



Adult League Outdoor Soccer Rules (8v8)

Outdoor Field Dimensions:

65L x 50W yard field | Full-Sized Goals with an 18 yard box

League Format

- Standard league (8 week season)
- Teams play one night a week identified in the division level
- Teams must have a minimum of eight (8) rostered players
- Division must have a minimum of four (4) teams registered in order to run. Teams may be offered to play in a different division or season if this minimum is not met.
- Ranking:
 - Win = 3 points
 - Draw = 1 point
 - Loss = 0 points
 - Tiebreakers for play-offs: goal differential, Goals for

COED Division Rules:

- Two female players must be on the field at all times.
- Each team must field at least 2 females in order to play a full eight.
 - If a team only has 1 female, they must play with 7 players. The opponents with 2 females will still be allowed to field 8 players.
 - If a team cannot field 1 female on the field, they must forfeit the match.
- A team is allowed to have more females than males on the field at any time.

**** "A" level players from any division may not also play on a "C" level team. Players may play "A" and "B" or "B" and "C".**

Game Rules:

- Game Length: Two, twenty five-minute halves (May change depending on the time of the game starting); 3-minute half-time
- 8v8 (Minimum of 7 players to start)
 - Game can start with 6 players if both captains agree. If the other captain does not agree, then the game will be forfeited.
 - Players must have a colored wristband in order to play in the game
 - **Anyone found playing in a game that is not on the current roster will result in a 3-0 forfeit for that team no matter the score**
- If a referee must stop the game for any reason, extra time will be added at the end of the game (Max 3 minutes)
- No Offsides Offense
- No Slide Tackling (Instant Yellow Card)
- No Punting by Goalkeeper
- No Throws Past Half by Goalkeeper
 - A player must touch the ball before it gets to half field
- Throw-Ins on out of bounds plays
- Indirect Free Kicks will be forced on incidental handballs and other minor offenses. (The ball must touch another player before going in the goal)
- If any foul occurs inside the penalty box, it is a penalty kick
- Opponents must give 5 yards of space for any free kick



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FIFA Fouls and Misconduct/Free Kicks: Law 12 and 13

Handling the Ball:

- The Upper boundary of the arm is in line with the bottom of the Armpit (Sleeve).
- Not every touch of a player's hand/arm with the ball is an offense.
- It is a foul if a player:
 - Touches the ball with their hand/arm when it has made their body unnaturally bigger. When the the position of their hand/arm is not a consequence of, or justifiable by, the player's body movement for that specific situation.
 - Scores in the opponents goal directly from their hand/arm.

A direct free kick is awarded if a player commits any of the following offenses against an opponent in a manner considered by the referee to be careless, reckless, or using excessive force:

- Charges
- Jumps at Kicks or attempts to kick Pushes (fully extending the arm)
- Strikes of attempts to strike Tackles of challenges Trips of attempts to trip

Playoffs:

Once the regular season has concluded, teams will be seeded based on their place on the league table. The top **(4)** teams in each league, based on points, will make the Single Elimination play-off.

Play-off Game Play Rules:

- If at the end of regulation, teams are tied, one 5-minute Golden Goal period will be played. If no one scores after the period, a penalty shootout will occur.
 - Both teams choose 5 players to shoot in the shootout
 - If the shootout must go longer than 5, a new player must shoot the next penalty
- The winning team will receive a Champions T-Shirt and their photo taken for our wall of champions
- Teams that win their divisions will be required to move up to the next division as a promotion and last place teams will get the option for relegation into the next lower division.
 - Teams returning 7 or fewer players for the subsequent season may remain in the same division.

Yellow/Red Cards:

A Yellow Card can be issued for but is not limited to:

- Careless or Reckless Action: When a player acts with disregard to the danger to, or consequences for, an opponent and must be cautioned.
- Stopping or interfering with a promising attack by holding, pulling, pushing or handball
- Dissent
- Delaying the Restart of the Game: An opponent who deliberately prevents a free kick being taken quickly after being warned must be cautioned. Players must Give the allowed yards (within reason) without being asked.

A Red Card can be issued for but is not limited to:

- Denying an Obvious Goal Scoring Opportunity



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- Excessive Force: A player exceeds the necessary use of force and or endangers the safety of an opponent and must be sent off
- Using Offensive, insulting, or abusive language and or gesture
- Violent Conduct
- Serious Foul Play

Any player receiving a red card must leave the field and sideline

- Two Yellow Cards will result in a Red Card and the player will be sent off and must leave the facility immediately.
 - Players receiving a “soft red” are eligible to play in the team’s next game.
- A player who gets a straight Red Card will be sent off and must leave the facility immediately.
 - Straight red cards result in a single game ban from their next match in the same league
- After any red card, the team must play the remainder of the game with one less player on the field
- The Red Card will be reviewed by the Edge team to determine if further suspension or expulsion from the league in the current season is required
- A second Red Card in the same season results in expulsion from the league in the current season

Abandoned Matches:

If a game in progress is canceled, the game will be considered a completed match with the score at the time of abandonment standing, if at least one-half of the time has been played. If the game is canceled prior to halftime, the game will be counted as a 0-0 draw.

Forfeits:

- If a team does not show for their game, the result will be a 0-3 loss on the losing team’s record and a 3-0 win on the winning team’s record.
- If there are not at least seven players on the field at the scheduled kick-off time, the team has up to 10 minutes after the scheduled game time to wait for the team to show.
 - If after those 10 minutes a team still cannot take the field, the opponent will earn the forfeit win 3-0.
 - Teams may agree to play with a team having a minimum of 6 players.
 - Teams beginning with 6 players may increase to 7 with additional arrivals, however will remain 1 player down. Teams beginning with 7 players may increase to field the full 8.
- If a player enters the game without a wristband and is found to not be on the team's current roster, the match will be stopped immediately, and it will result in a forfeit
- The game will end on time. Both team captains and the referee must agree that the match will take place if 10 minutes have passed, resulting in shorter halves.
- The team that does show up still has permission to use the field for the remainder of their scheduled game time.



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Player's Equipment:

- Teams must wear jerseys that are the same color. Team jerseys are highly recommended when playing
- If a team is not wearing the same color, pennies will be given to the entire team to wear during the game (Teams must wear the same color pennies)
- Shin guards are recommended but are not mandatory. If a player is wearing shin guards, they must be covered by socks
- Players are allowed to play in cleats, tennis shoes, or turf shoes. (No screw-in studs or metal cleats)
- Horizons Edge will provide balls (1 game ball, 1 additional per team for warm-up).
- NO JEWELRY is allowed to be worn during games except flat wedding bands and medical/alert bracelets, necklaces, anklets.
- No hard casts are allowed in games.
- No hats with bills on-field players (keeper may wear a referee approved head covering if desired, like a bandana or ball cap)