

**KINGDOM SPORTS CENTER  
RULES AND REGULATIONS**

**I. NUMBER OF PLAYERS**

1. ON THE FIELD- LEAGUES OF U9 ½ AND UNDER WILL PLAY WITH EIGHT ON THE FIELD, ONE OF WHO MUST BE A GOALKEEPER. LEAGUES OF U13 ½ TO U10 ½ WILL PLAY WITH SEVEN ON THE FIELD, ONE OF WHOM MUST BE A GOALKEEPER. LEAGUES OF U14 ½ AND OLDER WILL PLAY WITH SIX OF THE FIELD, ONE OF WHOM MUST BE A GOALKEEPER. ANY TEAM UNABLE TO FIELD A MINIMUM OF FOUR (4) PLAYERS, ONE OF WHO MUST BE DRESSED AS A GOALKEEPER, WILL FORFEIT THAT GAME (IN COED, ONE OF THOSE FOUR MUST BE FEMALE). TEN (10) MINUTES ARE ALLOWED FORM THE SCHEDULED START TIME BEFORE A FORFEIT IS DECLARED. THE GAME MUST BEGIN ON TIME WITH A MINIMUM OF FOUR (4) PLAYERS.
  - A. ANY TEAM THAT DOES NOT SHOW UP FOR A SCHEDULED GAME AUTOMATICALLY FORFEITS THAT GAME AND IS SUBJECT TO EXPULSION FROM THE LEAGUE WITHOUT NOTICE.
2. A MAXIMUM OF EIGHTEEN (18) PLAYERS MAY DRESS FOR A GAME

**II. ROSTERS**

- A. A TEAM MAY CARRY NOT MORE THAN EIGHTEEN (18) AND A MINIMUM OF SIX (6) PLAYERS ON ITS ROSTER
- B. ROSTERS MUST BE TURNED IN TO KINGDOM SPORTS CENTER COMPLETE BEFORE THE FIRST GAME. TEAMS WITHOUT A ROSTER ON FILE MAY BE SUBJECT TO FORFEITURE OF GAMES WON. ONLY PLAYERS ON THE ROSTER ARE TO PLAY. USE OF INELIGIBLE (UNROSTERED) PLAYERS WILL RESULT IN A FORFEIT BY THE TEAM GUILTY OF SUCH ACTION.
- C. PLAYERS MUST SIGN THE ROSTER BEFORE THEY PLAY.
- D. PLAYERS MAY NOT BE ROSTERED ON MORE THAN ONE TEAM PER DIVISION.
- E. ROSTER CHANGES
  - (1) A REPRESENTATIVE OF KINGDOM SPORT CENTER MUST MAKE ALL CHANGES TO THE ROSTER ON THE ORIGINAL SIGNED ROSTER, WHICH IS KEPT AT THE KINGDOM SPORT CENTER OFFICE, AND MUST BE WITNESSED AND INITIALED.
  - (2) ALL CHANGES, ADDITIONS OR DELETIONS MUST BE MADE PRIOR TO THE FOURTH GAME OF THE SESSION. NOTE: A DELETED PLAYER MAY NOT PLAY IN ANY GAMES THE REST OF THAT SESSION.
- F. "OPEN DIVISION"- NO AGE RESTRICTION, HOWEVER, IT IS EXPECTED THAT COMMON SENSE BE USED TO AVOID INJURIES TOPLAYERS TOO YOUNG TO COMPETE AGAINST ADULTS. BECAUSE OF THIS, WE RESERVE THE RIGHT TO DENY PERMISSION FOR CERTAIN INDIVIDUALS TO PLAY IN THE OPEN DIVISION, NO BIRTH DATES ARE NECESSARY IN THE OPEN DIVISION.
- G. NO EXCEPTION WILL BE MADE TO THE AGE CLASIFICATIONS IN THE FOLLOWING DIVISIONS:
  - (1) A PLAYER MUST BE 30 YEARS OF AGE TO PLAY IN THAT DIVISION (MAY PLAY DOWN INTO THE 18+ OR 25+).
  - (2) PLAYERS MUST BE 25 YEARS OLD TO PLAY IN THAT DIVISION (MAY PLAY DOWN INTO 18+ LEAGUES BUT CANNONT PLAY UP INTO THE 30+.

