



Adult Soccer Rules: Coed, Men & Women

GOVERNING BODY

1. The governing body of this league will be the Athletic Administrator from the Williamson County Parks and Recreation Department (WCPR) or the assigned representative.
2. Items not covered by these by-laws will be ruled on by the Williamson County Parks and Recreation Staff.

ELIGIBILITY

1. League registration fees (in order to have league participation) will be paid at the time of registration.
2. All players must be eighteen years old.
3. **All players must sign and fill out a roster/player contract to be eligible to play. All rosters must be completed and turned into the League Coordinator prior to the start of the first game.**
 - a. Teams without rosters on file will automatically forfeit their games.
 - b. Teams may have up to sixteen team members on their rosters. No exceptions.
 - c. Added players must sign the roster/player contract before playing in a game.
 - d. All rosters are final after the 5th week of regular season play.
4. It is the captain's responsibility to have all players understand and abide by the rules, as well as sign the roster and meet all league eligibility requirements.
5. Teams not qualifying for league play prior to the start of the season will have their registration fees returned.
6. No refunds once the season begins.
7. Players cannot change teams once the season starts unless approved by the Williamson County Parks and Recreation staff.
8. All protests of eligibility will be brought to the attention of the official(s) before the game begins or the protest will not be allowed.
9. Results of a game may be protested if the protesting team pays the protesting fee of \$50.00. Judgment on the game will be given within seven business days of the game.

PLAYER & TEAM CONDUCT

1. Everyone must follow all of the facility rules!
 - a. Teams are required to inform spectators that they must remain in the seating area during the game. Anyone not wishing to abide by this rule will be asked to leave the facility.



2. Only ONE spokesperson per team is permitted. This is the designated captain of the team (must be designated on the roster or in the event that the team captain is not present the alternate must be assigned prior to the start of the game). He or she will accept full responsibility for the team's actions.
3. If a team defaults/forfeits two games during a season, they will be reviewed by the WCPR Staff regarding their continued participation in the league.
4. Two red card violations, per team, of any nature called during a game will result in a forfeited game. Misconduct will not be tolerated. This is a recreational league.
5. An individual, player, coach, or spectator behaving in a threatening way to an official, supervisor, league participant or spectator will be required to leave the facility and will be suspended indefinitely from all WCPR recreation activities.
6. Anyone intoxicated or thought to be under the influence will be asked to leave the facility immediately.
7. All players involved in fighting will be suspended immediately and arrested. Players or spectators involved in fights or threatening behavior to WCPR Staff, officials, or opposing players, will be suspended for an indefinite period of time from all Recreation activities and Williamson County Parks.

UNIFORMS & PLAYER EQUIPMENT

1. **SHOES:** No cleats of any kind are allowed, all players must wear indoor soccer shoes or sneakers. (Please see last page for details).
2. **JERSEYS: all jerseys must have a number on the back.**
 - a. You have until the 2nd week of the regular season to have all members with a numbered jersey.
 - b. First offence is a verbal warning; Second offence the player(s) will receive a yellow card (this card will start at the beginning of the game). Third offence the Team will receive a yellow card.
 - c. In case of conflict in uniform color, the home team (team listed first on schedule) will be required to change. All teams should bring alternate jerseys.
3. **BALL:** the game ball will consist of a regulation size five ball.
4. **SHIN GUARDS:** are mandatory and must cover the entire shin. A yellow card will be issued if it is not entirely covered. The carded player may not return to the game until his or her shin guards meet the requirements.

TIMING, TEAMS & WEATHER

1. **CLOCK:** The game will be 40 minutes straight through. There is no half time.
 - a. The clock will start at the scheduled game time. The buzzer will sound signaling the clock starting.
 - b. The clock does not stop except for injury (If there is time).
 - c. We will have a 5 minute grace period for the first game only.
2. **Mercy Rule:** If a team is up by 5 goals or more at the 3 minute mark, WCPR may end the game at their discretion.



3. SCHEDULED TIMES: **games will start on time according to the published schedule**; this means both teams must have players on the field and ready to play! The clock will start regardless of whether a team and or player(s) are ready to begin. If games begin running over their allotted times, administration or supervisors, may, at their discretion:
 - a. Reduce the scheduled time between games.
 - b. Reduce overall game time in order to finish by the scheduled time. For example, if the game is running long, up to five minutes may be taken off the clock; however, the time taken off must leave at least two minutes remaining in the game.
4. OVERTIME: there is no overtime during the regular season.
 - a. Overtime in tournament play consists of a five minute sudden death period (first team that scores wins).
 - b. If a winner is not established during sudden death, a shootout will follow. Teams will designate five players for PKs. A coin toss will determine who kicks first.
 - a) **Teams must have a minimum of two women in each set of five take PKs.**
5. FORFEITS: If a team does not have four players, with one being a female, present at the scheduled game time, the game will be declared a forfeit. (Exception: the first game will be given a five minute grace period)
 - a. Any team that fails to show for two games during the season will be reviewed by WCPR and could lead to being dropped from the league (NO REFUNDS).
 - b. WCPR will not reschedule games in the event of a forfeit.
6. TEAM MAKEUP: Coed League, five field players plus one goalkeeper (minimum of two women).
 - a. Teams must have a minimum of four players to start the game, one must be female.
 - a) If only one female is present then you **cannot** substitute that position with another male player.
 - b. If at any time the number of players drops below the minimum required, the game will be declared a forfeit and the opposing team will be awarded the victory (Unless it is because of injury)
7. WEATHER: All games will be played regardless of weather (exception: severe weather such as snow or ice storms, this decision will be made by the Director of Parks and Recreation and indicated on the inclement weather hotline, 615 370 0209, whenever possible).

