



## Hub City Soccer Club Outdoor Adult League Rules

### LAW 1 - THE PITCH

- All games will be played at the Moccasin Creek Soccer Complex.
- Both teams will be on the same side of the field. The home team (as listed on the game schedule) shall occupy the north or east end of the field. Spectators will occupy the opposite side of the field from the teams/players

### LAW 3 - THE NUMBER OF PLAYERS

- Players may be rostered on one team only.
- During the regular season, teams may borrow/share players if they are short players for a game. A team can "borrow" players up to the point of having one substitute available for each game. Borrowed/Shared players must be players who are currently registered in the HCSC Adult League.
- For Tournament play/Playoff games, players may NOT be shared/borrowed/added. Any violations of this rule will result in the game being declared a forfeit.
- All players must sign a waiver of liability before participating.
- Maximum number of players to start a game is 8 (eight) (one of whom is a goalkeeper)
- Minimum number of players to start and finish a match is 5 (five) (one of whom is a goalkeeper).
- During play, a minimum of 1 female must be on the field at all times (if a female player is not available, a team may play down 1 player).
- Substitution Limit: None

### LAW 4 - THE PLAYER'S EQUIPMENT

- Standard Required Equipment:
  - ✓ T-shirts or jersey
  - ✓ Socks
  - ✓ Goalkeepers will wear a jersey to distinguish themselves from the other players
  - ✓ No jewelry

### LAW 7 - DURATION OF THE MATCH

- Duration - Two equal halves of 35 minutes.
- Halftime – Five-minute half time interval
- Games will be stopped for lightning, violent weather, darkness, or any other reason the referee deems necessary, **including disruption from the sidelines**. A game so suspended may be restarted or terminated.
- If the first half of a game has been completed before the game is suspended/terminated, it will be considered final.

### LAW 8 - THE START AND RESTART OF PLAY

- The away/visiting team shall kick off in the first half. The home team shall kick off in the second half. The home team is the first team listed on the game schedule, and the away/visiting team is the second team listed.

## LAW 11 - OFFSIDE

- Offside WILL be enforced.

## LAW 12 - FOULS AND MISCONDUCT

- Sliding at an opponent (slide tackling) is NOT allowed (except a goalkeeper inside his/her own penalty area while making a save).
  - ✓ Sliding at an opponent (with no contact) is punishable as dangerous play (Indirect Free Kick).
  - ✓ Sliding at an opponent (with contact) is punishable as kicking/tripping/etc (Direct Free Kick).
- Players shall be cautioned (shown a yellow card) for infractions as outlined in the Laws of the game
- Players shall be sent off (shown a red card) for infractions as outlined in the Laws of the game
- Rules of expulsion
  - players or coaching staff members sent off may not return for the duration of the match, and may not participate in the next match for that team
  - the team of any player sent off will play short for the duration of that match
  - players or coaching staff members who are sent off for a second time in any season will receive a 4-game suspension.
  - players or coaching staff members who are sent off for a third time in any season will be suspended for the remainder of the season and playoffs.

## STANDINGS AND TIE BREAKERS

- Standings will be kept using the following point system:
  - ✓ **WIN** – 3 Points
  - ✓ **LOSS** – 0 Points
  - ✓ **TIE** – 1 Point
  - ✓ **RED CARDS** – 1 Point deducted for each red card or send off (includes players and coaching staff)
- Maximum points per game are 3. A team that receives a forfeit or bye will receive 3 points for that scheduled game. A team that forfeits a game by not showing up will receive -3 points.
- No overtime will be played during normal league play.

## TIE BREAKING PROCEDURES

- To determine league standings or seeding, if **two** teams are tied in points, the following procedure will be used sequentially to determine team seeding:
  - ✓ Winner of head-to-head competition
  - ✓ Fewest red cards
  - ✓ Fewest goals allowed
  - ✓ Best goal differential (goals for minus goals against; max of 4 goals per game)
  - ✓ Kicks from the penalty spot as per procedures listed in these rules
- If **3 (or more)** teams within a division or bracket are tied in points after completion of the preliminary rounds, the following procedure will be used sequentially until one team is eliminated, at which time the process will start again at #1 with the remaining teams until two teams are left, at which time the tie breaker will revert to the above noted procedure for **two** teams:
  - ✓ Fewest goals allowed
  - ✓ Best goal differential (goals for minus goals against; max of 4 goals per game)

## OVERTIME PROCEDURES (For Playoffs/Tournament Play Only)

- In Tournament Play/Playoffs, a tie will not be allowed. Two overtime periods of 5 (five) minutes will be played. If a tie still exists after the two overtime periods, the game will be decided by Kicks from the Mark as per FIFA Laws of the Game.

All rules/regulations that are not addressed in this document or any other document provided by the Hub City Soccer Club will be governed using the following:

1. HCSC Policies & Procedures
3. United States Soccer Federation
4. FIFA Laws of the Game

The League reserves the right to make modifications or decisions regarding these playing rules as needed. Those decisions will be considered final.