

# Naperville Yard Adult Indoor

## Soccer Rules



### General

- Schedules are posted on [www.napervilleyard.com](http://www.napervilleyard.com) please check this as occasionally there are game changes
- Clubs/coaches are liable for any player not registered in the league
- Shin guards and socks are mandatory
- Turf shoes are recommended, cleats are allowed, (no metal bottoms)
- No jewelry allowed (earrings, necklaces, bracelets, watches, etc.)
- **No outside food, gum, or spitting allowed in the field area**
- In the event both teams are wearing the same jersey color, the home team must change to a different color (1<sup>st</sup> team listed)
- 48min, running clock, no halftime. If an injury stops play for more than 20 minutes, then the game will be cancelled and a makeup game will be re-scheduled
- After each game, the clock resets to 50 min. Teams have 2 min to get on the field and get ready to start
- Games start on time – please be on time and ready to go, and please leave the field right after your game is over.

### Laws

- USSF Rules apply except for the modifications noted below
- **6v6 (including keeper)**
- No slide tackling
- No offside rule
- Goal cannot be scored on a kick off
- All free kicks are direct from the spot of the foul. Minor penalties in the box will result in direct kick from outside the box
- Defensive players in a wall or around the ball will need to be three yards away
- Kick-ins for out of bounds
- Substitutions are unlimited and on the fly
- Anything that hits the ceiling will be considered out and will be taken from the spot the ball hits the ceiling
- *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.

### *Goal Kicks*

- Can be taken anywhere inside the box
- Cannot be played till the ball crosses out of the goal box
- **Ball cannot travel in the air past the halfway line on a goal kick** unless touched first by a player or Ref.

### *Goalkeepers*

- **No punts** (Penalty is direct kick from center circle)
- No drop kicks (Ball must bounce 3 times before it is kicked – penalty is direct kick from center circle)
- Throws may pass the half way line in the air
- Balls placed down by the keeper and then kicked may travel in the air pass half
- If keeper throws the ball into the net, it is considered a goal

- Goal Keeper 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. Offending team will play a man down until penalty is up or opposing team scores a goal. Teams will receive a blue card for persistent fouling, repeated foul language, a hard foul, **or spitting**
- *Yellow Card*: 2 blue cards equals a yellow which is a 4 minute penalty and your team will play a man down until penalty is up or opposing team scores.
- *Red Card*: Red card equals 1 game suspension plus a fine which will be determined by fighting, spitting, extreme language, etc. Offending team plays down a man for 5 minutes, regardless of scoring.
- Naperville Yard reserves the right to eject players and/or spectators from the league and/or facility for misconduct.

## **Fighting**

- Automatic expulsion of your team, NO REFUND POSSIBLE
- The same rules will apply to any coach or fan that enters the field for a fight

## **Player Eligibility**

- Maximum roster of 18 for all teams
- All players must be registered in the Naperville Yard league in order to play. Registration includes:
  - Name and information on team registration page
  - Waiver signed
- No additions may be made to the rosters after the second week of play

## **Scoring**

- Win = 3 points
- Tie = 1 point
- Forfeits - the non-forfeiting team is awarded 3-0 win
- All scores and standings are posted at [napervilleyard.com](http://napervilleyard.com)

## **Tie-Breakers**

- Head to Head competition
- Goal differential, capped at 3 per game (We don't want teams to be incented to run up the score)
- If tied teams are both in the play-offs a coin flip will determine seeding
- If neither team is in the play-off, then they remain tied
- If only one of the tied teams would be in the play-offs, then a play-in game may be required
- The standings on [westmontyard.com](http://westmontyard.com) do not always accurately reflect the actual standings as they don't take into account a capped goal differential