



SCSL Soccer Rules



I. League Format

- A. SCSL Soccer will use a standard league format, which means that all teams will play against all other teams in the division and the team with the greatest number of points will win the league.
- B. Points will be awarded in the following manner: 3 points for a win, 1 point for a tie, and 0 points for a loss.
- C. If teams are tied by points, the following criteria will be used as a tiebreaker in this respective order:
 1. Goal difference
 2. Goals for
 3. Goals against
 4. Head to head result
 5. Coin toss
- D. On the final matchday, the first place team will receive a trophy plus medals, while the second place team will receive medals.

II. Team Information

- A. Games will be played in a 6v6 format with 5 field players and 1 goalkeeper.
- B. Teams are strongly encouraged to field at least 1 female player during the entire game.
- C. Teams must have at least 4 players present to begin a match.
- D. A team must have at least 3 players on the field to finish a match.
- E. Each team must have a player assigned to the goalkeeper position at all times.
- F. All players must have a signed waiver to participate, and each team's roster must not exceed 12 players (this is to ensure all players get adequate play time).
- G. Players rostered for a team cannot play with any other team in the same division, but players can participate with another team in a different division if they fulfill the eligibility requirements (i.e. a Minors division player can play on a Minors and a Majors team, but not two different Minors teams).

III. Player Equipment

- A. Required equipment (players without these will not be allowed to play):
 1. Shin guards
 2. Soccer shoes (cleats, turf shoes, indoor soccer shoes, and any other athletic shoe is acceptable)
 3. Soccer socks and shorts the same color as the rest of the team
 4. SCSL Soccer jersey (these will be provided)
 5. Goalkeeper gloves (goalkeepers only)
- B. Banned equipment:
 1. Jewelry/watches (includes all earrings, bracelets, necklaces, piercings, apple watches, etc.)
 2. Non-soccer cleats (football cleats, baseball cleats, etc.)

3. Open-toed/loose fitting or non-athletic shoes (slides, sandals, crocs, boots, etc.)
 4. Baseball caps
 5. Bandanas
- C. Acceptable but not required equipment:
1. Headwear with no hard surfaces (hair ties/bands, sweat bands, concussion headgear, etc.)
 2. Athletic tape
 3. Shin guard straps
 4. Captain's armband
 5. Under shirt
 6. Athletic tights/leggings
 7. Braces (knee braces, ankle braces, etc.)
 8. Prescription eyeglasses (please use athletic bands with the eyewear)

IV. Game Format

- A. *Duration*: Two 20 minute halves with a 5 minute halftime.
- B. *Grace period*: A five minute grace period will be given for teams waiting on players after which the team will have to play with the players present or forfeit if they do not have enough players to field a team.
- C. *Substitutions*: There is no limit to the number of substitutions, but all subs must be made on a dead ball in which the team substituting has possession or at the same time as the other team is making substitutions.
- D. *Referee*: A single referee will be in charge of each match, including any playoff matches. The referee's calls are final and cannot be changed after the fact. League representatives will be present in case the referees would like to consult a decision before finalizing it, but this must be initiated by the referee.
- E. *Handshake*: Players will line up to shake hands before the start of the match, and teams are encouraged to shake hands after the match but this will not be mandatory.

V. Goalkeeper Rules

- A. A single player must be assigned to the goalkeeper position at all teams for each team.
- B. The goalkeeper will wear a different color jersey from the rest of the team.
- C. The ball may be handled by the goalkeeper anywhere inside of the penalty box.

VI. Start/Restart of Play

- A. The captains of each team will be called by the referee for a coin toss, which will decide which side each team starts on and who takes the kickoff.
- B. The kickoff is an indirect kick that can be taken in any direction.
- C. Throw-ins will restart play when the ball leaves the sideline.
- D. Goal kicks can be taken from anywhere inside the penalty box.
- E. All free kicks are indirect kicks, regardless of the type of foul committed.
- F. A penalty kick will be awarded every 5th foul. The foul count is at 0 at the start of each half.

VII. Fouls/Misconduct

- A. No offside rules will be in play.
- B. All fouls outside of the penalty box will be given as indirect kicks and will add to the foul count.
- C. Fouls inside the penalty box will be given as penalty kicks, but will not add to the foul count.
- D. *Yellow cards*: If a player receives a yellow card they will receive a 3 minute penalty during which the player cannot be substituted (meaning the team will play with one less player). The following offenses are sanctionable with a yellow card:
 - 1. Foul or abusive language towards the referee or another player
 - 2. Persistently infringing the laws of the game
 - 3. Excessive use of force in a challenge
 - 4. Unsportsmanlike conduct
 - 5. Use of banned equipment on the field
 - 6. Intentional/tactical foul to halt progression of the ball (can be elevated to a red card based on the referees judgment)
- E. *Red cards*: If a player receives a red card they must be removed from the field immediately and cannot be replaced for the remainder of the match, and depending on the severity of the infraction may be banned for 1 or more games. The following offenses are sanctionable with a red card:
 - 1. Fighting or spitting on another person during the match
 - 2. Reckless endangerment of another player during a challenge
 - 3. Serious unsportsmanlike conduct/taunting of another player
 - 4. Continuous use of foul/abusive language toward the referee or other player
 - 5. Intentionally impeding a clear goal scoring opportunity in an illegal manner
 - 6. A second yellow card infraction