“I have read and understand these facility rules and will make sure that myself, each member of this team, and anyone affiliated with this team will abide by them.”



* The Eddy has the right to merge divisions and leagues.
* Rule changes will occur if necessary.
* It is your responsibility to know of any rule changes.
* We do not guarantee placement onto team.
* Team Practices are NOT included.

# The Eddy Adult League 5v5 LEAGUE RULES

## WAIVER / RELEASE LIABILITY FORM:

All participants must sign a waiver of liability form. If a participant is under the age of 18, a parent or legal guardian must sign the waiver. **NO WAIVER = NO PLAY, NO EXCEPTIONS**. A team using a player who did not complete a waiver prior to playing will forfeit that game. If a player puts inaccurate information on his waiver or uses another player’s information to play, his team may forfeit that game, and the player may be suspended for one year. All fees paid by a suspended player are non-refundable.

## I.D. CARDS:

Acceptable documents for verification of age or identification are one or more of the following: driver’s license, DMV ID, passport, an original birth certificate with a raised seal, green card, high school ID with birth date, or any government issued ID with his/her birth date listed thereon. For youth players a stamped outdoor roster or card from a recognized organization may be accepted.

If a formal protest is made, it is the team’s responsibility to re-verify the age and/or identity of the player. Also, management may request identification from a player at any time to verify age and/or identity. The only forms of identification acceptable in these cases will be one of the items listed above.

If the player can no longer provide proof, or if the player lied about his age, his team may forfeit every game in which the offending player participated.

Any participant who is discovered to have lied about his age or identity to play in any league may be suspended for a maximum of one year. All fees paid by a suspended player are non-refundable.

## REGISTRATION

**Team Registration: $700 Roster Size:**

* Minimum: 5
* Maximum: 10

**\*Free-Agent Registration: $70**

Spots for House Teams are on a first come first serve basis. We will make every attempt to place you on a house team if you do not have your own team. If there are not enough players for “House Team” you will be placed on an existing team that is looking for additional players.

# Entry Fees are as follows:

| **Team Registration** | ***$700/team (10 players)*** |
| --- | --- |
| **Free-Agent Registration** | ***$70/per player*** |

## ROSTERS:

Rosters are due by the registration deadline June 19th. Your Registration Roster and your Game Roster must match EXACTLY! It is the responsibility of the Coach/Manager to add players to the Registration Roster as well as the Game Roster. Adding a player to the Game Roster does not make that player “registered”. The Coach/Manager of a team playing “unregistered” players will receive a three game suspension and the team will forfeit any games played with the unregistered player.

No one may play on two teams in the same division and no one may switch teams after having played for one team in the same season.

## REFEREES:

Each game played at The Eddy will consist of one referee. Referee fees are included with registration.

* Referee decisions are final.



## YELLOW CARDS AND RED CARDS:

The referee has the right to eject a player, coach, or spectator before, during, or after the game. If you get issued a red card, you must leave the property! If misconduct continues after receiving a red card as a coach, player, or spectator, additional red cards may be given.

| 1st red card offense | Ejected from the remainder of the current game and the entire next game with that team. The player must then wait until the end of that same team’s next gamebefore eligible to play again. This offense is on file for a year |
| --- | --- |
| 2nd red card offense within a year | Suspended for 2 weeks starting from the date of the second red card and must  pay a **$20 penalty fee** |
| 3rd red card offense within a year | Suspended for the remainder of the tournament starting from the date of the third red card and must pay a **$75 penalty fee** |

*After a referee issues a red card, referee takes the player’s information and turns it in to the front office. The applicable penalty fee must also be paid before the player is allowed to continue in the competition. Please keep in mind that the player must first complete the appropriate suspension. The red card issued restricts the player from participating with any team until his/her penalty time is fulfilled.*

Foul and abusive language or fighting is a mandatory red card (ejection) from the game and the property for up to a year and may be permanent.

Anybody leaving the player’s area during a fight will be ejected and assessed a 5-minute team penalty, to be served by another player if the referee chooses to continue the game.

***Do not leave the bench or retaliate.*** Let the referee call the foul. The coordinator or referee may eject anyone from the property at any time.

