



Taylor Sportsplex Soccer Rules

*Please Note New Rules Have Been Implemented/Updated 12/5/18

General Rules

- **Footwear:** Players may only wear indoor, turf, or gym shoes. NO outdoor cleats will be permitted or artificial turf shoes with studs.
- **Shin guards:** Shin guards are required for **Youth Leagues**. Adults will have the option to wear shin guards.
- **Shorts:** Athletic shorts/pants are required, no denim or khaki style to be worn in the match.
- **Accessories:** Players may not wear the following items which could be considered a danger to themselves and others.
 1. Jewelry of any kind: earrings, necklaces, rings, watches.
 2. Barrettes, hairpins, or hard plastic hair clips
 3. Braces may be worn, however it is at the referee's discretion if the item is safe for all players and the decision is final.
 4. Bandannas, skull caps, baseball hats etc. are not permitted on the field. Religious affiliations are the only exception
- **THERE ARE NO EXCEPTIONS TO ANY RULES REGARDING EQUIPMENT**
- **NO SPITTING ON THE TURF! Failure to abide by this rule will result in a red card. There will be no exceptions to this rule**
- **Referee calls are final; we have zero tolerance for verbal or physical abuse towards a referee. If a player, coach, or spectator physically abuses a referee, the person will be banned from TSX for life and will not receive a refund.**
- **No food, drinks, gum, or spitting allowed on the turf.**
- **SPECTATORS are not permitted around the touch line, the spectators must be behind the netting that is present behind each of the goals**
- **We ask that players/teams clean their bench areas prior to leaving the arena. All personal belongings must be taken with you.**
- **Teams must pay entire balance by week 3 of the session.**

- **Failure to do so will result in forfeit**
- **All players must be on roster for respective game**
- **NO SLIDING except goalies inside the goalie box**

TEAMS DO NOT CHANGE SIDES AT HALF TIME

Coaches

- A maximum of three coaches on the roster are allowed on the bench at any time, NO EXCEPTIONS.
- Only rostered players may be on the team's bench
- At least one coach must be present for all Youth age groups, no exceptions. The coach must be at least 21 years of age and be able to provide proof of age upon request.
- All Soccer related matters can be addressed to the Soccer Director by Coaches or Team Managers. welkurdi@ci.taylor.mi.us
- Reschedules requests must be directed toward the soccer director and only by the coach or team manager

Referees

- A referee will be provided by TSX for sanctioned games only. All referee decisions are final. Any questions or concerns regarding the referee or the rules must be directed to the Soccer Director, BY COACHES OR TEAM MANAGER.

Duration

- All games will consist of two 25 minute halves - with one-minute half time.
- The game clock will run from the start time of the game. The clock will not be stopped or reset for any reason.

Forfeits

- Each team must have a minimum of 5 people
- At least one woman for co-ed is required to begin the game
- A team has 5 minutes after the start of the clock to get the minimum number of players required. During this time, the game clock will be running and will not be reset.
- If a team at any point during the game does not have enough eligible players left, the team must forfeit and the game is over.

Game Balls

- Game Balls will be provided by the teams. It is the responsibility of the teams to provide a properly sized inflated ball for the age group.

Players

- U8/10/12 teams will play 7 players and a goalie
 - U14/U16/High School teams will play 6 players and a goalie.
 - **Adult teams will play 6 players and a goalie (Co-Ed must have two females on the field at all times).**
 - Teams can agree to play with fewer players per side
 - Teams must protest a player on the roster within the first 10 minutes of the game to management
 - Adult league players must be 18 or older.
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- **WE DO ALLOW HIGH SCHOOL PLAYERS TO PLAY ON MORE THAN ONE TEAM IN A DIVISION TO ACCOMMODATE PLAYERS WHO PLAY FOR BOTH THEIR SCHOOL AND CLUB TEAMS. ALL PLAYERS MUST BE PROPERLY ROSTERED ON BOTH TEAMS.**

Substitutions

- Substitutions on the boarded field may be made in the run of play, provided the player being substituted is within 2 yards of the bench
- Substitutions on the open field may be made in the run of play, provided the player being substituted has stepped off the field.
- Goalie substitutions can only be made after acknowledgment from the referee.

Method of Scoring

- The whole ball must cross the goal line for a goal to be awarded. The referee's decision is final.

Extra players

- Extra players are allowed only after a team is down by at least 5 goals. Once the goal differential is less than 5 the extra player must be removed.
- **This rule applies for Youth leagues only.**

Start of Play and Restarts

Kickoff

- All players must be on their own half of the field and the defensive team must be outside of the center circle.
- The ball does not have to travel forward to start play.

- A goal may be scored from the kickoff.
- After a goal, the game will be restarted from the center spot, by the team that was just scored upon.

Restarts

- All restarts on the boarded field are direct kicks and a goal can be scored from them.
- All restarts except kick ins are direct kicks on the open field. Kick ins are indirect. If the ball enters the net without being touched by another person other than the kicker the play will restart with a goal kick.
- Teams must give 5-yard distance on a free kick.
 - If a player intentionally does not respect the required distance, the player may be carded for delaying the restart at the referee's discretion.
- Quick restarts are permitted at the referee's discretion.

