**2023-2024**

**Sports Emporium**

**Soccer Rulebook**

Welcome to the Sports Emporium. We have written this rulebook to provide a basis for good competition and a safe, enjoyable experience for all players. We appreciate your input, if you have comments, additions or corrections, please tell or email Sports Emporium management. The following explanations of some common terms are general, not technical; they are intended to be helpful to players, coaches and parents.

**Boarding** is pushing, charging, or crowding an opponent into the perimeter wall. What might be a legal shoulder charge in the middle of the field may be boarding if it runs an opponent into the wall.

**Dead Ball** refers to the situation when the ball is out of bounds or out of play due to a stoppage of any kind.

**Delay of Game** is called when a player or team is deliberately trying to slow down the progress of the game. Holding the ball after a goal and kicking away the ball after a foul are examples of delay of game.

**Double Touch** is the violation that occurs when a player taking a kickoff or other restart, plays the ball a second time before it is touched by another player (teammate or opponent). You cannot double touch the ball on a kickoff or restart (including goalkeeper throw in) even if it hits the wall or referee before it comes back to you.

**A Hand Ball** is a foul that is called when a player intentionally hits the ball with his hand or arm or when it is unintentional but causes a direct advantage for said player. A player may not deliberately carry, strike, or propel the ball with his hand or arm. (Except the goalkeeper inside his own arch). If a hand ball occurs in the goalkeepers arch a penalty kick will be awarded.

**Misconduct** is any inappropriate behavior by a player, coach, or spectator (on or off the field) as determined by the referee or facility staff. Examples of misconduct include but are not limited to: door- slamming, board- kicking or inappropriate remarks toward any player, coach, spectator, referee, facility staff, or even a teammate.

**Obstruction** is impeding the progress of an opponent when not being able to play the ball yourself. You are obstructing if you run between your opponent and the ball or use your body as an obstacle but cannot play the ball yourself.

**Shadowing the Goalkeeper** is a foul that occurs when a player follows the opposing goalkeeper around inside his arch and obstructs the goalkeeper from the play. There is usually physical contact towards the goalkeeper.

**Shielding** is a legal play where a player protects the ball from an opponent using his body. Shielding is not a foul and is not obstruction. To be legally shielding a player must be within playing distance of the ball and be eligible to play the ball. A player who is not eligible or moves out of playing distance of the ball is guilty of obstruction.

**Violent Conduct** is physical force that injures or abuses any individual or arena property. Violent Conduct is also any verbally or physically threatening action towards any individual.

**Policies and Procedures**

**A1. PLAYER REGISTRATION**

**A1-1 Waivers**

All players must sign a waiver of liability form. If a participant is under the age of eighteen, a parent or legal guardian must sign the waiver. A team using a player who did not complete a waiver prior to playing will forfeit that game.

**A1-2 Player Eligibility**

1. A youth player may play in a youth age group older than he is eligible for, but never in a younger age group. USSF birth date guild lines will be used when determining player eligibility.
2. Players must be 18 years of age or older to play in any of our adult leagues.
3. Persons with physical or mental impairments of a serious nature that may put themselves or others at risk will be restricted from play. Pregnancy and heart problems are conditions that put persons at risk.
4. The Sports Emporium staff may restrict advanced players from playing in certain leagues.

Sports Emporium Age Group Matrix

In accordance with the new [US Youth Soccer Initiative](http://www.usyouthsoccer.org/changes_coming_to_youth_soccer_in_2016/), birth-year registration calendars will now align with the start of the calendar year and run from January to December, rather than August to July as it had previously. The initiative will align registration with the international standard.

**How to determine the birth year used for a competition:** Birth year registration should be based on the year in which the season ends. For example, if a season begins in the fall of 2018 and ends in the summer of 2019 (ex: 2018-19 season), the players would be registered based on their age in the year 2019. Competitions that take place in a single year (ex: fall of 2018 only) should use that year to determine birth year. To simplify determining the age group, just subtract the birth year from the year the season ends.

