



Village Sports League Soccer Rules

Game day and time: Wednesdays 6:30, 7:30, 8:30. Game times will alternate weekly.

Games will be played in a 7V7 format with teams of 10.

Players will be provided with balls and officials.

GAME:

- 7 players on the field maximum – No gender specific rule.
- 4 players are required to start a game.
- Two 22-minute running halves with 4-minute half time.
- No offsides
- Slide tackles are illegal
- All free kicks are direct except on goalie pass back violation (indirect)
- Unsportsmanlike behavior will result in that player/team being suspended/removed from the League
- Game time is forfeit time, no leeway
- Shin guards are encouraged

TEAM SIZE

- 7 players at any one time – includes the goalie
- Teams may play with no less than 4 players
- If a team has less than 4 players a forfeit will be awarded
- Teams may play with 5 or 6 players in any ratio as well
- Teams MUST start at game time if the minimum numbers of players are present
- Waivers must be signed by all players and handed in before the start of the first game.
- **SUBSTITUTE PLAYERS WILL NOT BE ALLOWED TO PARTICIPATE IN ANY GAME WITHOUT SIGNING THE WAIVER**

Substitutions

In the event a team does not have an adequate number of players, they are allowed to use substitute players. The substitute must complete a liability waiver with the VSL coordinator. Substitutes are allowed to play in a playoff or championship game only if they have played and signed into a regular season game. Substitute eligibility should be confirmed with the VSL coordinator prior to a playoff or championship game. Substitutes may only participate in a game in the event a team does not have the minimum number of players to start the game. If paid players arrive after the start of game time, they take priority to a substitute. Subs are permitted to play in 3 regular season games only. If a substitute player is eligible and needed to play in a playoff game, they are only eligible to play with one team.

START OF PLAY

- The referee will have the two captain's rock/paper/scissors. The winning captain will have the option of choosing sides or taking the kick-off
- A game is started by a kick-off in any direction from the center mark
- The opposition must be 2 yards from the ball when the kick-off begins
- A goal CAN be scored directly from the kick-off
- In the second half, teams change directions and possession

SCORING

- The ball must completely cross the goal line to be considered a goal
- If any part of the ball is touching the goal line, no goal will be allowed
- For balls in the air, the entire ball must have crossed the imaginary plane of a goal line to be allowed including if part of the ball hit off one or more posts

GOALIES

- The goalkeeper may use their hands anywhere inside the goal area
- Goalkeeper has 6 seconds to release the ball once picked up in the goal area
- Once the goalkeeper has released control of the ball, they cannot touch it again with their hands until it has been touched by an opponent
- Goalkeepers cannot punt/drop kick the ball
- If a goalkeeper punts/drop kicks the ball, a corner kick will be awarded for opposing team
- The goalkeeper can handle a pass only when it is delivered by a header or off the passer's chest, or the pass is deemed accidental. If they picked up or touched the ball with their hand in any way when their teammate has kicked it to them, then it is ruled a back-pass and a free-kick is given

BALL IN AND OUT OF PLAY

Corner Kick

- When the entire ball passes over the goal line and was last touched by a player from the defending team
- Opposing players must be at least 5 yards from the ball
- A corner kick is a direct kick. The offensive team can score without anyone else touching the ball

Goal Kick

- When the entire ball passes over the goal line and was last touched by a player from the offending team
- The defending team will put the ball back in play when signaled to by the referee
- Goal kicks must be taken from any spot on or within the goal box
- Opponents must clear the goal area
- A goal kick is a direct kick. The offensive team can score without anyone else touching the ball

Throw-Ins

- When the entire ball passes out of the field of play along the sideline a "throw-in" is awarded to the opposition of the team of the player who last played or touched the ball
- The ball will be played in as an indirect free kick
- The ball is played in from the spot where the ball left the field of play
- If there is an illegal play, possession will be passed to the opposing team who will put the ball in play via indirect free kick on the touch line
- A "throw-in" which goes directly into an opponent's goal without touching any player on the field will be disallowed
- Kick will be re-taken

- A "throw in" may go to the goalie but the goalie may not use their hands (An indirect kick will be taken from where the throw came from if a goalie uses their hands in this situation)

FREE KICKS/FOULS

- **Direct Kick**
- All fouls are direct kicks with the exception of a pass back picked up by the goalkeeper
- The direct free kick is one where a goal can be scored without another player touching the ball.
- Direct kicks will be taken from the spot of the foul with the exception of a foul in the goal box which would result in a penalty kick.
- **Indirect Kick**
- Goalie Pass Back violation will result in an indirect free kick
- The indirect free kick is a kick where a goal cannot be scored unless the ball is touched by another player (any player, teammate or opposition) before entering the goal.
- The indirect kick will be taken from the spot where the ball was initially passed back from.
- **All free kicks – The kicking team must wait for the referee to signal that the ball is back in play. All players must be 5 yards or more from the spot of the ball.*
- **Penalty Kick**
- If any offenses occur within a team's own goal area, a penalty kick will be awarded.
- The kick shall be taken from the penalty line (12 yards out)
- All players other than the goalkeeper must stand behind the kicker while the kick is taken
- Players may not advance past the kicker until the ball has been struck

FORFEITS/GAME TIME:

Your teammates and opponents count on you to have a full team and competitive game.

Each team must have at least 7 players to start a game. Game time is forfeit time.

Mercy Rule is Enforced when a team is up by 7 goals.

Due to the extremely tight schedule, we strongly suggest arriving at the field a few minutes before game time for stretching, changing, etc. since the games must start on time to complete the game.

CLOCK/TIME

Two 22-minute running halves with a 4-minute half time. The clock stops only for official time-outs and injuries. Any delay tactics, such as kicking the ball far out of bounds, will enable the referee (at his/her discretion) to stop the clock.

CODE OF CONDUCT

VSL offers recreational sports leagues and will not tolerate unsportsmanlike conduct. Players displaying unsportsmanlike conduct with an official or player will first receive a verbal warning. If said player displays inappropriate behavior again, they will be suspended from the next scheduled game of the season. Depending on the severity of the conflict, season suspension may be enforced by the VSL coordinator. All warnings will be communicated by the official and via email by the VSL coordinator. Please note that officials serve the right to eject players from the game or place suspensions.

WEATHER POLICY

All game days, weather dependent decisions will be made by 2pm the day of the game. Temperatures estimated

to be over 105 degrees or under 30 degrees at the time of play will result in a postponed or canceled game, decided by the VSL coordinator. Rain that has left the field in an unplayable condition will result in a postponed or canceled game, decided by the VSL coordinator. Players will be notified of any schedule changes by email.

More Questions? Email: **Gameon@thevillagedallas.com**