

# Naperville Yard Adult Indoor

## Soccer Rules

Updated March 9, 2020



### General

- Schedules are posted on [www.napervilleyard.com](http://www.napervilleyard.com) please check this as occasionally there are game changes
- Captains are liable for any player not registered in the league
- Shin guards and socks are mandatory
- Cleats, flats or turf shoes 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 15 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 goalkeeper)**

- No slide tackling
- No offside rule
- Goal cannot be scored directly from a kick off – kick offs are indirect
- All free kicks are direct the spot of the foul
- Defensive players in a wall or around the ball need to be 3 yards away
- Kick-ins for out of bounds
- Subs 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 cannot make a game at its scheduled time must forfeit. We will find another team to play the game (which does not count for standings). Please notify us as soon as possible for forfeits so we can find another team to fill in.
  - **\*\*The minimum players needed for a game is 4. If a team has 4 players at the start of the game, the referee can wait 5 minutes. If, after 5 minutes a 5<sup>th</sup> player does not show up, the team will forfeit and the opposing team will receive a 3-0 win. It is only then that the forfeiting team can use players from other teams.\*\***

### Goal Kicks (revised)

- **Ball cannot travel in the air past the halfway line on a goal kick unless touched first by a player or referee.**
- Can be taken anywhere inside the box
- **The ball is in play once the kick is taken; it can be played before leaving the penalty area.**
  - The defending team must remain outside the penalty area until the ball is in play.

## Goal Keepers

- No punts or drop kicks. Penalty is direct kick from the center circle
- Throws may pass the halfway 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 their own net, it is considered a goal

## 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

- **All players must be at least 18 years old**
- Maximum roster of 18 players
- All players must be registered in the Naperville Yard league in order to play. Registration includes
  - Name and information on team registration page
  - Signed waiver
- Players can only play for the team in which they are rostered
- No additions may be made to the roster after the 4<sup>th</sup> week of play
- If a team plays an unregistered player the game will be counted as a forfeit. If both teams have an unregistered player no points will be given to either team.

## Scoring

- All scores and standings are posted at [www.napervilleyard.com](http://www.napervilleyard.com)
- All scores will be posted as is (previous sessions were capped at a 3 goal differential)
- Win = 3 points
- Ties = 1 point
- Forfeits – the non-forfeiting team is awarded a 3-0 win
- Playoffs will be based on seeding
- Playoffs: if the game is tied at the end of regulation, both teams will take 3 penalty kicks followed by sudden death penalty kicks.

## Tie-Breakers

- Head to head competition
- Goal differential
- If tied teams are both in the play-offs, a coin flip will determine seeding
- If neither team is in the play-offs, 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