Year Season Ends – Birth Year = Age Group:

* 2018-**2019**(Season) – 2003 (Birth Year) = U16 (Age Group)
* 2022-**2023** (Season) – 2016 (Birth Year) = U7 (Age Group)
* **2018**(Season) – 2012 (Birth Year) = U6 (Age Group)

**Please use the matrix below to line up your child's birth year, which will show the specific age group for a given season.**

| **Season** | **2017-18** | **2018-19** | **2019-20** | **2020-21** | **2021-22** | **2022-23** | **2023-24** | **2024-25** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Birth Year** |  |  |  |  |  |  |  |  |
| **2020** |  |  |  |  |  |  |  | U5 |
| **2019** |  |  |  |  |  |  | U5 | U6 |
| **2018** |  |  |  |  |  | U5 | U6 | U7 |
| **2017** |  |  |  |  | U5 | U6 | U7 | U8 |
| **2016** |  |  |  | U5 | U6 | U7 | U8 | U9 |
| **2015** |  |  | U5 | U6 | U7 | U8 | U9 | U10 |
| **2014** |  | U5 | U6 | U7 | U8 | U9 | U10 | U11 |
| **2013** | U5 | U6 | U7 | U8 | U9 | U10 | U11 | U12 |
| **2012** | U6 | U7 | U8 | U9 | U10 | U11 | U12 | U13 |
| **2011** | U7 | U8 | U9 | U10 | U11 | U12 | U13 | U14 |
| **2010** | U8 | U9 | U10 | U11 | U12 | U13 | U14 | U15 |
| **2009** | U9 | U10 | U11 | U12 | U13 | U14 | U15 | U16 |
| **2008** | U10 | U11 | U12 | U13 | U14 | U15 | U16 | U17 |
| **2007** | U11 | U12 | U13 | U14 | U15 | U16 | U17 | U18 |
| **2006** | U12 | U13 | U14 | U15 | U16 | U17 | U18 | U19 |
| **2005** | U13 | U14 | U15 | U16 | U17 | U18 | U19 |  |
| **2004** | U14 | U15 | U16 | U17 | U18 | U19 |  |  |
| **2003** | U15 | U16 | U17 | U18 | U19 |  |  |  |
| **2002** | U16 | U17 | U18 | U19 |  |  |  |  |
| **2001** | U17 | U18 | U19 |  |  |  |  |  |
| **2000** | U18 | U19 |  |  |  |  |  |  |
| **1999** | U19 |  |  |  |  |  |  |  |

**A2. TEAM REGISTRATION**

**A2-1 Roster Restrictions**

1. The maximum number of players per roster is unlimited, but you may only have up to twelve players at each game. A minimum of four players are needed to begin the game on the South Field and a minimum of 5 players are needed to begin play on the North Field in order for the game to count without a forfeit.
2. All leagues (besides Women’s League) will play 7v7 on the larger field and 6v6 on the smaller field when possible.
3. High school leagues must be rostered as follows:

* U17 players and older have to play Varsity. Anyone U16 and younger can play up in the Varsity league.

1. Substitutes:
   * + 1. Teams needing substitutes may have anyone during the first 2 games of the season that has signed a waiver. Beginning with the third game, the rosters must be finalized.
       2. South Field Substitute Player Rule
          1. Teams having 6 or fewer players for any game may add up to 3 guest players from any team registered in that league. Teams may not have more than 3 substitutes from another team(s).
          2. Once a team’s player count reaches 5 only 2 substitutes are allowed to finish the game. Once a team’s player count reaches 6, only 1 substitute is allowed to finish the game. Once a team’s player count reaches 7, no substitutes are allowed to finish the game.
       3. North Field Substitute Player Rule
          1. Teams having 7 or fewer players for any game may add up to 3 guest players from any team registered in that league. Teams may not have more than 3 substitutes from another team(s).
          2. Once a team’s player count reaches 6 only 2 substitutes are allowed to finish the game. Once a team’s player count reaches 7, only 1 substitute is allowed to finish the game. Once a team’s player count reaches 8, no substitutes are allowed to finish the game.

**A2-2 Next Season Registration**

Teams currently playing in any league will have the first priority to re-register by placing a deposit before the deadline set. The deposit in non-refundable and will go towards your balance due.

**A3. PAYMENT**

**A3-1 Team Deposits/Payment Schedule**

1. Every team must have a team contact register over the age of 18 register their team at least 7 days prior to the start of the league and must have a credit card on file to hold their team spot. The credit card will not be charge unless there is a remaining team balance at the end of the session.
2. All teams must pay the remaining balance with one check, cash or credit card payment.
3. The team contact is responsible for any balance due for the team.
4. If a team’s registration fees are not paid according to schedule, the team may be prohibited from playing or dropped from the league, without a refund.
5. If any player’s or team’s check is returned, that player or team will be responsible for a $8.00 returned check charge in addition to the amount of the original check.

**A4. LEAGUES**

**A4-1 Schedules and League Formats**

Leagues usually run eight to twelve weeks. If there are enough teams, a league may be broken into two or more divisions. Formats for a league may change from session to session, depending on the number of teams in a league. Schedules are available for each player on a team and may also be viewed online at [www.sportsemporiumgb.com](http://www.sportsemporiumgb.com). The home team is the second team listed on the league schedule.

