

**SPORTS LEAGUE OFFICIALS ASSOCIATION
11 v 11 FULL FIELD MEN'S SOCCER LEAGUE
OFFICIAL RULES**



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OVERVIEW

11 PLAYERS ON THE FIELD

TWO 20/22/25/30-MINUTE HALVES (DEPENDS ON FACILITY)

RUNNING CLOCK

TIES DURING REGULAR SEASON STAY AS A TIE

PLAYOFF TIES DECIDED BY OVERTIME & SUDDEN DEATH SHOOTOUT

COIN FLIP/BEGINNING OF GAME

- The beginning of the game will start with the CSSC staff using an “odd/even,” or coin flip. The winning team will then have one of two options: kick-off or choose which goal to defend.

REFEREES

- Chicago Sport and Social Club will provide two (2) paid referee for each soccer match. Referees will have final say in any judgment call or issue regarding rules. Referees have the power to remove any player(s) from a game and/or the league if deemed necessary. Any clarification of rules must be brought to the attention of CSSC staff member prior to the continuance of the game.

KICKOFF

- Consists of the ball being placed at midfield. The ball must complete 1 forward rotation before being touched by another player..

TEAM SIZE

- Each team shall field 11 players on the field at one time. Teams may have as many players on their roster as they want. All rosters must be finalized by the second week of the regular season. Players added to the roster/waiver after the second week will not be eligible for playoffs.

FORFEITS

- Teams will have until 10 minutes past the designated start time to field a legal team. Shorthanded teams may play a legal game with a minimum of 7 players. Teams fielding less than 7 players will receive a forfeit. *Exception: Teams may play a “legal game” with less than 7 players with the opposing teams consent. Teams who agree to play under these conditions will loose the option of receiving a forfeit win.* Teams may “pick up” players from other teams during the regular season in order to field a full team. Substitutes will not be allowed during playoffs.

SUBSTITUTIONS

- Teams **MAY NOT** substitute “on the fly”. All substitute players must notify the referee before entering the game. Substitutions may occur during any stoppage of play.
- Stoppages where substitutions are acceptable are:
 - Throw-ins
 - Scoring of goals

➤ Goalkicks

NOTE: Only the team with possession can substitute on a Throw-in.

There is no limit on the amount of substitutions per team/per game.

TIME

- Play will be divided into (2) 20/22/25/30 minute halves (depending on facility) separated by a brief halftime. There will be a running clock maintained by the referee. The clock will stop only during time-outs and injuries. Any delay tactics, (kicking the ball far out of bounds) will allow the referee (at his/her discretion) to stop the clock.

TIE GAMES/SCORING

- Regular season games ending in a tie score will be recorded as tie games. Sudden death will be used in the playoffs.

RULES

- **DIRECT KICKS** - The ball is to be placed at the point of the infraction and put in play by any player on the affected team. No opposing player is allowed to be within 10 paces/yards of ball prior to the free kick. Goals may be scored on direct kicks. A direct kick occurs during the following infractions: (1) Charging (2) Roughness (3) Handball (4) Dangerous play/kick (5) Slide-tackles. Penalties incurred inside the goal box by the defense will result in a penalty kick 12 paces/yards out. Penalties incurred outside but within close proximity to the goal box will be kicked from the point of infraction. The defense must stand 10 paces/yards away from the point of infraction (where the ball is being kicked from).
- **INDIRECT KICKS** - Indirect kicks will occur when: 1.) the goalkeeper touches the ball with his/her hands after it has been deliberately kicked to him/her by a teammate 2.) offsides occurs. The indirect kick will be taken by the opposing team from the place where the infringement occurred.
- **SLIDE TACKLING** – Slide tackling **WILL NOT** be allowed. Intentional slide tackles will result in a direct kick being awarded to the opposing team at the point of the infraction. Multiple violations will result in a yellow card and, at the referee's discretion, a red card.
- **OFFSIDE** - A player is in an offside position if he/she is closer to the opponents goal line than the ball, unless:
 - He or she is in his/her own half of the field of play
 - He/she is not nearer to his/her opponents goal line than at least two of his/her opponents
 - He/she is even with the ball or the second defenderIf he/she receives the ball directly from goal kick, corner kick, or a throw in
- **OUT OF BOUNDS** - Anytime the ball goes over either sideline, out of bounds, a throw-in will ensue. The person throwing in the ball must throw the ball overhead with both hands and keep both feet remaining on the ground out-of-bounds until the ball is released. Anytime the ball crosses an endline, a corner kick or goal kick will ensue.
 - a. Last touched by a defender- a corner kick. Ball is placed on nearest corner and kicked in by offensive team. Goals **MAY BE** scored on corner kicks.
 - b. Last touched by attacker. A goal kick by the defense.
- **FIGHTING** – Fighting is not allowed and will **NOT** be tolerated. All parties involved in fighting will be subject to ejection from the game at the referees discretion and subject to possible ejection from the league at CSSC staff discretion.