### **III. SUBSTITUTION PROCEDURE**

- A. SUBSTITUTIONS MAY BE MADE ON AN UNLIMITED BASIS DURING PLAY PROVIDED THE PLAYER BEING SUBSTITUTED FOR IS CLOSE TO THE PLAYERS BENCH BEFORE THE REPLACEMENT ENTERS THE FIELD OF PLAY OF PLAY AND DOES NOT INTERFERE WITH THE PLAY
  
- B. PLAY WILL BE HELD UP TO ALLOW COMPLETION OF SUBSTITUTIONS ONLY ON THE FOLLOWING OCCASIONS:
  - 1) AFTER A GOAL HAS BEEN SCORED.
  - 2) AFTER A TIME PENALTY HAS BEEN A WARDED.
  - 3) ON AN INJURY TIME OUT.
  
- C. ANY OF THE OTHER PLAYERS MAY CHANGE PLACE WITH THE GOALKEEPER PROVIDED THE REFEREE IS INFORMED BEFORE THE CHANGE IS MADE, AND PROVIDED ALSO, THAT THE CHANGE IS MADE DURING A STOPPAGE IN THE GAME.
  
- D. FOR ANY INFRINGEMENT OF THIS LAW, THE OFFENDING PLAYER SHALL SERVE A TWO- MINUTE PENALTY AND PLAY SHALL BE RESTARTED WITH A DIRECT FREE KICK, FROM THE PLACE WHERE THE BALL WAS WHEN PLAY WAS STOPPED.

### **IV. PLAYERS EQUIPMENT**

- 1. **SHIN GUARDS MUST BE WORN BY ALL PLAYERS HIGH SCHOOL DIVISIONS AND UNDER. (IF PLAYER IS IN HIGH SCHOOL AND PLAYING IN THE HIGH SCHOOL OR ADULT DIVISION SHIN GUARDS MUST BE WORN OR THE PLAYER WILL NOT BE ALLOWED TO PLAY)**
  
- 2. ALL JERSEYS ON A TEAM MUST BE THE EXACT COLOR. IN THE EVENT OF A COLOR CONFLICT THE HOME TEAM MUST CHANGE COLOR **OR WEAR PINNIES.**
  
- 3. FLAT-SOLED, TURF SHOES AND CLEATS MAY BE WORN.
  
- 4. GOALKEEPERS MUST WEAR COLORS IN WHICH DISTINGUISH'S HIM/HER FROM THE OTHER PLAYERS AND REFEREE.
  
- 5. NO EQUIPMENT, WHICH MAY BE DANGEROUS TO ANOTHER PLAYER, MAY BE WORN. (E.G., NECKLACES, CHAINS, BRACES, BRACELETS, WATCHES, RING, ETC.). FOR ANY INFRINGEMENT OF THIS LAW, THE PLAYER SHALL BE SENT OFF THE FIELD TO ADJUST HIS EQUIPMENT, AND SHALL NOT RETURN WITHOUT FIRST REPORTING TO THE REFEREE. A TWO-MINUTE PENALTY SHALL BE ASSESSED TO THE OFFENDER WHO RE-ENTERS THE GAME, HAVING FAILED TO CARRY OUT THE EQUIPMENT ADJUSTMENT AS ORDERED.
  
- 6. ALL METAL ON BRACES MUST BE COVERED BY PADDING AND ATTACHED TO THE BRACE TO THE REFEREE'S OR MANAGEMENTS SATISFACTION.

### **V. REFEREE**

- 1. THE REFEREE'S AUTHORITY COMMENCES AS SOON AS HE ENTERS THE FIELD OF PLAY. HIS POWER ON PENALIZING SHALL EXTEND TO OFFENSES COMMITTED WHEN PLAY HAS BEEN TEMPORARILY SUSPENDED, OR WHEN THE BALL IS OUT OF PLAY. HIS DECISION ON POINTS OF FACT CONNECTED WITH PLAY SHALL BE FINAL, AS FAR AS THE RESULT OF THE GAME IS CONCERNED. HE SHALL:
  - A. ENFORCE THE LAWS OF THE GAME.
  - B. REFRAIN FROM PENALIZING IN CASES WHERE HE IS SATISFIED THAT BY SO DOING, HE WOULD BE GIVING AN ADVANTAGE TO THE OTHER TEAM.