**A4-2 Scoring**

1. 1 point for goals scored inside the 2pt line.
2. 1 point for goals scored from the 2pt line and beyond if touched by another player other than the goalie inside the 2pt line area.
3. 2 points for goals scored from the 2pt line and beyond if untouched by another player or touched by the goalie. If any part of the ball is on or behind the two point line it will be considered 2pt shot.
4. 1 player will be added to the team having 5 or more points less than the other team until such time as the point differential is less than 5 points.

**A4-3 Standings and Tiebreakers**

Standings can be found on line at [www.sportsemporiumgb.com](http://www.sportsemporiumgb.com).

Tiebreakers proceed in this order:

1. If two or more teams are tied, the head to head results (win/loss record of the game(s) between the tied teams) determines the winner.
2. If two or more teams are still tied, the head to head goal differential between the tied teams determines the winner.
3. If two or more teams are still tied, the winner is the team with the fewest goals scored against them in all games.

**A4-4 Forfeits**

A team will forfeit if there are not at least four players ready to play on the South Field and at least 5 players on the North Field, at the start of the game. A team will forfeit if they lose enough players in the course of a game that they are unable to meet the required minimum of players.

A team will forfeit if a player on the team has deliberately broken any rules regarding registration or eligibility, or a team causes a game to be terminated.

Forfeits are recorded in the standings as a 1-0 score. Double forfeits are recorded as 0 points for each team.

If a team deliberately forfeits two games in a season or decides to drop out of a league, they may be replaced, and no refund given. A team that continually has even one forfeit in successive sessions may not be allowed to register again. Any game which is suspended at or after half time is final.

**A4-5 Reschedules**

If your team has a scheduling request, make sure it is on your Team Registration Form before the league schedule is made, and we will try hard to accommodate. After the schedule is made, a reschedule is only possible if there is an available time slot. A reschedule fee may be assessed because of the amount owed to the referee.

**A4-6 Awards**

The winner of each youth league will receive a Sports Emporium t-shirt or if you are an adult team, a $50 credit towards their next season. A player must play in at least three games to get a t-shirt.

**A5. GAME PLAY**

**A5-1 Laws of the Game**

1. There is no offsides.
2. All dead ball restarts result in indirect kicks except for fouls inside the goal box area, which will result in a penalty kick.
3. North Field Only - A ball may NOT travel beyond three lines unless a player (from either team) touches it. A violation of this law will result in an indirect kick on the opposite 2-pt. line at the junction of the line running across the field and the crease (broken line).
4. All fouls outside the goalie box are indirect, including handballs.
5. Defensive players on any foul must be 3 yards from the ball in all directions.
6. All fouls inside the goal box, intentional handballs for example, result in a penalty kick.
   * 1. For a penalty kick, the ball will be placed at the top center of the goalie box or the dot (depending on the field). It will be a direct kick. Only the goalie and the shooter will be allowed in the goal box. If a goal is not scored, play begins with a goal kick. There is NO playing the ball from the rebound of a penalty kick.
7. Only designated goalies may use their hands. Goalies must wear a different color shirt/jersey than his/her team or goalie gloves to distinguish themselves from others.
   * 1. A goalie may not handle the ball, put the ball on the ground, and then pick up the ball all in one sequence. An indirect free kick will be awarded at the top center of the goalie box as a result of this violation.
     2. A goalie may not punt the ball. The ball is put in play by throwing, rolling or setting the ball on the ground and passing the ball out. No punts or drop kicks will be allowed. An indirect free kick will be awarded at the top center of the goalie box as a result of this violation.
     3. A goalie has five seconds to handle the ball before a “five-second violation” is committed. An indirect free kick will be awarded at the top center of the goalie box. Once the goalie plays the ball with his/her feet, the goalie then has unlimited time to pass the ball.
     4. The ball must be in the goalkeeper box in order for the goalie to use their hands. The ball is considered in the box if any part of the ball is touching the line of the box.
     5. A goalie may play the ball from outside the penalty box into the box and pick it up with their hands.
     6. Teammates may not play the ball to the goalie with any part of the body below the knee, however teammates may play the ball to the goalie with any part of the body above the knee within the box where he/she may pick it up with their hands.
8. There are NO sliding tackles.
   * 1. Goalies may NOT slide Goalies feet first into a player with the ball. TEAMS will only be warned once. Subsequent sliding tackles can result in 2 minute penalties with NO substitution.
     2. One elbow or knee touching the floor while attempting to make contact with the ball will result in a slide tackle foul.
     3. A “dangerous play” violation will result in an indirect free kick.
9. The side and ceiling nets are out of bounds.
10. Players using foul language are to be removed from the playing field and the offending team may be required to play short. Referees must strictly enforce this rule at all times and especially when children are present.
11. Two Hand Rule states: Under no circumstance shall players be allowed to place both hands on the wall simultaneously while playing or attempting to play the ball. Players must be in control while playing near the boards.

