



Epic Sports Lodge 6v6 Soccer Rules

No Walls Field updated 5/1/2021

Walled Field updated 5/1/2021

GENERAL:

- FIFA Laws of the Game shall apply except as amended herein. See age specific rules for details.
- 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 Epic Sports Lodge PLAY, AGREE THAT THEY ARE BOUND BY THESE RULES.

AGE SPECIFIC RULES:

- U8-U11 age groups will play with a BUILD OUT LINE – See Build Out line Rules
- All Adult Players must be a minimum of 18 years old to play in our leagues
- Special Rules for Adult Coed are listed on the final page of the Epic Sports Lodge Rules of the Game.

EPIC SPORTS LODGE COMPETITIVE BALANCE RULE: 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.

PROOF OF AGE:

- Age Groups are determined by Birth Year
- If a player's age is questioned via protest, proof of age must be supplied immediately by one of the following:
 - Birth Certificate, Passport, or Driver's License
 - MYSA or KYSA Player Card w/Picture

THE FIELD OF PLAY (Dimensions):

- Full Field measures 60yds. X 25yds.

THE BALL

- U8 will use size 3 soccer balls
- U9-U12 will use size 4 soccer balls

- U13 and up will use size 5 soccer balls
- U12U13 league if combined will play with size 5 soccer balls

ROSTER MAXIMUMS:

- Roster max of 18
- Adding or Deleting players - League Roster
 - Player(s) may be added to the roster prior to the start of the second league game
 - Player(s) may only be deleted from the league roster prior to the first league game

FIELD PLAYERS:

- 5 Field players and a Goalkeeper for a total of 6 players to a side

MINIMUM PLAYERS TO START GAME:

- 4 Players
- 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.
 - Additional Reasons for Forfeits
 - Not enough players to start or continue a game.
 - If 3 red cards are given to one team in one game
 - Misconduct of players, coaches and/or spectators
 - Using non-rostered players
 - Benches clearing during a fight
 - Forfeits are scored as a 3-0 win/loss

PLAYER EQUIPMENT:

- Players must have jerseys of a like color and style.
- Color conflict – Home team is required to change team colors (HOME TEAM IS FIRST TEAM LISTED ON SCHEDULE)
- Please bring an alternate color with you. **Home teams** are required to change uniforms in case of color conflict.
- Alternate = opposite dark/light of your usual color. If your usual color is dark, bring a light alternate (e.g. white) and vice versa
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- Shin guards are REQUIRED U5-HS and must be totally covered by socks.
- Indoor turf, flat soled soccer shoes or molded soccer cleats are allowed (NO SCREW-IN CLEATS, NO TOE CLEATS). • Goalkeepers must wear colors that distinguish them from all other players and referees.
- 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.
- 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. • Protective headgear and goalie helmets are optional

DURATION OF THE GAME:

- Games consist of two, 24 minute halves with a brief 2-3 minute halftime.
- On occasion due to time constraints the facility may play 48 minute continuous games

- The clock shall only be stopped for serious injuries and a decision will be made by management taking into consideration the day's schedule of games. Time may not be added to keep games on schedule. • League games and tournament pool games can end in a tie
- During league or tournament PLAYOFFS only, a tie will be decided by:
 - 3 minute "golden goal" (first team to score wins)
 - If game is still tied after extra time then the following applies:
 - PK's players on field, shots taken from designated PK spot: top of goal box arc
 - If game is still tied
 - PK's sudden death with players on field
- Duration of games may be shortened based on unusual circumstances and at the discretion of Epic Sports Lodge

START OF PLAY:

- The first team listed on the game schedule designates home team. Home team will sit on the West end and will be given kick off. Visiting team is listed as the second team on the game schedule and will sit on the East bench and will receive the kick off for the second half. The team facing the scoreboard will kick off.
- A kick off will start the game and restart the game after a goal has been scored. Ball is to be spotted at midfield at official's discretion.
- Teams will change direction at half time and alternate kick off.
- A goal may be scored directly from a kickoff. [EXCEPTION: Coed Soccer - ball is NOT live from kick off or restart and CANNOT be scored as such if taken by a male player. Females can score from ANYWHERE on the field so goals may be scored from kickoff/restart if taken by female player]

The ball DOES NOT NEED TO GO forward on the kick off.