NCAA

Normal rules and penalties of the NCAA apply unless exceptions have been made herein.

STANDINGS

- Standings will be posted online beginning the third week of the season.

PLAYOFFS

- Playoffs will follow the last week of regular season and will be single elimination.
- **SEEDING** – Teams will be seeded based upon a points system. Teams will be awarded 2 points for a win, 1 point for a tie, and 0 points for a loss. In most cases all teams will advance to playoffs as long as they are not in violation of the forfeit policy. ***Note:** *In some situations the last ranked team in the league may not be eligible for playoffs. This will be decided on a league by league basis.*
- **PLAYOFF GAMES** – Playoff games will follow the same format during regulation time as the regular season. If teams are tied at the end of regulation in playoffs a sudden death overtime will be used. A sudden death play-off will involve 9 men from each team for a five-minute overtime. If neither team scores during the sudden death overtime period, teams will go into a shootout.

- SHOOTOUT SPECIFICS:**
1. Each team selects 5 players - any player can be utilized even if they were not playing at the end of regulation. A coin toss will decide which team shoots first. The referee will decide which goal at which the shoot-out will occur.
 2. Teams will alternate taking direct penalty shots from 15 Yards from the goal line.
 3. If tied after the 1st round, the 2nd round will be SUDDEN DEATH i.e. 1st player from Team A scores & 1st player from Team B misses, then Team A wins. Players who shot in the 1st shootout 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. Thus, some players on the team with more people present, may or may not shoot.

LEAGUE POLICIES

GAMES:

During the regular season one game will be played within time allotted. Games will be divided into (2) 20/22/25-minute halves (depending on facility) with a half-time break. During the regular season, no overtime will be used. The clock runs continuously during the game. Each team is awarded 1 time-out per game.

REFS:

Chicago Sport and Social Club will provide paid referee(s) for each soccer match. Referees will have final say in any judgment call or issue regarding rules. Referees have the power to remove any player(s) from a game and/or the league if deemed necessary. Any rule clarification must be brought to the attention of CSSC staff member prior to the continuance of the game.

FORFEITS:

If your team forfeits a match during the season, the following rules apply:

First Offense: Loss of game.

Second Offense: Loss of game and staff reserves the right to remove team from playoffs.

Third Offense: Removal from the league

Any team that forfeits more than once also forfeits any guarantee or right to a certain number of guaranteed games.

If you know in advance that your team is going to forfeit a game, we encourage you to call our office so as to help us schedule a game for your opponent, however this does not mean that your team will not receive the loss as a forfeit.

Teams have until ten minutes past the designated start time to field a full squad (or the league minimum of players required according to rules). If at that time a team is unable to field a legal team, it will be up to the staff and the opposing captain to determine whether a team will receive a forfeit win or if a team will allow the opposing team to play a legal game with less than the league minimum number of players required according to the rules.

STANDINGS:

The standings will display each teams rank within its skill level. Rank is based on a points system. Teams will be awarded 2 points for a win, 1 point for a tie, and 0 points for a loss.

PLAYOFFS:

Playoffs will begin immediately following the end of the regular season and will typically last between 2 and 3 weeks. After teams have been seeded according to their records all captains will receive an email or call with the 1st week of playoff game times roughly 3 days before their league. **Teams will not receive a call for any other weeks of playoffs!** It is the responsibility of **ALL TEAMS** to check the playoff brackets to find out what time they will be playing the following week if they win. In the playoffs it is not uncommon, (and in some cases will be necessary,) for teams to have more than one match in a given night. No substitutes will be allowed during playoffs. All players must have signed the waiver by the second week of the season in order to be eligible for the playoffs. Playoff eligible teams will be determined on a league by league basis. Teams that have violated the forfeit policy during the course of regular season will not be eligible for playoffs. In certain situations teams at or near the bottom of the standings may not advance to the playoffs. Check with CSSC league coordinator to see if this applies to your league. Playoffs are single elimination..

