

The Yard Adult Soccer League Rules

Player Eligibility (Max roster size 18)

- All players must be 18 years or older-ID may be requested to verify age
- All players must have a current Player Card- \$5 and good for 1 year (Westmont only)
- All players must sign the roster each session
- Teams will forfeit the game if using underage or non-registered players
- No additions will be allowed after the 4th week

General

- Shin guards and socks are mandatory
- Turf shoes are recommended, cleats are allowed (no metal bottoms)
- No jewelry allowed (earrings, necklaces, bracelets, etc.)
- No food, drinks, or gum allowed on the field (water only)
- Games are played on a running clock
- In the event both teams are wearing the same jersey color, the home team must change to a different color. Teams should bring 2 different colored shirts. No pinnies will be given out.
- \$100 deposit to hold a spot. Full balance due at week 2. Team balances paid off before session starts saves \$100 (excluding Naperville)
- *Forfeits:* Teams that can't make a game at its scheduled time must forfeit. We will find another team to play the game (which doesn't count for standings.) We will attempt to find a make-up game for the forfeiting team if another team in the division forfeits. Please notify us as soon as possible for forfeits so we can find a team to fill in.

Laws

- USSF rules apply, except for the following modifications
 - 7 v 7 (including keeper)
 - Naperville: 6 v 6 (including keeper)
 - No slide tackling (blue card)
 - No offside
 - Kick off is Indirect
 - All free kicks are direct from the spot of the foul. Defensive players in a wall or around the ball will need to be three yards away
 - All throw in's are taken as kick in's (will be indirect)
 - Goal kicks can be taken anywhere inside the box, cannot be played til the ball crosses out of the goal box, and may not travel past the half line in the air unless touched first by a player or the referee
 - Substitutions are unlimited and on the fly

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Goalkeepers

- No punts or drop kicks (ball must bounce 3 times before it is kicked)- penalty is a direct free kick from the center spot
- Balls placed down and kicked may travel past the half-line in the air
- If the keeper throws the ball into any goal, it is a goal
- Goalkeeper is allowed to bring the ball from outside of the penalty area back into the box and pick the ball up as long as it wasn't passed back from his team
- Keeper has 6 seconds after gaining possession to release the ball
- Goalie is not allowed to use hands when ball is passed back from teammate

Penalties

- **Blue Card:** 2 minute penalty. Your team will play down 1 until 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, a hard foul or spitting on the field
- **Yellow Card:** 5 minute penalty and your team will play down 1 until penalty is up. 2 blue cards equals a yellow card.
- **Red Card: 5 minute penalty and your team will play down 1 until penalty is up. Individual receiving the red card must provide their name to the official on the field.** Red card equals 1 game suspension plus a fine which will be determined by fighting, spitting at an individual, extreme language, flagrant fouling, etc. The referee will turn your player card into the Front Desk (Westmont)
- **Fighting:** Automatic expulsion of player/team from the league with no refund. The same rule applies to any coach or fan that enters the field for a fight.
- The Yard reserves the right to eject players, spectators, and/r parents from the league and/or facility for misconduct.

Scoring

- Win = 3 points
- Tie = 1 point
- Forfeits = the non-forfeiting team is awarded a 3-0 win
- All scores and standings are posted on the website

Tie Breakers (for playoff standings)

1. Head to head
2. Goal differential capped at 3 goals per game
3. Coin flip

The online standings do not always accurately reflect the actual standings as they don't take into account a capped goal differential

Playoffs

- Games may be played on any night during the week
- Referee has discretion to stop the clock with under 1 minute in a close game for time wasting
- Games ending in a tie immediately moves to PK's
 - 3 kickers per team, alternating teams
 - If still tied, 1 and 1
 - All team players must take a PK before anyone goes again