

# GAME RULES

## SOCCER OUTDOOR – 11v11

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### EQUIPMENT

- 1) BSSC will provide each team player with a team t-shirt of a designated color. Each player is required to wear that shirt or a shirt of the same color to each game. ALWAYS BRING AN EXTRA WHITE T-SHIRT IN CASE YOU PLAY A TEAM WITH A SIMILAR SHIRT COLOR.
- 2) BSSC will provide 1 game ball per team. Each team must always bring at least 1 game ball to each game.
- 3) Shin guards are mandatory. No exceptions!
- 4) Players may not wear loose or bulky jewelry (ex: hoop earrings, large rings, watches, loose neck chains and bracelets). Wedding bands are OK.

### PLAYERS & ROSTERS

- 1) There can be any number of players on a team roster, and rosters are open to players of all gender identities and expressions. A team on the field shall consist of not more than 11 players (1 goalie & 10 field players), with the following requirements:
  - a) **COED LEAGUES.** For coed soccer, rosters must have a minimum of 4 players who identify as women (“female players”). After this minimum is satisfied, all other roster spots are open to any gender. One female player is required to be on the field at the start of the game. If a team does not have at least 1 female player in a total of 8 players to start, that team shall forfeit the match. The forfeiting team is responsible for paying both teams’ ref fees and the game shall be played as a scrimmage with a referee.  
\*No more than 7 male players are allowed on the field at any one time, or a 2-minute penalty will be served by a male player, (leaving 6 male players & 4 female players).
  - b) **MEN’S & WOMEN’S LEAGUES.** For men’s soccer, rosters are open to only players who identify as men (“male players”). For women’s soccer, rosters are open to only players who identify as women (“female players”). Eight (8) players are required to be on the field at the start of the game to avoid forfeiting. The forfeiting team is responsible for paying both teams’ ref fees and the game shall be played as a scrimmage with a referee.  
\*Too many players on the field results in a 2-minute penalty.
- 2) Rosters are open throughout the entire regular season. Any player that plays on your team, even if just a sub, needs to be listed on the online roster
- 3) All players must be listed on and have the online digital waiver in order to be eligible to play.
- 4) **PROTESTING.** If your team thinks that an illegal player was used, the opponent picked up too many people, and/or neglected to inform you & the referee, you must bring it to the attention of the referee BEFORE the game is over. The referee will note the protest and talk to the opposing team after the game. The referee will NOT make a decision on the protest, but will gather information and forward to BSSC, so the Program Manager can determine the appropriate action.

### DURATION OF GAME

- 1) Weekend league: Two 35-minute halves, running clock.
- 2) Weekday league: Two 25-minute halves, running clock.
- 3) No Grace Period. Games start and end on time. The clock will start whether team is ready or not. Be dressed and warmed up at least 15-minutes before scheduled game.
- 4) The clock will run during player injuries, unless the official deems the injury as serious. The official may also stop the clock for other circumstances deemed appropriate.
- 5) **HALFTIME.** No more than 3-minutes and no less than 1-minute.
- 6) No timeouts.

- 7) Regular season games ending in a tie will remain a tie.
- 8) **PLAYOFFS OVERTIME.** See below under "Playoffs" section.

## **BALL IN & OUT OF PLAY**

- 1) The ball is in play at all other times from the start of the game to the finish, including: If it rebounds off the referee when they are on the field of play or in the event of a alleged infringement of the rules. Play till the whistle!
- 2) **FREE KICKS.**
  - a) **Direct Kick** - A goal can be scored directly against the offending team
  - b) **Indirect Kick** - A goal cannot be scored, unless the ball is touched by any other player before entering the goal.
- 3) **THROW-INS.** When your team last touches the ball before it fully crosses the sideline, it is put back into play with a two handed throw in by the opposing team.
- 4) **GOAL KICK.** When the attacking team last touches the ball before it fully crosses the end line on the ground or in the air, it is put back into play with a kick by the defending team from any point within the goal area.
- 5) **CORNER KICK.** When the defending team last touches the ball before it fully crosses the end line, it is put back into play by the attacking team in the corner.
- 6) **OFFSIDES.** A player is in an offside position when they are nearer to the opponent's goal line than both the ball and the last defender. A player is penalized for being in an offside position **only** if they are interfering with play or an opponent, or seeking to gain advantage at the moment the ball is played by a teammate. An indirect kick is awarded for an offside penalty, at the spot of infraction. There are no offsides on throw-ins or on goal kicks.

## **SCORING**

A goal is scored when the entire ball hits inside the boundaries of the goal. The official will designate a goal has been scored by blowing the whistle and pointing to the center circle for a restart.

## **FOULS & MISCONDUCT**

- 1) A player who intentionally kicks (or attempts to kick), trips, jumps, charges, strikes (or attempts to strike), holds or pushes an opponent, or handles the ball (e.g. carries, strikes or propels the ball with the arm) has committed a foul. All fouls shall be penalized by awarding a Direct Free Kick.
- 2) Should a player intentionally commit one of these offenses within their own penalty area, it will result in a Penalty Kick.
- 3) The following offenses are penalized with a Yellow Card (2-minute penalty), or Red Card (game ejection) and a Direct Free Kick is also awarded at the point of infringement: Playing in a manner considered dangerous, attempting to kick the ball while held by goalkeeper, slide tackling, intentional hand balls, kicking a ball wildly out of play, foul or abusive language, and encroachment. A player must stand **3-yards** from all kicks.

