



KC Sports Lodge 4-a-Side Soccer Rules

1/5/17

GENERAL:

1. FIFA Laws of the Game shall apply except as amended herein. See age specific rules for details.
2. Lack of knowledge of these Rules will not relieve any Coach, Team Official, Parent or Player of a team from the responsibilities and possible penalties herein. **ALL CLUBS, TEAM OFFICIALS, PARENTS AND PLAYERS, BY PARTICIPATING IN KC Sports Lodge PLAY, AGREE THAT THEY ARE BOUND BY THESE RULES.**

AGE SPECIFIC RULES:

1. The KC Sports Lodge Rules apply to all age levels unless noted under specific “special rules” for particular age groups or leagues.

PROOF OF AGE:

1. Player Age: Leagues are organized by birth year
2. If a player’s age is questioned via protest, proof of age must be supplied immediately by one of the following:
 - a. Birth Certificate, Passport, or Driver’s License
 - b. MYSA, KYSA, USSSA Player Card w/Picture

THE FIELD OF PLAY (Dimensions):

1. 25yds X 20yds.

NUMBER OF PLAYERS:

1. The game is played with 4 field players vs 4 field players. NO Goalies.

NEW RULE! COMPETITIVE BALANCE RULE:

1. The goal for everyone is to have matches that are competitively balanced. If a team falls 6 goals behind at any given point in the game, they are allowed to add one field player for every 6 goals down. Teams winning by large margins may allow the opposing team to add players to field until match becomes balanced. If the score returns to a 5 goal difference, both teams must return to the normal 6v6 format.

THE GOAL BOX

1. The Box Rule is in effect for all ages with the exception of u5 and u6 divisions.
 - a. If a defensive player touches the ball while any part of the ball or the Player is in the box, a goal is rewarded to the offensive team.
 - b. If an offensive player touches the ball while any part of the ball or the Player is in the box, a goal kick is awarded.
 - c. Players may pass through the goal box as long as they do not touch the ball while in the box.
 - d. If the ball comes to a rest on the goal box, a goal kick is awarded regardless of who touched the ball last.
 - e. The plane of the goal box extends upward

GOAL SCORING

1. Goals can only be scored on offensive end of field – must cross half field to score unless touched.
2. If a player on in their defensive half kicks the ball across the midline and the ball hits another player (defensive) and the ball goes in the goal, a goal will be awarded.
3. If the ball is kicked from the defensive half and is not touched before the ball rests in the goal, a goal kick is awarded to the defensive team.

THE BALL: The 4-a-Side soccer leagues will use US Futsal Balls

1. U11 and below will use a size 3 Futsal Ball
2. U12 and above will use a size 4 Futsal Ball

ROSTER MAXIMUMS:

1. Roster max is 10 players
2. **Adding or Deleting players - League Roster**
 - a. Player(s) may be added to the roster prior to the start of the third league game
 - b. Player(s) may only be deleted from the league roster prior to the first league game

MINIMUM PLAYERS TO START GAME:

1. 3 players
2. **A FORFEIT WILL BE AWARDED IF A TEAM HAS FAILED TO FIELD THE MINIMUM NUMBER OF PLAYERS WITHIN SIX (6) MINUTES OF GAME START TIME.** If minimum # of players is not met at game start time, the game clock will start and a goal will be awarded for the opposing team for every two minutes that passes where the team does not have enough players. When three goals are scored this way, the game will officially be considered a forfeit, and the game clock will stop. If a team can field minimum # of players within the grace period then the teams may complete their game with the remaining game time.
 - a. **Additional Reasons for Forfeits**
 - i. Not enough players to start or continue a game.
 - ii. If 3 red cards are given to one team in one game
 - iii. Misconduct of players, coaches and/or spectators
 - iv. Using non-rostered players
 - v. Benches clearing during a fight
 - b. **Forfeits are scored as a 3-0 win/loss**
3. Referees will not referee forfeited games. Players with signed waivers may use the field time for practice or scrimmage

PLAYER EQUIPMENT:

1. Players must have jerseys of a like color and style.
2. **Color conflict** – Home team is required to change team colors (**HOME TEAM IS FIRST TEAM LISTED ON SCHEDULE**)
3. Shin guards are REQUIRED U5-HS and must be totally covered by socks.
4. Indoor turf, flat soled soccer shoes or molded soccer cleats are allowed (NO SCREW-IN CLEATS, NO TOE CLEATS).
5. Goalkeepers must wear colors that distinguish them from all other players and referees.
4. Earrings, jewelry, hair beads, braids, dreadlocks, headbands, bandanas, ponytails, etc...being allowed each game is left up to the discretion of the center referee. If he/she deems it to be dangerous, unnecessary or possibly being used as a weapon, the referee may instruct the item to be removed, taped, or pinned up. Failure to comply will result in that player being removed from the game until the problem is corrected.
5. Cast, knee braces, anything except shin guards made of rigid material must be covered with at least ½ inch of foam and must be approved by the center referee. All edges must be completely covered so they do not show.
6. Protective head gear and goalie helmets are optional