GAME PLAY

1. GUIDELINES: All WCPR rules are the number one guideline for league play. The rules of USSF, FIFA, MISL, and all other by-laws will be the guidelines for league play.
2. LEAGUE POINTS: will be awarded as follows: three points for a win, one point for a tie, one point for a shutout, and zero points for a loss.
 - a. Point tie-breakers will be determined by point differential. The team with the highest point differential will be given the higher seed.
3. KICK-OFFS & FREE KICKS: when kickoffs or free kicks are taken, the defending team must be at least ten feet from the ball; the ball may be played forward or backward. After a goal is scored, the game is restarted with a kickoff from the center line.



4. OFFSIDE RULE: is not in effect.
5. THREE LINE RULE: is not in effect.
6. GOALKEEPER:
 - a. Goalkeepers may only retain possession of the ball with his or her hands for a period of six seconds. A dead ball must be played in six seconds or be turned over to the opposing team.
 - b. Goalkeepers may not punt the ball, only throw-ins will be allowed.
 - c. The goalkeeper may not use his or her body illegally.
7. DROP BALL: if the ball gets jammed or lodged between players, the boards, or nets, the referee may award a drop ball at his or her discretion.
8. END LINE: a ball which passes over the end line (netting above the goal):
 - a. Having been last played by a player defending that end of the field will result in a “corner kick” - a direct kick taken from the corner spot by the attacking team.
 - b. Having been last played by a player attacking that end will result in a “goal kick” - a direct kick taken from any point in the goal box by the defending team.
9. OUT OF BOUNDS: a ball which hits the netting:
 - a. Will result in a direct free kick at the point nearest where the ball went out of bounds.
 - b. A ball which hits the ceiling netting will result in a direct free kick from the nearest yellow line on the field. The ball must be played from the yellow line, failure to do so will result in the ball being turned over to the opposing team.
10. FREE SUBSTITUTION: substitution will be on the fly as the game is in progress, see Infractions 1.-b. for more information.
11. ADVANTAGE RULE: **A foul will be counted on the direct free kick counter if one occurs and the advantage is played.** The referee will hold up his or her hand to indicate that a direct foul has been given.
12. Individual players may only score a max of 3 goals each per game.

INFRACTIONS

1. INDIRECT FREE KICKS: awarded inside the penalty area will be taken from the nearest point outside the penalty area.
 - a. A player is allowed to place one hand on the boards for support. The use of two hands will result in an indirect kick for the opposing team.
 - b. Free Substitution: the substitute may not touch the ball until the substituted player is off the field. Infringement will result in an indirect free kick for the opposing team, and a yellow card for the substitute.
2. DIRECT FREE KICKS: awarded inside the penalty area will be taken as a penalty kick from the attacking yellow line. The goalkeeper lines up on his or her goal line, the PK kicker lines up at the ball and the remaining players from both teams line up behind the center line. At the whistle, the kicker may



dribble forward and shoot, the goalkeeper may come off his or her line, and the remainder of the players may run towards the goal. The ball is live and may be touched as many times as needed.

- a. Hand balls count as a direct kick foul, and will be counted on the direct free kick counter.
- b. Sliding/Tackles: no slide tackling, infringement will result in a direct free kick and that player will be given a yellow or red card (referees desecration).
- c. Three Goal Limit: coed players may only score three goals per game. A foul will occur if players score more than three and the opposing team will be awarded a direct kick.
- d. Four Direct Free Kick Fouls occur during one game, the opponent will be awarded a penalty kick on the fourth direct free kick. The fouls will reset after four direct free kick fouls. Fouls do not reset at half-time.
 - i. If a fourth direct free kick foul occurs in the final seconds of the game and time expires before the PK takes place, then five seconds are to be placed on the clock and the ball is live for that period of time.

3. YELLOW CARD: players who receive a yellow card must spend five minutes in his or her player box.
 - a. Teams may not substitute for the carded player. The carded player must remain in the player box until the penalty time has expired.
 - b. If the opposing team scores a goal, then the team that is down a player may put a player back in the game. However, the carded player must serve the full five minutes.
 - c. A Goal keeper must serve for his or her yellow card.
 - d. Two yellow cards equal a red card for a player.
 - e. Three yellows cards per team during one game equal a team red card.
4. RED CARD: players who receive a red card must leave the facility for the remainder of the game. The player that received a red card must sit out during the next game and or may be suspended for the remainder of the season. All final decisions will be made by the Athletic Administrator.
 - a. Players who receive two red cards in a season will not be allowed to play for the remainder of the season.
 - b. A team that has received a red card must play short a player for the remainder of the game. Players who receive two yellow cards in a game will receive a red card and must sit out the next game. If a player receives three yellow cards, he or she will be suspended for one game.
 - c. Two red card violations, per team, of any nature called during a game will result in a forfeited game. Misconduct will not be tolerated. This is a recreational league.
 - d. If a team receives three red cards in a season, then that team will forfeit the remainder of their league games.

ALLOWED



****All decisions for shoes being legal or not will be made by the WCPR Staff.****

NOT ALLOWED



****All decisions for shoes being legal or not will be made by the WCPR Staff.****