GOALKEEPERS:

- Keeper cannot use his/her hands on a pass back from a player
- Cannot hold onto ball for more than 6 sec.
- Goalkeeper may slide tackle only if the ball is inside the penalty box.
- **NEW RULE:** Goalkeeper may throw, kick on ground or roll the ball the entire length of the field without penalty – NO PUNTING!
- A goalie who obtains possession of the ball outside of the penalty area (not from a pass back from own team) may bring the ball back into the penalty area and handle it.

SUBSTITUTIONS

- Any player may change places with the goalkeeper, provided that the referee is informed before the change is made, and provided also that the change is made during a stoppage of the game.
- Substitute players are to remain in the player bench area.
- A player receiving a yellow card must be immediately substituted. The player may re-enter play during the next substitution opportunity for that team.
- On both fields each team may substitute freely; provided that, during play, players must substitute off the field of play within the Touch Line in the area of their team bench (3 feet). NOTE: Must use the bench door! NO JUMPING OVER WALLS to substitute. Substitution violations will result in a 2-minute penalty bench penalty.
- Guaranteed Substitutions may be made at the following times:
 - *After a goal is scored by either team
 - *After an injury

ROSTER CHECKS

- Lower division teams are allowed to use two (2) players that are currently rostered on upper level teams during their specific league/season. [Example: a SILVER division team can have two (2)

GOLD members on their roster and/or a BRONZE division team could have two (2) SILVER players, or two (2) GOLD players, or a combination of the two upper division players]

- Team Captains can request a Roster Check of ANY PLAYER on the opposing team from the beginning of the game to the end of half time. Only players that join after half time are able to be roster checked from start of second half to end of game.
- All players must be able to provide proof of ID or they will be considered non-rostered players
- Any team that is found to be using non-rostered players will automatically forfeit the game and it will be scored 3 - 0
- All roster checks must be made at the desk with a staff member - referees/officials DO NOT perform roster checks

OUT OF BOUNDS: The CEILING will be played OUT OF BOUNDS for both fields. When the ball hits the ceiling, the play will be called dead and the ball will be placed on the field line closest to where the ball hit the ceiling [SEE WALLED FIELD below] • NO Walls: The ball is out of play when the entire ball crosses the sideline or end line.

- A throw-in, corner kick, or goal kick will be awarded when the ball goes out of bounds
- A throw-in may not go directly in to the goal.
- Player has 5 seconds to put ball back into play.
- Walled Field: When the ball touches the side and end netting the ball is out of bounds. A free kick is awarded on the touchline (sides), penalty box (goal kicks) or corner spot (corner kicks). All kick-ins are DIRECT kicks (full sided play).

BUILDOUT LINE: Implemented for leagues u11 and younger only! When the GK has hand possession or there is a free kick in the defensive third including a goal kick the opposing team must retreat behind the red lines of that third. This frees up space and time for the GK to play to a teammate out of the back and begin a build out without immediate pressure. The players behind the red lines can enter the attacking third as soon as the ball has been touched by a player receiving the pass OR if the Goalie puts the ball back on the turf from their hands. The GK has 6 seconds after handling the ball with hands to release it. The GK can play the ball as soon as they want and the opposing team players can not engage the ball in that third until they have retreated. They have to retreat before they can engage no matter if the ball has been played out or not. Once the ball has entered middle third, no build out line rules apply. If a player engages the play without retreating or entering before they should, a free kick is awarded. If the player has entered and engaged with the intent to delay the game or run out time a 2 minute penalty or even a yellow card should be issued for delay of game. For leagues that are u11u12 we will not play a build out line - play to the older team rules.

CEILING:

- The ceiling shall be considered OUT OF BOUNDS on both fields
- Again, no Goalkeeper Punting – this is to protect the ceiling AND to promote building out of the back

OFF SIDES and 3 Line Violations:

- There shall be no off sides rule in effect.
- There shall be no 3-line violation in effect.
- Cherry picking shall not be allowed and may be called at the referee's discretion.
- Off-Sides will be called if off sides player is obstructing keeper.

FOULS:

* FIFA outdoor soccer rules apply to all infractions, including but not limited to: kicking, pushing, tripping, hand balls, etc. * All fouls will be played as DIRECT kicks except the following which will be played as INDIRECT: * Obstruction of ball/player

* Dangerous Play

* Illegal touches by the GK (pass backs, handling throw ins, holding ball for more than 6 sec.)