*All fees are non-refundable.* ***ANYONE*** *involved with fighting or abusive language is guilty of violent conduct and will be ejected from this property for up to one year and possibly permanently! Play does not resume until the ejected person is out of the building and out of the property which includes the parking area.*

***NO FIGHTING--NO SLIDE TACKLING--NO SPITTING--NO ABUSIVE LANGUAGE***

*These are regarded as fouls in this facility. Cards are issued for each offense and all penalties do apply!*



## LEAGUE STANDINGS:

Standings are based on the following point system:

| 3 points for a win |
| --- |
| 1 point for ties |
| 0 points for a loss |
| Forfeit wins are worth 3 points (Recorded as a 3-0 victory) |

Each team will be guaranteed a minimum of 7 games

More games may be added depending on the number of teams in each specific competition.

The top four teams at the end of the season will play a single elimination tournament based on the following format;

| Semifinal 1 | #1 seed v #4 seed |
| --- | --- |
| Semifinal 2 | #2 seed v #3 seed |
| Championship | Winner Semifinal 1 vs Winner Semifinal 2 |

The total accumulated points decide team standings at the end of the season.

**Tiebreakers proceed in this order:**

1. **If two or more teams are tied, the head-to-head results (win/loss record of the game(s) between the tied teams) determine the winner.**
2. **If two or more teams are still tied, the head-to-head goal differential between the tied teams determines the winner.**
3. **If two or more teams are still tied, the winner is the team with the fewest goals scored against them in all league games.**

## FORFEITS:

* A team will forfeit if there are not at least four players ready to play within 5 minutes of a game’s scheduled start time.
* A team will forfeit if they lose enough players in the course of a game that they are unable to field four eligible players.
* A team will forfeit if they are not paid up to the amount due by that game.
* Forfeits are recorded in the standings as a 3-0 loss for the forfeiting team and maximum points for the winning team.
* A forfeit is given to a team if a player on the team has deliberately broken any rules regarding registration or eligibility, or a team causes a game to be terminated.
* If a team forfeits two games in a season or decides to drop out of a league, they may be replaced and no refund given.
* If a team forfeits two games in one season they will forfeit all remaining games and will be removed from the schedule. All games will be recorded as 3-0 losses for the forfeiting team. The team will also forfeit all registration fees.

## SUSPENDED GAMES:

Any game that is suspended at or after halftime is final. A game that is suspended before the end of the first half because of a blackout or injury will be rescheduled. The game will continue with the same score and time at the moment when the game was suspended.

## RESCHEDULING:



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## PLAYER ELIGIBILITY:

* Management may request I.D. on a player at any time, to verify age and/or identity.
* Anyone may play on any indoor team regardless of his/her outdoor affiliation. Neither a release nor permission is necessary.
* An individual may play on multiple teams as long as they are not in the same division.
* We have the right to merge leagues. You may end up playing against older athletes.
* Persons with physical or mental impairments of a serious nature that may put them or others at risk will be restricted from play and bench area

## SOCCER BALLS:

The Eddy will provide warm-up area and game balls.

## EQUIPMENT:

* No jewelry, watches, bandanas, or hats on the field.
* Proper athletic attire required. (No jean shorts, work clothes, or other non athletic clothing)
* Home team changes in case of color conflict
* Knee braces, ankle braces, and casts must be padded and covered. Referee will inspect and has final say. No one but the player is responsible for requesting permission from the referee to be allowed to play.
* Any minor injuries involving blood must be covered by a Band-Aid or other suitable covering. The referee must stop the game and the player must leave the field until the wound is covered and no blood is visible. The Eddy is not responsible for any medical attention needed.
* Players with any visible blood on their body or clothing will not be allowed to continue to play until the blood has been cleaned or the clothing has been changed.

## GAME LENGTH:

* Each game will consist of two 20-minute halves and a 2-minute halftime.
* The clock will begin running at game time and will continue running for the duration of each half. A team must have 1 player less than the field maximum to begin a game.
* If a team is not prepared to play after 5 minutes have expired, their opponent is awarded a forfeit win (3-0).

