

These rules are currently in *draft form* and are subject to change. Finalized rules will be provided by the day of the first game

COLUMBUS PARKS & RECREATION DEPARTMENT ADULT SOCCER RULES

SECTION 1 - REGISTRATION AND ROSTERS

- A. Registration is taken online, in person at Nexus Park, or by phone or email (parks@columbus.in.gov) using MasterCard or Visa. No registration will be accepted after the registration deadline.
- B. To register, a team roster must be submitted at the time of registration. Teams must sign a minimum of seven (7) players to their roster and a maximum of twelve (12). Changes may be made to the roster up to the third game. All names must have complete addresses, phone number and email address.
- C. All fees must be turned in at the time of registration

SECTION 2 - ELIGIBILITY

- A. Participants in the Columbus Parks and Recreation Soccer Leagues must be seniors in high school or older. Special circumstances must be cleared through the Parks and Recreation Department. High school athletes should check with their coaches for any IHSAA rules on eligibility.
- B. Players may participate on only one co-ed team per night.
- C. Teams discovered playing with ineligible players not listed on their roster must forfeit all games played up to that point, whether the ineligible players played in previous games or not.
- D. This is a coed league, but there are no gender-specific roster requirements. With this being our first season running 7v7 soccer at the Fieldhouse, we chose not to make a minimum number of each gender per team mandatory in order to encourage broader participation. While there are no roster requirements, teams are expected to provide fair playing opportunities for all players on their roster throughout the season. Good sportsmanship and inclusive play are strongly encouraged and will be monitored by league staff.
- E. Upon request by a supervisor, players must furnish adequate I.D. to verify rosters. Lack of I.D. may result in player's ineligibility until furnished.

SECTION 3 – GAME

- A. Each team fields seven (7) players including a goalkeeper
- B. Minimum of five (5) players required to start the game
- C. Game duration: two 25-minute halves with a 5-minute halftime
- D. Games can end in a draw during regular season unless stated otherwise
- E. One official league ball provided- Size 5
- F. Unlimited substitutions allowed
- G. Substitutions permitted on-the-fly or during stoppages with referee acknowledgment
 - Player entering must wait until exiting player has left the field

SECTION 4 – FIELD

- A. Field dimensions: approximately 60 x 40 yards
- B. Goal size: 6.5 x 18.5 feet
- C. Corner Flags on each corner
- D. Footwear: cleats or turf shoes permitted; no metal studs
- E. Shin guards are required

SECTION 5 – GAME PLAY

1. THE START OF PLAY

- At the beginning of the game, choice of ends and the kick-off shall be decided by the toss of a coin.
- The kick-off, at the referee's signal, the game shall be started by a player taking a place kick into the opponent's half of the field of play. Every player shall be in his or her half of the field and every player of the team opposing that of the kicker shall remain at least 10 yards from the ball until it is kicked off. A goal may not be scored direct from the kickoff. The kicker may not

play the ball again after he has kicked off until it has been touched or played by another player.

- Games restarted after a goal is scored - after a goal is scored, the team scored against shall kickoff at center field.
- Drop ball - after temporary suspension of play, either for injury or official's time out, the ball shall be placed in play by a "drop ball", if neither team is in clear possession.

2. OFFSIDE

There is no offside violation

3. GOAL BOX/GOAL AREA

- The goal box is the equivalent of the penalty area. This area will be:
- 11 yards from the goal line
- 4 yards wider than the goal posts
- Only in this area can goalies touch the ball with their hands.
- Any fouls in this area will result in a penalty kick from 12 yards' out

GOALIES

- The goalkeeper may use their hands anywhere inside the goal area
- Goalkeeper has 6 seconds to release the ball once picked up in the goal area
- Once the goalkeeper has released control of the ball, they cannot touch it again with their hands until it has been touched by an opponent
- The goalkeeper can handle a pass only when it is delivered by a header or off the passer's chest, or the pass is deemed accidental. If they picked up or touched the ball with their hand in any way when their teammate has kicked it to them, then it is ruled a back-pass and a free-kick is given

CARDS/MAJOR INFRACTIONS

The following are fouls or misconducts and can result in penalties depending on the level of aggressiveness or danger of the foul committed:

Yellow Card

- Swearing, gesturing at, or arguing with any player
- Arguing with the referee
- An intentional (in the eyes of the referee) kick, trip, jump at, strike, hold, push, or charge from behind or violently charge an opponent
- Slide tackling

- If a player receives a yellow card (warning) for any reason, he/she will be required to sit out of the game for four minutes. The team will be able to substitute a player for the yellow card recipient. The referee will let the player/team know when the four minute “penalty” has expired. If a team is short players, they will have to play down a player until the penalty expires.
- If a player receives two yellow cards in one game, they will be ejected and their team will need to play one player short for the remainder of the game.