* Anytime a yellow or red card is shown & direct kick is not awarded (unsporting behavior, dissent, persistent breaking of rules, offensive language, etc...)

*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. *Goalkeepers may slide inside the penalty box.

FREE KICKS:

- Ball is in play when it makes contact with the initial player
- Opposing players shall be 5 yards from the ball
- Player taking a kick cannot play it again until someone else touches the ball
- If an opponent refuses to move back 5 yards on referee's request, he may be given a yellow card for unsportsmanlike conduct
- If a player taking the kick delays for longer than five (5) seconds after having been signaled to do so by the referee, the opposing team will be awarded the kick.
- ALL KICK-INS ARE DIRECT in 6v6
- Within penalty area – top of the penalty box arc “Penalty Kick”. NOTE: All fouls in the penalty area that take away a goal scoring opportunity are an automatic 2-minute penalty.
- A pass back to the goalie that is handled with hands will result in an indirect free kick from the point of the infraction.

HANDBALL CLARIFICATION:

- 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). Epic Sports Lodge encourages referees to only call hand balls that create a purposeful advantage to the team that handled the ball.

FIELD PENALTIES:

- *BOTH FIELDS Will follow a three card system: Blue card will be a 2-minute penalty to be served by player cautioned (exception GK), a second blue card will be deemed a Yellow card and a 2-minute penalty will be served (including GK). *OFFICIALS CAN ISSUE STRAIGHT YELLOW or RED CARDS DETERMINED BY THE AGGRESSIVENESS OF THE VIOLATION
- Fouls that result in penalty time are to be served by the player who committed the foul (exception GK) – 2 minutes • Penalty fouls are fouls which are deemed blatant in nature
 - Anytime a PK is awarded, a time penalty is issued
- Unsportsmanlike Conduct Penalties: To be served by player (exception GK) 2 minutes
 - Encroachment: Intentionally interfering with the taking of a free kick by being within 15 feet of the ball. The offensive team does not have to ask for the 15 feet.
 - Delay of game: Intentionally touching the ball which causes the delay in the restart of play
- Persistent Infringement: A fourth foul committed by the same player during the first or second half of play.
 - Spitting on the turf: For health and sanitary purposes.
- Yellow Card Caution Time Penalties: To be served by player cautioned (even GK must serve time penalty for yellow card offenses) – 2 minutes
 - Cumulative Penalty: A yellow card will be issued when a player receives a second blue card. Players may also be issued a straight yellow if play/foul is deemed unnecessarily reckless or unsportsmanlike.
 - Serious Penalty Offense: Any penalty foul perceived to be reckless
 - Unsportsmanlike Conduct – cursing, arguing with referee, offensive behavior or verbal assault to another player, etc...

- Ejection able Time Penalties (Red Cards): A player shall be ejected from the game and the player's box. His/Her team shall play a man short for 5 minutes regardless if the other team scores a goal. For additional information please refer to the Red Card Policy listed below.
 - Cumulative Penalty Ejection: Equivalent of three blues or two yellows
 - Unseemly behavior: Spitting at other persons, using profanity, or similar unseemly behavior.
 - Violent Conduct: Striking, elbowing, head butting or any penalty foul which is perceived to be violent in nature.
- Delayed Time Penalty: The referee can apply the advantage rule and still issue a time penalty after. Advantage is a PRIVILEGE and NOT a right. Advantage will be determined at the discretion of the official.
 - The defending team gains possession of the ball. Play shall be restarted with a free kick from the point of the original foul.
 - A goal is scored. No time penalty will be served if the offensive team scores a goal. The card shall still be issued to the player.
 - The referee stops play for any other stoppage. Play shall be restarted with a free kick from the point of the original foul.
- Power Play Goal: If a team is playing shorthanded due to time penalties being served and the other team scores, on penalized player serving an unexpired time penalty may return to the field. The player having the least amount of time remaining on his penalty shall return to the field of play.
- Equal Number of Penalties Elapsing: In situations where one player from each team is serving a penalty and a goal is scored, no player shall be released upon the scoring of a goal. Regardless of how much time remains on the penalties.
- Multiple Penalties: A maximum of 2 penalties per team shall countdown simultaneously. If a player is penalized while 2 players on his / her team are serving penalties, the player leaves the field, but the penalty time of the third players shall not commence until one of the previous time penalties expires.
- Team Penalties: To be served by any player on the team.
 - Illegal Substitution:
 - Too many players on the field
 - Substituting the goalkeeper while the ball is in play
 - Using an unreasonable amount of time to substitute players.
 - Bench Misconduct
 - Verbal abuse of the referee
 - Throwing items onto the field
 - Spitting on the turf
 - Other unsportsmanlike conduct
 - Spectator unsportsmanlike conduct