**Exception:** If a player has been pushed into the boards, they may catch themselves.

1. THE CREASE – defined as the area between the boards and the broken white line. We want to minimize the risk of injury for all players and will limit the amount and type of contact in this area.

While in this area:

* + 1. Calls will be made similar to basketball rules.
    2. A defensive player MUST be facing the offensive player in this area for any legal contact.
    3. The offensive player may NOT push through a defensive player that has established position.
    4. Neither player may place a hand on the board to gain leverage.

1. If a player from the opposing team intentionally obstructs the goalkeeper or prevents or hinders him from releasing the ball into play, the offending player receives a time penalty for unsportsmanlike behavior.

**A6. DISCIPLINE**

**A6-1 Referee**

A referee has the option to use any or all of the following as a result of violent conduct, repeated fouls, intent to injure, dissent or any other act committed that is against the laws of the game or the spirit of fair sportsmanship by any player or players, on or off the field.

a. A minor Two-Minute Penalty may be issued that, results in the temporary ejection of a player or players with the penalized team able to substitute said player(s).

b. A major Two-Minute Penalty may be issued that, results in the temporary ejection of player(s) with the penalized team playing short for two minutes. (Spitting on the field is prohibited and will result in an immediate Major Two Minute Penalty. The Second offense will result in an immediate ejection from the game)

c. A permanent ejection may be issued that results in the ejection of said player(s) for the remainder of the game and the penalized team will play a player short for the remainder of the game.

d. A one game, two game or session ejection for a Major Penalty followed by additional infractions.

The decisions of the referee regarding facts connected with play and interpretation of the rules are final. The referee may change a decision prior to restart, upon his own reconsideration.

**A6-2 Red Card Suspension**

The referee or management has the right to eject a player, coach or spectator before, during or after the game. That person must leave the property immediately (possible tournament or two leagues exception). If an ejected player(s) fails to leave the premises, the game will be terminated, and the victory awarded to the opposing team. If, after receiving a red card misconduct continues, additional red cards may be issued.

If a player, coach or spectator is issued a red card, he is ejected for a minimum of the remainder of that game. The length of the red card suspension will be determined by management.

**A6-3 Fouls**

Fouls include tripping, kicking, holding, pushing, charging violently, charging away from the ball, jumping at, handling the ball, obstruction, and dangerous play. Examples of dangerous play include high kicks, playing the ball while sitting or lying on the ground, while placing a hand on the ground, or attempting to kick the ball when held by the goalkeeper.

**A7. PLAYER’S EQUIPMENT**

**A7-1 Jewelry, Footwear and Headwear**

-All team members must be in the same color uniform. Any player not in the same color uniform top will be ineligible to play. In addition, all players should have a white color top at each game to use as an alternate uniform color if needed.

-No jewelry or watches are allowed. (Only acceptable jewelry will be piercings that cannot be removed)

-Required equipment for indoor soccer is shoes and shin-guards. Outdoor grass cleats are allowed. (NO METAL ON THE CLEATS) Turf shoes are fine if they have more than twenty cleats.

No hats are allowed.

**A7-2 Braces and Casts**

Knee braces must be inspected and approved by the referee prior to the start of the game. Only hand or arm casts are allowed. Casts must be padded and must be inspected and approved by the referee prior to the start of the game.

**A7-3 Injuries**

The referee shall send any player off the field that requires treatment for injury or blood (regardless of whether the blood is his own or another’s or is on his body or uniform). For treatments of blood, the player must obtain the referee’s approval before he may re-enter the field.

Play shall stop when the referee decides;

1. an injury is critical
2. the injured player’s location is likely to interfere with play, or
3. the injured player’s team has control of the ball

During all league games the clock is continuous and will not be stopped due to injury unless determined necessary by staff.

**ALCOHOL POLICY**

Beer is sold at the Sports Emporium. You must be 21 years of age or older to purchase or consume alcoholic beverages. All individuals appearing under the age of 27 MUST have identification to purchase alcohol. Carry ins and outs are NOT allowed. In addition, any individuals found drinking non Sports Emporium sold alcoholic beverages on the premises, shall have such beverages confiscated and will be asked to leave the facility immediately.

**NO LOITERING IN PARKING LOT!!**