

# THE SOCCER SPOT

## Rules Summary

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### ID Cards and Payment

- All players must have IDs by their first game
  - \$25 per ID. Valid for 1 Year.
- All teams must have payment in full made by 1st game.

### Rosters

- U4-U6 - 4 v 4 = Minimum 3 to play, 8 player max roster
- U8-U14 - 6 v 6 = Minimum 5 to play, 12 player max roster
- Players can play on two teams in same division.
  - Must play for primary team when the two teams play each other.
- Teams playing non-rostered players may be required to forfeit game

### Referees

- Fees: \$10 per team, per game
  - Must be paid before beginning of game directly to referee via cash, Zelle, or Venmo.
- Abusive language or behavior toward the referee WILL NOT BE ALLOWED!
  - This is an EJECTIONABLE OFFENSE
  - No refunds are provided for ejection from a game/season

### Game Rules

- Two 20-minute halves, with a 3-minute halftime
- Substitutions
  - Unlimited substitutions are allowed
  - Player being substituted must be within the touchline for substitute to enter field, and neither may play the ball during the substitution.
- Free Kicks
  - Opposing players must be 5 feet from ball
  - Player taking free kick must ask for space
- Three-Line Violation
  - Distributions by the GK cannot pass the far yellow line in the air without touching a player (only throws, drop kicks allowed)
  - Restart is from the offending team's yellow line.
- Fouls
  - High school league - Shootout (After 4 fouls)
  - Any foul in the attacking third goes to the yellow line
  - No Slide Tackling
  - Indirect Foul in the box (cannot take a direct shot to goal)
    - Dangerous Play (high kick)
    - Pass back to the goalie (picks it up)
  - Direct Foul (can shoot to goal)
    - Kicking, tripping, pushing, etc.
  - Handball inside the box goes to the top of the white (penalty) (other players behind the yellow line)
- U12+
  - Headers allowed
  - Shots on Kick Off allowed

### Goalkeepers

- GK cannot use hands on balls intentionally passed to them
- GK cannot punt to serve the ball, only dropkicks/throws
- GK has 5 seconds to distribute the ball