Seeding: Teams are seeded according to total points and strength of schedule. Teams may be dropped from their regular season level based on the above criteria. Teams may play more than one game per day/night, and/or play games on days/nights other than your regularly scheduled league day/night if necessary. CSSC reserves the right to schedule playoff games on days other than teams regularly scheduled league night.

WAIVERS:

In order to participate in the league, each participant must sign the team waiver. Waivers are provided and must be completed and handed in no later than the first night of play. Players not present the first week of play will still be required to sign a waiver with our

staff before participating. Players must sign the waiver in order to be eligible for playoffs.

PLAYER ELIGIBILITY:

Any questions regarding rules, policies, or eligibility of players must be addressed before the start of the game. Any team that would like to challenge the eligibility of an opposing player must do so before the start of the game. Players who have been placed on the roster and signed the waiver are eligible for playoffs. A formal protest may be filed before a game if an opposing player's eligibility is in question. The player in question will be required to provide his/her player information (name, address, phone #, signature) in writing to a CSSC staff member prior to the start of the game. This qualifies as an official protest. Any protest made during a game or after a game will NOT be considered a formal protest. The game will then be played in its entirety as scheduled. Teams will be notified of all rulings on the identified eligibility discrepancy by the following business day – decisions will not be made on site. If the protest is proven to be legitimate, it will result in the forfeiture of the game in question. Games subsequent to the protested game may be rescheduled. The above procedure will also apply for any other “logged” protests. All rulings by CSSC staff are considered final.

SPORTSMANSHIP:

The idea of the CSSC is to have fun. We hope that all participants keep that in mind when becoming involved. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. With this being said, any behavior deemed unacceptable by staff may result in suspension and/or ejection from a game or the league. Abuse of officials/referees, and other staff will not be tolerated. CSSC reserves the right to remove a player from a game or a league if they are considered to be bringing down the quality of the league. CSSC will not tolerate fighting! Fighting will be an automatic ejection from any game and in most cases ejection from the league for the remainder of the season.

STAFF:

To coordinate and run the league, the officials and/or staff will be available at all times to help the league run as smoothly as possible. If you have questions regarding schedules, policies, rule interpretations, directions to the sponsor bar, etc. please ask.

LEAGUE CANCELLATION/RAINOUT:

Leagues may be cancelled due to extreme weather conditions, dangerous or unplayable field conditions, facility constraints, etc. CSSC staff makes every effort to play all scheduled games, thus we will not cancel games until absolutely necessary. Therefore, if you are calling concerning a decision on a cancellation, remember we will not have an answer until close to the start of the league. If the league is cancelled, CSSC staff will change the weather hotline immediately. CSSC will then call all of the captains to let them know if at all possible. It is then the captains responsibility to inform all teammates of the cancellation. If a league is cancelled on site, CSSC staff will attempt to contact those teams still scheduled to play the remainder of the league day/night. Depending on the time of cancellation, some teams will have to be notified on site. If we do cancel, follow next week's schedule (ex. if April 13 is cancelled teams should follow the April 20 schedule for their next game). The games that are cancelled will be made up towards the end of the season if time allows. In extreme circumstances, CSSC reserves the right to run a shortened season without a refund. CSSC reserves the right

to move games or weeks to an alternative location when deemed necessary without compensation. CSSC also reserves the right to schedule games on days other than your regularly scheduled league day/night if necessary.

PRIZES/ JERSEYS:

Each team will receive one shirt per player that has created an online account and officially added themselves to the online roster. Rosters will be considered final by the second week of the league. The shirts will be handed out at the league sponsor bar during a preseason pick up party approximately 1 (ONE) week before the season starts. You will be informed of the details via email ahead of time. Each team will receive a pre-bundled set of colored jerseys with various sizes. Teams are required to wear these shirts during league play. Additional shirts and sizes can be purchased from the CSSC for an additional charge.

The top teams in each division will receive a prize of great emotional, spiritual, and most importantly, social value.

These policies are designed to make the league run as smoothly and safely as possible, and provide continuity for its participants. Each player in the league is responsible for this information: please advise your team of these rules and thanks for playing.