DURATION OF THE GAME:

1. 30-minute continuous clock. If teams would like a halftime they can take one but the clock will run
2. Duration of games may be shortened based on unusual circumstances and at the discretion of KC Sports Lodge

START OF PLAY:

1. The first team listed on the game schedule designates home team. Home team will be given kick off to start game.
2. A kick off will start the game and restart the game after a goal has been scored.
3. A goal may NOT be scored directly from a kickoff.
4. The ball does not need to go forward on the kick off – house rule.

SUBSTITUTIONS

1. May be made during dead-ball situations, regardless of possession. Referee must acknowledge substitution – no subbing on the fly

OUT OF BOUNDS:

1. All out of bounds will be restarted with a kick in. A free kick is awarded on the touchline (sides), end line (goal kicks) or corner spot (corner kicks). All kick ins are indirect with the exception of a corner kick.
2. **Walled Field:** The side walls will be played as in bounds on field 1 and 3. We will play the wall when the ball is in bounds – if the ball goes over the end lines or the sidelines on the other side, the ball is out of bounds and a the appropriate kick will start play. EXCEPTION: If both coaches agree, they can choose to call the wall out and if the ball touches the wall, a kick in will be awarded.

NEW RULE: Build Out Line: The U11 and younger age groups will utilize a build out line during games. The Build Out line will be the half field line. On all goal kicks players on the defensive side must retreat behind the half field and cannot cross until the ball is played and has touched an offensive player. The Build Out Line is to promote playing the ball out of the back and to help young players develop passing and technical abilities.

CEILING:

1. The ceiling shall be considered out of bounds and a free kick awarded at half field.

OFF SIDES and 3 Line Violations:

1. There shall be no off sides rule in effect.

FOULS:

1. FIFA outdoor soccer rules apply to all infractions, including but not limited to: kicking, pushing, tripping, hand balls, etc
2. No slide tackling – Slide Tackling will be defined as anything other than the feet touching the ground when attempting to take the ball away from an opponent. Players may slide to save balls from out of bounds – **the rule is no tackling.**

FREE KICKS:

1. All dead-ball kick (kick-ins, kick-offs, free kicks) are indirect with the exception of corner/penalty kicks
2. Goal kicks may be taken from any point of the end line

FIVE YARD RULE

1. In all dead-ball situations, defending players must stand at least five yards away from the ball. If the defensive player's goal is closer than five yards, the ball shall be played five yards from the goal box in line with the direction of play prior to the penalty.

PENALTY KICKS

1. Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction (the infraction does not automatically result in a red card). Penalty kicks are direct kicks taken from the center of the mid-line with all players (on both teams) behind the mid-line. Penalty kicks are dead ball infractions. If a goal is not scored, the defense obtains possession with a goal kick.

HANDBALL CLARIFICATION:

- a. No hands, please. Many experienced soccer players and fans need a little clarification on the hand ball rule. First, the rule for a hand ball includes using any part of the body from the tips of the fingers to the shoulder for an ADVANTAGE. The proper way to look at the soccer rule is that a player cannot "handle" the ball. A ball that is kicked and hits a player's hand or arm is not a hand ball. This means that the referee must use his or her own judgment to some extent in determining whether or not a hand ball is accidental contact or a purposeful attempt to gain an advantage. Ball to hand (legal), hand to ball (illegal). KC Sports Lodge encourages referees to only call hand balls that create a purposeful advantage to the team that handled the ball.