HEADING RULE: As stated by US Soccer there shall be no heading of the ball under the age of U11 (U11 and under). If playing in a combined league, the rules of the older league will apply.

- Any instance where there is contact with a player's head and the ball and deemed intentional shall be penalized with an indirect free kick
- All heading incidents shall be at the refs discretion
- If heading occurs in the box then there shall be an indirect free kick at the edge of the box closest to the incident

YELLOW CARD POLICY:

1. A player receiving a yellow card must be immediately substituted off the field and must serve a 2-minute penalty [GK Included]
2. A player receiving two Yellow Cards in a single game will result in a red card. (see below)

RED CARD POLICY:

- Players receiving a Red Card in a game will not be allowed to play the remainder of the game • Players receiving a “soft” Red Card (two yellow cards in a single match) will be allowed to play the next game with the referee’s note of approval. Referees can note that player punishment should be enforced as a “hard” red.
- 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.
- 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.
- 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.
- Assaulting a referee, official, participant or spectator will be suspended indefinitely from all activities at Epic Sports Lodge.
- 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. • Any player or coach who accumulates three cautions (yellow cards) during league matches per session will be suspended for one league game.
- 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.
- A player or coach accumulating three red cards over a one year period will be banned from Epic Sports Lodge.
- “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 Epic Sports Lodge activities for 1 year. No refunds will be given to suspended players or teams.
 - Any team that clears the bench will automatically forfeit the game and score will be recorded as a 3-0 loss.
- Team Probation – Any incidents occurring for a two-month probationary period will be grounds for suspension from Epic Sports Lodge activities for 1 year.
- No refunds will be given to suspended players or teams.
 - If a non rostered player receives a RED CARD or is involved in fight leading to ejection/suspension then the Team Captain of that player may be held responsible for serving the length of the suspension.
- If for any reason an official/referee or employee at Epic Sports Lodge asks that a person leave the complex, the person must leave the property or authorities will be notified.
- 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

- Referee authority applies to enforcing the laws of the game; anything outside of that he/she must consult with Epic 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 Epic Sports Lodge

management. At which point, Epic 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 the sole authority of the Epic Sports Lodge management to determine player/team suspensions.

LEAGUE STANDINGS POINT SYSTEM

- Epic 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
- Red card by player, coach, manager or spectator = -1 point
- 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:

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

TIES IN A PLAYOFF / FINAL

- If teams tie in a league playoff, the game will remain a tie and Division Standings (above) will determine which team advances.
- 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.
- If teams tie in a final between 1st and 2nd place teams, the game winner will be determined by the following:
 - 5-minute Sudden Death overtime – coin toss to determine kickoff/direction
 - 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.
 - 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.
 - 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.

Epic Sports Lodge House Rules – coed leagues

ADULT COED Epic Sports Lodge HOUSE RULES:

- 6v6 (5 + Goalkeeper)
- 2 females must be on the field at all times (Goalkeeper is not considered a field player). A team may not play with less than two field female field players without forfeiting the match.
- “Live Rule” Female players must touch the ball in the offensive half of the field prior to a goal being scored. Once a female has touched the ball it is “Live” and will remain “Live” until the entire ball crosses the center line. If a goal is scored without the ball being live, the ball will be restarted with a goal kick. Special Rule Clarification: If a player takes a shot and the ball is NOT live and the GK or any other player on the defense deflects the ball and the ball enters the goal, a corner kick will be awarded to the offensive team.
- Defensive Error: Anytime a defensive player plays the ball and causes the ball to enter his/her own team’s goal, a goal is awarded even if the ball is not “Live”.
- Female Players can score from anywhere on the field (including kickoff). *NOTE* if a female player takes the kickoff the ball is NOT live and still must be touched on the offense side of the field by a female player before a male player can score a goal.
- Adult Coed players must be 18 years of age or older.