Free Kicks

- All free kicks will be taken at the point of the foul.
- The defensive team must be 5 yards away from the point of the free kick being taken.
- The offensive team has 10 seconds to get the ball back into play.
- Non-contact fouls such as sliding or dangerous play inside the penalty area will be restarted with a free kick at the top of the arc on the boarded field and from the penalty spot on the open field.
- Defensive teams can have a wall 5 yards out from the ball on both fields.

Goal Kicks

- Can be taken from anywhere inside the penalty area.
- The ball is not in play until it has traveled outside the penalty area.
- Opponents may not enter the penalty area during a goal kick.
- If the offensive team plays the ball into the netting above the high boards in the defender's half on the boarded field the play is restarted with a goal kick.
- No limitation on distance of kick
- You cannot score from a goal kick unless touched by another play. If it does go in the restart is a goal kick for the opposing team.

Corner Kicks

- A corner kick will be awarded when the defending team plays the ball into the netting above the high boards on their own half on the boarded field.
- A corner kick will be awarded on the open field when the ball goes off the defending team and over the goal line.
- The ball will be placed on the corner mark for the restart.
- Goal can be scored from a corner kick

Ball out of Play

- The ball is considered out of play when any of the following occur and are acknowledged by the referee: ball touching the net surrounding the field of play, the rafters, lights, or HVAC ductwork or if the ball leaves the field of play through either the benches or over the netting.
- If the ball hits the ceiling on **EITHER** field, the ball is to be restarted at mid field.
- The ball may not be placed more than 1 yard from the boards for any sideline out of bounds call on the boarded field.
- The ball remains in play until a stoppage is acknowledged by the referee.
- When the ball goes over the touchline on the open field the play is restarted with a kick in.

Rules and Regulations

- Goalkeeping
 - The goalkeeper is restricted to handling the ball inside the penalty area. The ball is the reference point, not the goalie's body when deciding if the ball was handled out of the penalty area.
 - The goalkeeper may slide as long as the slide begins within their own penalty area.
 - 5 yards must be given to the goalkeeper upon possession of the ball. Once the ball is put down the ball is in play.
 - The goalkeeper may not pick up the ball when it is intentionally passed back to the goal keeper. The decision of whether the pass was intentional is left to the referee.
 - The restart is a free kick from the top of the arc on the boarded and from the penalty spot on the full field. The defending team may set a wall.
 - Once the ball is picked up by the goalkeeper, they have 5 seconds to get the ball back into play.
 - On the open field, the ball must bounce before the halfway line when thrown or dropkicked by the goalkeeper

- The goalkeeper may lay the ball flat on the ground and then play the ball over the halfway line.
- If the ball is thrown directly into the opposing team's goal, the play is restarted with a goal kick.
- Punting the ball is ONLY allowed in U10 and under
- Goalkeepers must wear a different color than their own and opposing teams.
- **Keepers may throw over half**

Offside

- There is no offside

Penalties and Infractions

Two Minute Penalties

- A two-minute penalty and a blue card may be issued at the referee's discretion for the following infractions
 - Too many players on the field of play
 - Unsporting Behavior, this includes players, coaches, and spectators
 - Persistent Infringement
 - Intentional Handball
 - Any foul a referee finds hard
 - Slide tackling
- If a goal is scored the penalty is over.
- If two opponents are given coinciding two minute penalties, both teams will play down for two minutes.
- Goalkeepers do not serve two minute penalties unless deemed necessary by the referee, another player may serve the penalty for the goalkeeper.
- Any delay of game call by the ref within the last 3 minutes of the game, results in a PK.
- **The PK is to be taken even if time expired.**

Four Minute Penalties

- A four-minute penalty as well as a yellow card may be issued for the following
 - Persistent fouling after receiving a two-minute penalty
 - Check or hitting an opposing player into the boards
 - Any foul deemed RECKLESS by the referee

- Receiving two yellow cards in one match will result in a red card and dismissal from the game
- Goalkeepers do not serve four minute penalties unless deemed necessary by the referee, another player may serve the penalty for the goalkeeper.

Five Minute Penalties

- A five-minute penalty will be awarded and a red card will be given for the following actions
 - Foul language towards the referee or another player
 - A dangerous tackle
 - Violent Conduct
- The player that receives the red card must leave the field of play and cannot return.
 - In a youth match, the player may remain on the team's bench after being sent off, with the referee's permission
 - In an adult match, the player sent off must leave the arena and play will not restart until the player has left
 - The player or team must give the name of the player to the referee at the time of the dismissal. Failure to do so will result in a suspension of the entire team until they do so as well as abandonment of the match.
 - Any player or coach who receives a red card and does not leave in a timely manner could face longer suspension times.
- A second red card issued to a player in the same session will result in a suspension for the remainder of the season and a portion of the next session.
- A red card given to a coach will result in expulsion for the rest of that game and the next game.
 - The coach must leave the team's bench area, if he is not replaced by someone age appropriate, the match is abandoned due to lack of a coach.
- A second red card in a season given to a coach will result in a suspension for the remainder of the session and potentially a portion of next session. TSX management will handle length of suspension for the following session.

Fighting

- Fighting will result in expulsion from the game and at least three games for all players involved

- Any player or coach that leaves the bench area during a fight will automatically receive a red card, no exceptions
- If benches clear during an altercation, both teams will be suspended for the remainder of the session, with no refund. Also if this behavior continues with a specific team or individual, they will be permanently banned from TSX.

Adults must show I.D. if asked. If the player cannot provide an I.D. they are NOT allowed to play.