YELLOW CARD POLICY:

1. A player receiving a yellow card must be immediately substituted off the field and may re-enter at the next substitution opportunity for that team.
2. A player receiving two Yellow Cards in a single game will result in a red card. (see below)

RED CARD POLICY:

1. Players receiving a Red Card in a game will not be allowed to play the remainder of the game and the player's team will play a man down for the remainder of the game.
2. Players receiving a "soft" Red Card (two yellow cards in single match) will be allowed to play next game with referee's note of approval. Referee can note that player punishment should be enforced as a "hard" red.
3. Players receiving a "hard" Red Card will miss the remainder of the game and will be automatically suspended from the next game in the season.
4. If the person is ejected in the last game of the season, said person shall be prohibited from playing/coaching in the first game after he/she registers for another season.
5. The following are red card eligible offenses:
 - a. Foul and abusive language
 - b. Persistent infraction of the rules after receiving a yellow card (2nd yellow).
 - c. Violent conduct (including, but not limited to: spitting, threatening, continued rough play, etc.) will be suspended as outlined above and in addition, will be suspended for one additional game and subject to further disciplinary action as decided by the complex management.
 - a. Assaulting a referee, official, participant or spectator will be suspended indefinitely from all activities at KC Sports Lodge.
 - b. An "Assault" shall be defined as an attempt to commit a battery upon a person; and an act which is close to accomplishment shall be sufficient to constitute an assault upon a person. Local authorities will be notified.
 - c. Any player or coach who accumulates three cautions (yellow cards) during league matches per session will be suspended for one league game.
 - d. Should a coach of a team be unable to control a player's or spectator's actions after a red card is issued, the coach will also be suspended as outlined above.
 - e. A player or coach accumulating three red cards over a one year period will be banned from KC Sports Lodge.
 - f. "Bench Clearing" – If any players or spectators enter the field to break up or participate in a fight, the Team(s) will be fined \$100 in addition to the aforementioned individual sanctions. Fines must be paid prior to a team continuing the season schedule. Team(s) will then be put on probationary status or if conduct warrants, team(s) could be suspended from all KC Sports Lodge activities for 1 year. No refunds will be given to suspended players or teams.
 - i. Any team that clears bench will automatically forfeit the game and score will be recorded as a 3-0 loss.
 - g. Team Probation – Any incidents occurring for a two-month probationary period will be grounds for suspension from KC Sports Lodge activities for 1 year.
 - h. No refunds will be given to suspended players or teams.
 - i. If for any reason an official/referee or employee at KC Sports Lodge asks that a person leave the complex, the person must leave the property or authorities will be notified.
 - j. Fighting: "ZERO TOLERANCE POLICY" Anyone fighting will be ejected from said game and suspended for a minimum of two games and up to permanently. Anyone threatening or stalking another player, coach, staff, referee or spectator will also be ejected and reported to the local authorities.

REFEREE AUTHORITY

1. Referee authority applies to enforcing the laws of the game; anything outside of that he/she must consult with KC Sports Lodge management. All calls are the judgment of the Referee, and are final. Any and all calls made by the Referee are not subject to protest. If a Referee has given 3 red cards within the game, he or she is to halt the game and contact KC Sports Lodge management. At which point, KC Sports Lodge management has the discretion to terminate the game. The Referee has the ability to present a red card, prior to, during and after a game. It is sole authority of the KC Sports Lodge management to determine player/team suspensions.

LEAGUE STANDINGS POINT SYSTEM

1. KC Sports Lodge Indoor Soccer leagues will follow the following rules with regards to standings
 - a. Standings will be determined by points
 - b. Win = 3 points
 - c. Tie = 1 points
 - d. Loss = 0 points
 - e. Red card by player, coach, manager or spectator = -1 point
2. League games that end in a tie score after regulation play shall remain a tie game. (See also duration of play)

DIVISION STANDINGS – TEAM TIES:

1. Any league divisions ending in a tie at the end of league season shall be governed by the following tie breaking system in order:
 - a. Head to Head results between tied teams
 - b. Most Wins
 - c. Goal differential – max of 3 goals per game
 - d. Fewest goals allowed
 - e. Rock, paper, scissors....best 2 out of 3

TIES IN A PLAYOFF / FINAL

1. If teams tie in a league playoff, the game will remain a tie and Division Standings (above) will determine which team advances.
2. If teams tie in a final between teams not playing for 1st place, the game will end in tie and Division Standings will determine team place.
3. If teams tie in a final between 1st and 2nd place teams, the game winner will be determined by the following:
 - a. 5-minute Sudden Death overtime – coin toss to determine kickoff/direction
 - b. Penalty Kick Shootout – only players on field at conclusion of overtime – Teams at the end of the overtime period, will enter a rotation of penalty kicks alternating teams with each kick, with the higher scoring team winning after the first round.
 - c. If the score remains tied after the first round of penalty kicks, the same players will alternate in the same order in a sudden death penalty kick format until one team scores unanswered.
 - d. If one team has received a red card during the game and finishes with less players on the field, a remaining roster player (other than the red carded player) may be chosen to kick in the rotation of penalty kicks. If the red-carded player is the last remaining roster player, one of the two field players may kick twice.