## SUMMARY OF GAME RULES:

| **Ball** | Size 4 |
| --- | --- |
| **Time** | There are two periods of 20 minutes with rolling time each half. Between the two periods there is a break of 2 minutes. Clock will only be stopped in case of serious injury. |
| **Number of players** | There are 4 field players for each team and one goalkeeper (5v5), and a maximum number of 10 players that can be used each match. Substitutions are unlimited and on the fly. |

| **Fouls** | All direct free kicks count as accumulated fouls until the number of fouls reach 5. At the 6th team foul the opposing team is awarded a penalty kick. The number of fouls resets at halftime. A direct free kick is awarded for kicking, tripping, charging, jumping, pushing, striking, tackling, holding, spitting, and deliberate handling. |
| --- | --- |
| **Ball Hitting Ceiling** | A ball that hits the ceiling is considered a dead ball and will act like a ball kicked out of bounds. |
| **Cards** | A yellow card is shown for unsporting behavior, dissent, time wasting, encroachment, persistent infringement, and illegal subbing. A red card is shown for serious foul play, violent conduct, constant spitting, denying an obvious goal- scoring opportunity, abusive language, and receiving a second yellow. Red- carded players are ejected from the game and facility and their team must play short for two minutes or until the other team scores a goal. |
| **Free kicks** | Taken from the spot of the infringement or on the line of the penalty area nearest the infringement (indirect only). All opponents must be at least 2 yards away from the ball. The kick must be taken within four seconds or an indirect kick is awarded to the other team. |
| **Kick from the penalty mark** | Any foul by the GK or any other player inside the arc (penalty area) will result in a penalty kick. Penalty mark to be used is mark at center field, opponents must be behind the ball, and goalkeeper must be on the goal line. |
| **Goalkeeper** | When GK is in possession of the ball they have 4 seconds to get rid of the ball. If they take too long, the referee may give an indirect kick to the other team. The GKs are allowed take a shot on the other goal from within They’re half of the field. The GK may only play the ball with their hands if it lands within their own half of the field. If the GK throws the ball into the opponents half of the field it will result in an indirect free kick from the line of the penalty area closest to the infringement. |

|  |  |
| --- | --- |
| **Goalkeeper pass-back restriction** | Once the goalkeeper has released the ball either by kicking or throwing, they may not touch it again with his/her hands until the ball goes out of play or is touched by an opponent. The sanction for violation is an indirect free kick. |
| **Kick-in** | A kick-in is used instead of a throw-in. The player must place the ball on the touchline (touching the line) or outside but not more than 25 cm from the place the ball went out of play. The ball must be stationary and the kick-in must be taken within 4 seconds from the time he is ready. During kick-in, opponents must stand at least 2 yds. from the ball. If four seconds elapses or an illegal kick is taken, the referee may award a kick-in to the other team. It is **not allowed** to score directly from a kick-in: the goal is valid only if someone else touches the ball before it enters in goal. |
| **Goal clearance** | A goal clearance is used instead of a goal kick. The goalkeeper must throw the ball with his/her hands and it must leave the penalty area within four seconds. If goal clearance is taken illegally he may retry, but the referee won't reset the count. If four seconds elapses, the other team may get an indirect kick on the penalty area line. |
| **Corner kick** | The ball must be placed inside the arc nearest to the point where the ball crossed the goal line and the opponent must stand on field at least 2 yards (the arc line is closest defender can stand) from the corner arc until the ball is in play. The corner kick must be taken within 4 seconds of being ready or a goal clearance may be awarded to the other team. |
| **Referees** | There will be one referee for all league matches. The referee will be solely responsibly for managing the time. All referee decisions are final. |
| **Mercy Rule** | If a team is winning by 5 goals they must go a man down. The player may not go back in unless the game is no longer being won by 5 goals. |

**GAME TIMES:**.

* Official games will be on their scheduled day.

## MISCELLANEOUS:

* Divisions are set up according to the number of teams that register. These

divisions may change from season to season.

* Any player, coach, or spectator for a team that causes a game to be abandoned by the referee will be considered the guilty party in the abandonment and the opposing team will win by a forfeit victory (3-0).
* Free substitutions are allowed throughout the game. The player leaving the field must have both feet off the field before another is allowed to enter the field.
* After a goal is scored, multiple substitutions are allowed as long as the players leave the field within 15 seconds.
* Referee’s word is FINAL.
* No Slide tackling, No Foul Language, No Spitting.
* No Food, Candy, or Gum
* Do not punt the ball. If the goalie punts the ball, the opposing team is awarded an indirect free kick.
* Goalies may slide inside the box. Any foul by a goalie inside the arc is an automatic penalty kick for opposing team.
* There are NO TIMEOUTS! Except for serious injuries.