie.
- 6.4. **Forfeits** - Teams must have at least 7 players, of which 5 must be their own rostered players, participate in a game to avoid a forfeit. In the event of a forfeit, teams are encouraged to play a friendly scrimmage. Forfeited games will be recorded as a 3-0 win for the non-forfeiting team.
 - 6.4.1. Games may be delayed by a maximum of 5 minutes for teams with less than 7 players to find substitute players or wait for players to arrive.
- 6.5. A game called off by the Referee after one completed half shall be considered a regulation game.
- 6.6. A game called off by the Referee for any reason before one completed half shall not be considered a regulation game and a new game may be rescheduled.
- 6.7. **Running Clock** - The Referee will maintain a running clock and no added or stoppage time will be allowed. Any team intentionally delaying, (i.e. holding up Goal Kicks or Throw-Ins, kicking the ball far out of bounds, not retrieving a ball timely, etc.) will allow the Referee (at his/her discretion) to turn the ball over to the opposing team.

7. PRE-GAME PROCEDURES

- 7.1. Before the scheduled start time the Referee will arrange a pre-game meeting to:
 - 7.1.1. Review their game card which includes player rosters in order to take player attendance and identify substitute players.
 - 7.1.2. Determine the home and away teams by rock-paper-scissors or coin flip. The home team will determine either if they wish to start with possession of the ball or what side of the field they want to begin play on.
- 7.2. Games should begin at their designated start times.

8. KICKOFF

The Kickoff consists of the ball being placed at midfield. The ball cannot be shot at the goal with the first touch, and must be touched by another Player to score (indirect). Therefore, it takes at least two touches to score at kick-off, or from past the half-line. If the ball is shot from kick-off and goes into the goal with no other Player touching it, the possession goes to the opposing team as a Goal Kick.

9. OUT OF BOUNDS

- 9.1. Anytime the ball goes out of bounds over either sideline, a throw-in will ensue. The person throwing in the ball must throw the ball directly overhead with both hands and keep both feet remaining on the ground, while out-of-bounds until the ball is released.
- 9.2. Anytime the ball crosses an end-line, a Corner Kick or Goal Kick will ensue if:
 - 9.2.1. **Corner Kick** - A ball last touched by a Defender, results in a Corner Kick. The ball is placed at the nearest corner and kicked in by the Offensive Team. Goals may be scored directly on corner kicks. Defenders must be at least five paces from the corner kick.
 - 9.2.2. **Goal Kick** - A ball last touched by Attacker results in a Goal Kick by the Defensive Team. Offensive players must be at least ten paces from a Goal Kick.

10. OFFSIDES

There is no off-sides rule.

11. SUBSTITUTIONS

- 11.1. Bench players may substitute for players on the pitch during certain stoppages of play such as Throw-ins, Goal Kicks, Corner Kicks or after a goal is scored.
- 11.2. There is no limit to the amount of substitutions each Team can make.
- 11.3. All Substitute Players must notify the Referee before entering the game and may only do so with the Referees permission – there is no substituting “on-the-fly.” Players being substituted must exit the field before a Substitute Player may take their place.
- 11.4. Referees may allow or not allow Substitutions at their discretion (i.e. wasting time, etc.)

12. GOALS

- 12.1. Goals are scored when the entire ball crosses the goal line or plane of the entrance of the goal net.
- 12.2. Goals cannot be scored on indirect free kicks unless the ball has been touched by an opponent or another player following the kick.