## **SERVING PENALTIES**

Game referees will carry 2 cards: yellow and red. Referees will use these cards as a method to control the game. Referees will notify teams when penalty times have expired.

- 1) **YELLOW CARD.**
  - a) **OFFENSE.** A penalty (i.e. dangerous uncontrolled play, verbal abuse, second blue card), short of warranting an ejection will result in a Yellow Card.
  - b) **PENALTY.** 2-minutes in nature and teams may sub another player for the one receiving the yellow.

## 2) **RED CARD.**

- a) **OFFENSE.** Major/serious offenses (i.e. 2<sup>nd</sup> Yellow, verbal or physical threats, fighting, seriously dangerous or violent play) will result in a Red card.
- b) **PENALTY.** Players receiving a Red Card are automatically ejected from the game and cannot be replaced by another teammate. Team will then play down a player for the remainder of the game. **Any ejection will result in a MINIMUM one-game suspension. Second ejection results in league suspension. BSSC reserves the right to extend the length of any suspension at their discretion.**

## **GOALIE RESTRICTIONS**

- 1) Goalie must wear a shirt that is a different color from both teams.
- 2) Goalie may not handle a ball that has been directed with a foot by a teammate, **standard pass back rules apply.** → Indirect Free Kick on the edge of the goalie box, closest to where the infraction occurred.
- 3) Goalie has 6 seconds to distribute the ball after gaining control → Indirect Free Kick
- 4) Goalies cannot dribble ball out of goalie box and then back in → Indirect Free Kick on the edge of the goalie box, closest to where the infraction occurred.
- 5) Goalies are allowed to slide within goalie box, but only to play the ball.

## **MISCELLANEOUS INTERPRETATIONS**

- 1) **Shin guards are mandatory!**
- 2) **Safety** is the number one concern when officiating; players need to play under control at all times.
- 3) There are **OFFSIDES & THROW-INS** in 11v11 Soccer
- 4) **SUBSTITUTIONS.** All substitutions are made at mid field only after goals, your team's throw in, goal kicks by either team, or any time there is an extended dead ball. You must always get the referee's attention in any of these situations.
- 5) **SLIDING.** Legal in MEN'S 11v11 OUTDOOR SOCCER ONLY, NOT COED! SLIDE TACKLES are illegal in all BSSC soccer leagues and will be penalized appropriately (referee discretion). Goalies are allowed to slide feet first within goalie box, but only to play the ball.
- 6) **MANDATORY HANDSHAKE.** Teams must shake hands at the completion of the game. Failure to do so will result in a Red Card and 1 game suspension for the Captain of the team.

## **PLAYOFFS**

- 1) All players must be listed on and have signed their team's official roster. Players must play in 1 regular season game to be eligible to play in Playoffs. **No picking up players for Playoffs.**
- 2) **PROTESTING.** If your team thinks that an illegal player was used, the opponent picked up too many people, and/or neglected to inform you & the referee, you must bring it to the attention of the referee BEFORE the game is over. The referee will note the protest and talk to the opposing team after the game. The referee will NOT make a decision on the protest, but will gather information and forward to BSSC, so the Program Manager can determine the appropriate action. If it is found that you are playing with an illegal player, you forfeit the game.
- 3) As always, treat opponents and refs with respect.
- 4) **PLAYOFFS OVERTIME.** Playoff games ending in a tie go right to Penalty Kicks to determine the winner. NO SUDDEN DEATH OVERTIME.
  - a) 1<sup>st</sup> round = 5 kicks (COED- minimum 2 kickers must be female players);
  - b) 2<sup>nd</sup> round = 5 kicks (COED- min. 2 kickers must be female players);
  - c) 3<sup>rd</sup> round = 3 kicks (COED- min. 1 kicker must be female player);
  - d) 4<sup>th</sup> round = sudden death in PKs.

- e) If you go past 1<sup>st</sup> round of PKs then players cannot kick twice until all teammates, (of same gender in coed leagues) have had a chance to kick. **You do not have to be physically on the field at the end of regulation to be allowed to kick in PK's.** Anyone on the team can kick.

### **TIE BREAKER POLICY TO DETERMINE PLAYOFF SEEDING**

The following criteria will be used to determine seeding for playoffs (within each conference) in case of a tie in record (division ties are not always broken this way due to the fact that divisions can have different numbers of teams):

- 1) Any team with a forfeit is automatically seeded lower;
- 2) Head to Head (only if all tied teams played each other and equal number of times);
- 3) Record against common opponent;
- 4) Strength of schedule (total winning percentage of all teams played against, cannot be used if all teams play ALL the same teams);
- 5) Record against each common opponent starting at the top, one team at a time;
- 6) Coin toss

If multiple teams are tied, go through criteria until one team is determined stronger (or weaker) than the rest, then start at the top again with the "new" tied teams.

### **DISPUTES & FEEDBACK**

In the absence of the Program Manager, any "game-time" decisions regarding any issue should be discussed with the following people present: the referee and both team captains (or a team rep if the captain is not present at the game). The referee will have the final say on any issue that arises before a game.

Any player or team that wishes to file a formal complaint, protest, or feedback must email the Program Manager within 24 hours of the incident. The Program Manager will respond as soon as possible after receiving it.

**Boston Ski & Sports Club reserves the right to add, change, or modify any rule at any time.**