

# House Rules

Outdoor USSF rules apply except for the following modifications:

Slide tackling is illegal.

There are **no off sides**.

**ALL free kicks are indirect** except penalty kicks. The defensive team must remain a minimum of 5 feet away from the ball. Quick restarts are allowed.

**Out of bounds** – The ball is considered out of bounds if it touches the net above the high wall. The spectator side net up to the level of the high wall is considered in bounds. An indirect free kick is awarded to the team that did not touch the ball. Shots that touch the net above the goal result in a goal kick.

Shots deflected off a defender or the goalie that hit the net result in a corner kick.

**Kick offs** - The ball may be kicked in any direction. It is an indirect free kick and a team may not score directly on a kick off.

## **Clock**

There is a running clock. Teams play two 25 minute halves with a 5 minute halftime. The clock **MAY** be stopped for serious injury or any other reason as deemed prudent by the referee. Only the referee may stop the clock.

## **Substitution Procedure**

Substitutions are on the fly and may occur on an unlimited basis. When both players are on the field neither player may touch the ball. Violations result in an indirect free kick awarded to the opposing team.

### **Goal arc (Men's League only) -**

Offensive players may contact the ball inside the arc as long as they maintain contact with the ground outside the goal arc. They may jump into the arc and contact the ball before touching the ground inside the arc as long as it is not a dangerous play (foul) in the opinion of the referee. Violation results in goal kick.

Defensive players may contact the ball inside the arc as long as they maintain contact with the ground outside the goal arc. They may jump into the arc and contact the ball before touching the ground inside the arc. Violation results in penalty kick.

The goalie may contact the ball outside the arc as long as they maintain contact with the ground inside the goal arc. They may jump out of the arc and contact the ball before touching the ground outside the arc as long as it is not a dangerous play (foul) in the opinion of the referee. Violation results in a penalty kick.

### **Goal arc (Kids and Women's leagues)**

All players may play the ball inside the arc. However, a shot must originate outside the arc and may not touch an offensive player inside the arc before entering the goal. Violation results in a goal kick.

### **Goalkeeper (Men's League only)**

The goal keeper has 5 seconds to clear the ball when in possession in the goal arc. If judged to have been in possession for longer than 5 seconds, an indirect free kick will be given from the perimeter of the goal box.

The goalie will not punt or drop kick the ball, only rolling or throwing out of the box is permitted with the exception of goal kicks.

The goalie may not touch the ball outside of the goal box. This includes use of their feet.

Passing the ball back to the keeper and the keeper handling the ball is allowed.

Playing back to the keeper more than twice without attempting to advance the ball is a delay of game and results in an indirect kick.

## **Goalkeeper (Kids and Women's leagues)**

The goal keeper has 5 seconds to clear the ball when in possession in the goal arc. If judged to have been in possession for longer than 5 seconds, an indirect free kick will be given from the perimeter of the goal box.

The goalie will not punt or drop kick the ball, only rolling or throwing out of the box is permitted with the exception of goal kicks. The goalie may place the ball on the ground and kick it.

The goalie may play the ball outside of the goal box with their feet.

The keeper may NOT pick up a deliberate pass back to the goalie.

## **Fouls and Other Violations**

A Foul occurs if a player:

- (a) Holds an opponent;
- (b) Handles the ball (except by the Goalkeeper within his Goal Arc);
- (c) Plays in a dangerous manner (e.g., commits boarding or a slide tackle);
- (d) Impedes the progress of an opponent ("Obstruction"), or
- (f) Prevents the Goalkeeper from releasing the ball from his hands;

and when a player commits the following in a manner that the Referee considers careless, serious, reckless, or involving excessive force:

- (g) Kicks an opponent;
- (h) Trips an opponent;
- (i) Jumps at an opponent;
- (j) Charges an opponent;
- (k) Strikes or elbows an opponent; or
- (l) Pushes an opponent.

**Yellow Card Offenses:** Unless otherwise provided below, the Referee issues a Yellow Card for serious Fouls and Unsporting Behavior and for:

- (a) Goalkeeper Endangerment;
- (b) Boarding;
- (c) Provoking Altercation: Making physical contact with an opponent (e.g., pushing or poking), short of fighting, or using the ball in doing so.

**Red Card Offenses:** A player receives a Red Card for Fouls, which the Referee considers violent or committed with excessive force, and for:

- (a) Second Yellow Card;
- (b) Vicious slide tackling: A tackle from the side or from behind directly into one or both legs of an opponent, seriously endangering him;
- (c) Fighting;
- (d) Extreme Unsporting Behavior: Committing particularly despicable behavior, including:
  - i. Spitting at an opponent or any other person;
  - ii. Persistent use of extremely abusive language or behavior toward a Game Official;
  - iii. Bodily contact with a game official in dissent.

### Time Penalties

The following penalties apply to offenses for which a Card is:

- (a) Yellow Card: 2-minute Time Penalty and a warning of the subsequent possibility of an ejection;
- (b) Red Card: 2-minute Time Penalty and ejection.

Players are designated by their teams to serve Time Penalties of their team, their Goalkeeper, and of teammates who receive Red Cards. Otherwise, the person who commits a carded offense serves the penalty. Players serving Time Penalties serve their Time Penalties, outside of the walled playing field, until their expiration and the Referee permits their release.

**Short-Handed Play:** For each Time Penalty being served by a player, his or her team plays with one fewer field player until its expiration; provided that, a team may not have fewer than the minimum required, regardless of the number serving Time Penalties. Should a player receive a Time Penalty, while two or more teammates are already serving Time Penalties, his or her team continues to play with the minimum while he or she joins his teammates outside the playing field.

Exceptions: Under the following circumstances, Time Penalties either expire prior to their completed countdown, or have the beginning of their countdowns delayed:

- (a) Power play Goal: If a team is scored upon having fewer players on the field of play, due to one or more players serving Time Penalties, a player from the team is released into the field of play, unless otherwise prohibited, and the player's Penalty or Penalties are wiped out. If the team has two players in the Penalty Area, only the player whose Time Penalty or Penalties are recorded earlier is affected.
- (b) Multiple Penalties: If two teammates are serving Time Penalties when another teammate is penalized, his Time Penalty does not begin to count down until at least one of the teammates' Time Penalties has expired and his or her Time Penalty is next to begin.
- (c) Simultaneous Ejections: When two simultaneous Red Cards carrying the same Time Penalties are assessed to opposing players, their Time Penalties are not served.
- (d) End of Game: All Time Penalties carry over between periods and expire at the end of the game.

Please enjoy the games but keep in mind it's all for the participants to enjoy and have fun.