Red Card

- Fighting, swearing, gesturing at or excessive arguing with the referee
- Two yellow card violations
- Multiple instances of excessively dangerous play as deemed by the referee
- If a player receives a red card for any reason, he/she will be ejected and their team will need to play one player short for the remainder of the game. The player may also be ejected from his/her next scheduled game.

FREE KICKS/FOULS

Direct Kick

- All fouls are direct kicks with the exception of a pass back picked up by the goalkeeper
- The direct free kick is one where a goal can be scored without another player touching the ball.
- Direct kicks will be taken from the spot of the foul with the exception of a foul in the goal box which would result in a penalty kick.

Indirect Kick

- Goalie Pass Back violation will result in an indirect free kick
- The indirect free kick is a kick where a goal cannot be scored unless the ball is touched by another player (any player, teammate or opposition) before entering the goal.
- The indirect kick will be taken from the spot where the ball was initially passed back from.

**All free kicks – The kicking team must wait for the referee to signal that the ball is back in play. All players must be 5 yards or more from the spot of the ball.*

Penalty Kick

- If any offenses occur within a team’s own goal area, a penalty kick will be awarded.
- The kick shall be taken from the penalty line (12 yards out)
- All players other than the goal keeper must stand behind the kicker while the kick is taken

- Players may not advance past the kicker until the ball has been struck

BALL IN AND OUT OF PLAY

Corner Kick

- When the entire ball passes over the goal line and was last touched by a player from the defending team
- The offensive team will put the ball back in play, when signaled to by the referee, from the corner of the field nearest to where the ball went out
- Opposing players must be at least 5 yards from the ball
- A corner kick is a direct kick. The offensive team can score without anyone else touching the ball

Goal Kick

- When the entire ball passes over the goal line and was last touched by a player from the offending team
- The defending team will put the ball back in play when signaled to by the referee
- Goal kicks must be taken from any spot on or within the goal box
- Opponents must clear the goal area
- A goal kick is a direct kick. The offensive team can score without anyone else touching the ball

Throw-Ins

- When the entire ball passes out of the field of play along the sideline a throw-in is awarded to the opposition of the team of the player who last played or touched the ball
- The ball is thrown in from the spot where the ball left the field of play
- The player throwing in the ball must have both feet touching the ground outside the field of play
- Ball must be delivered with both hands from behind and over his/her head into the field of play
- If there is an illegal throw, possession will be passed to the opposing team who will put the ball in play via throw-in
- A throw-in which goes directly into an opponent's goal without touching any player on the field will be disallowed
- Throw will be re-taken
- A throw in may go to the goalie but the goalie may not use their hands (An indirect kick will be taken from where the throw came from if a goalie uses their hands in this situation)

SCORING

- The ball must completely cross the goal line to be considered a goal
- If any part of the ball is touching the goal line, no goal will be allowed
- For balls in the air, the entire ball must have crossed the imaginary plane of a goal line to be allowed including if part of the ball hit off one or more posts

STANDINGS

Regular season games ending in a tie score after the end of regulation will be recorded as a draw. Sudden death overtime and penalty kicks (if necessary) will be used in playoffs.

PLAYOFF GAMES

Playoff games will follow the same format during regulation as the regular season. If teams are tied at the end of regulation in the playoffs, sudden death overtime will be used.

Sudden Death

- One 5-minute period
- Higher seed has the choice of side or possession
- Teams will not switch sides
- If neither team scores after the 5-minute overtime period, teams will go into a shootout

Shootout

- Each team selects 5 players and informs referee of shooters prior to the first shot being taken
- Players do not have to have been playing at the end of regulation
- The goalie may be substituted before the start of penalty kicks.
- Higher seed is allowed to choose to shoot first or second
- Both teams shoot at the same goal
- Teams will alternate taking direct penalty shots from 12 yards out from the goal line (no male/female shooting order is necessary)
- If tied after both teams have had their 5 players shoot, we will move to SUDDEN DEATH (i.e., 1st player from Team A scores and 1st player from Team B misses – Team A wins)
- Players are not eligible to shoot again until all remaining players present have shot
- If and when 1 team begins to utilize players for the second time, the other team may “recycle” players as well regardless of if everyone has shot yet. Thus, some players on the team with more people present may or may not shoot