

Naperville Yard

Adult Soccer League Rules

General

- Shin guards and socks are mandatory
- Cleats, Indoor or Turf shoes are allowed – no metal bottoms
- No jewelry allowed
- No gum, food, or spitting in the field area
- **50-minute running clock with half time around 25 minutes**
- Each team needs 2 different colored shirts; in the event of a color conflict, the HOME team will change – NO pinnies will be given out.
- Team balances must be paid off before Week 2 – balances not paid off result in all games being changed to forfeits

Laws of the Game

- USSF rules apply, except for the following modifications
 - 7v7 (including GK), 5 players minimum
 - No slide tackling
 - No offside
 - Kick off is Indirect
 - All free kicks are Direct – wall and defending players must be 3 yards away from the ball
 - All players in the wall must make an effort to move back 3 yards or be carded
 - All throw-ins are taken as kick-ins (will be indirect)
 - Goal kicks may not travel past the half line in the air unless touched first by a player

Player Eligibility

- All players must be 18 yrs. or older – ID may be requested to verify age
- Teams will forfeit in the game if using underage or non-rostered players
- All players must appear on the team roster each session and have an updated waiver on file
- No additions will be allowed after the 4th week

Goal Keepers

- No punts or drop kicks – results in a direct kick from the center spot
- Ball placed down and kicked may travel past the half-line in the air
- If the keeper throws the ball into their opponent's or their own goal, the result is a goal

Penalties

- **Blue Card: 2-minute penalty.** Your team will play down 1 player until the penalty is up or opposing team scores a goal. You will receive a blue card for persistent fouling, repeated foul language, not giving 3 yards for the wall or a hard foul.
- **Yellow Card:** 5-minute penalty and your team will play down 1 player until penalty is up. 2 blue cards = 1 yellow card.
- **Red Card:** Team must play down 1 player for the remainder of the match. 1 game suspension plus a fine which will be determined by fighting, spitting, extreme language, flagrant fouling, etc. Player(s) receiving a red card must leave the facility and property.
- League / Facility Manger may increase suspensions and have final say.

Fighting

- Automatic expulsion of player / team from the league. NO REFUND.
- The same rule applies to any coach or fan that enters the field for a fight.

Tie Breakers (for playoff standings)

- Head to head
- Goal differential, capped at 3
- Coin flip

Playoffs

- All teams will get either a consolation game or a playoff game-depending on the number of teams and standings.
 - Playoff games may be scheduled on a different day if need be
- Referee has discretion to stop the clock under 1 minute in a close game for time wasting
- Games ending in a tie immediately moves to Penalty Kicks
 - 3 kickers per team, alternating teams
 - If still tied, 1 and 1
 - All team players must take a PK before anyone goes again