13. FOULS

- 13.1. The following actions are not allowed in soccer and will result in a foul call:
- a) Kicking, Tripping, Pushing, or Charging into an opponent
 - b) Holding (specifically grabbing a player, arm bars are not considered holds)
 - c) Ball contacts your hands or arms (unless you are the goalkeeper in the penalty box or the referee deems your arms are close to your body and not extended)
 - d) Slide tackling or dangerous plays (slide tackles are an automatic yellow card)
 - e) Back pass picked up by a goalkeeper - goalkeepers may not pick up balls passed to them by foot from a teammate (they may use their hands if the ball is passed to them by a teammate from any other part of their body... head, chest, thigh, etc.). In this case the foul is an Indirect Free Kick (see 13.2) at the spot of the foul, unless the foul is inside the Goal Box, then the ball is placed just outside of the Goal Box and an indirect free kick is taken.
- 13.2. **Indirect Free Kick** - All Fouls outside an opponent's penalty box result in an indirect free kick. An indirect free kick means that someone else (an opponent or a teammate) has to make contact with the ball before a goal can be scored. The ball is to be placed at the point of the infraction and put in play by any player on the affected team. Opponents must be at least 5 steps away from the ball.
- 13.3. **Penalty Kick** - All Fouls inside an opponent's penalty box result in a free kick (penalty kick) from the penalty spot. (See Rule 1.1.5). No player except the goalkeeper and the penalty kicker are permitted inside the penalty box until the ball is kicked. The goalkeeper must stay on their line.

14. YELLOW CARDS

- 14.1. Yellow Cards are issued for any act that can disrupt the flow of the game. This includes: slide tackles, aggressive or reckless play, profanity, intentional hand balls, kicking the ball far out of bounds to waste time, diving, etc.
- 14.2. Referees will use their discretion, as Cards are a last resort, to be sure the rules are being followed.
- 14.3. Any player receiving two Yellow Cards in one game results in a Red Card.

15. RED CARDS

- 15.1. Red Cards are given for any act that is intentionally dangerous, physically abusive, overly aggressive, etc. This may include bullying, wrestling, fighting, etc. and will consist of ejection from a game and suspension from the next following game.
- 15.2. If a player receives a Red Card (or 2 Yellow Cards during the same game), they will be disqualified from the current game and must leave the facility. Their team must play down a player for the remainder of the game, and may not substitute for that player.
- 15.3. The red carded Player will be suspended for one game. Any one player receiving two red cards in one season will be suspended until the following season.

SEASON & TOURNAMENT

16. STRUCTURE & SEEDING

- 16.1. At the closure of league registration the League Commissioner must finalize a divisional structure and schedule for the entire season.
- 16.2. The League Commissioner has the authority to transfer teams between divisions, schedule inter-division games, create free agent teams and allocate free agents to under-staffed teams to create a reasonable league structure.
- 16.3. The league will use a round robin structure for the first 7 weeks of the season and then teams will be ranked for the final week which will include a Championship game between the top two teams in the table and then consolation games for all other teams. Standing tiebreakers are:

1st tiebreaker: Head to Head matchup	3rd tiebreaker: Total Goals Scored
2nd tiebreaker: Goal Differential	4th tiebreaker: Coin Flip
- 16.4. If all teams with the same record DO NOT have an equal Head to Head matchup (i.e. 4 teams with the same ranking but only two have a head-to-head to evaluate), ALL teams will begin with the 2nd tiebreaker, Run Differential, to establish the tiebreaker and continue with the 3rd and 4th tiebreakers outlined in Rule 19.3.

17. TOURNAMENT RULES

- 17.1. Teams are NOT permitted to use substitute players in the championship brackets of the tournament. Teams in consolation brackets, or teams eliminated from the championship bracket may use substitute players in accordance with Rule 5.1.
- 17.2. Games in the tournament may not end in ties. If there is a tie after regulation play has ended the game will be resolved by a shootout conducted in the following format:
 - 17.2.1. Each team selects 5 Players and can start with any five on or off the field when penalty kicks begin. The designated Home Team will shoot first. The Referee will decide which goal to shoot at. Shots will be placed by the Referee and not dribbled by any Player.
 - 17.2.2. Teams will alternate taking Direct Penalty shots from the penalty spot (See Rule 1.1.5).
 - 17.2.3. If tied after the 1st round of Penalty Kicks, there will be a 2nd round of a different five Players shooting (or max # of remaining players of the team with the least # of Players).
 - 17.2.4. If tied after 2 rounds, the original five players are eligible and we will move to a sudden death penalty format. The first team to score wins the game.
- 17.3. In the event of a rainout, games will be played on the season makeup date which was decided prior to the beginning of the season. Teams that cannot attend the makeup date will forfeit the game.
 - 17.3.1. An additional makeup date may be scheduled if one has already been utilized.



ABOUT THE RULEBOOK

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