C. KEEP A RECORD OF THE GAME.

D. HAVE A DISCRETIONARY POWER TO STOP A GAME, FOR ANY INFRINGEMENT OF THE LAWS, AND TO SUSPEND OR TERMINATE THE GAME, WHENEVER BY REASON OF *INTERFERENCE* BY SPECTATORS, OR OTHER CAUSE, HE DEEMS SUCH STOPPAGE NECESSARY.

E. CAUTION ANY PLAYER GUILTY OF MISCONDUCT OR SPORTING BEHAVIOR OR DISSENT AND IF THAT PLAYER PERSISTS, SUSPEND (EJECT) HIM/HER FROM FURTHER PARTICIPATION IN THE GAME.

F. ALLOW NO PERSON, OTHER THAN THE PLAYERS AND ASSIST ANY REFEREE TO ENTER THE FIELD OF PLAY WITHOUT PERMISSION.

G. STOP THE GAME IF IN HIS OPINION, A PLAYER HAS BEEN SERIOUSLY INJURED, HAVE THE PLAYER REMOVED AS SOON AS POSSIBLE FROM THE FIELD OF PLAY, AND IMMEDIATELY RESUME THE GAME. IF A PLAYER IS SLIGHTLY INJURED, THE GAME SHALL NOT BE STOPPED, UNTIL THE BALL HAS CEASED TO BE IN PLAY.

H. SEND OFF (EJECT) THE FIELD OF PLAY ANY PLAYER WHO IN THE REFEREE'S OPINION IS GUILTY OF:

(1) VIOLENT CONDUCT, OR SERIOUS FOUL PLAY!.

(2) *THE USE OF FOUL OR ABUSIVE LANGUAGE.*

(3) PERSISTENT MISCONDUCT AFTER HAVING RECEIVED A CAUTION.

I. SIGNAL FOR:

(1) RECOMMENCEMENT OF THE GAME AFTER ALL STOPPAGE.

## **VI. DURATION OF GAME**

### **1. THE DURATION OF THE GAME SHALL BE One (1) 40 Minute Game.**

- a. THE CLOCK SHALL NOT BE STOPPED WHEN THE BALL IS OUT OF PLAY.
- b. TIME SHALL BE EXTENDED TO PERMIT A PENALTY KICK BEING TAKEN AT OR AFTER THE EXPIRATION OF THE NORMAL PERIOD.
- c. THERE WILL BE NO TEAM TIME OUT.

## **VII. START OF PLAY**

NOTE: THE FIRST TEAM LISTED ON THE SCHEDULE IS THE HOME TEAM. IN THE EVENT OF LIKE COLORED UNIFORMS, THE HOME TEAM IS RESPONSIBLE FOR CHANGING THE COLOR OF THEIR UNIFORMS.

I. THE VISITING TEAM SHALL MAKE KICKOFF. WHEN THE REFEREE GIVES THE SIGNAL, A PLAYER TAKING A PLACE-KICK, FROM THE CENTER SPOT, INTO HIS OPPONENTS' HALF OF AND EVERY MEMBER OF THE TEAM OPPOSING THAT OF THE KICKER SHALL REMAIN OUTSIDE THE CIRCLE NO LESS THAN TEN (10) FEET FROM THE BALL, UNTIL IT IS KICKED OFF; IT SHALL NOT BE DEEMED IN PLAY UNTIL IS HAS BEEN KICKED AND MOVES. THE KICKER SHALL NOT PLAY THE BALL A SECOND TIME, UNTIL IT HAS BEEN TOUCHED OR PLAYED BY ANOTHER PLAYER.

2. AFTER A GOAL HAS BEEN SCORED, A PLAYER OF THE TEAM LOSING THE GOAL SHALL RESTART THE GAME LIKE MANNER.

3. AFTER THE END OF THE FIRST HALF, WHEN RESTARTING PLAY, ENDS SHALL BE CHANGED AND THE KICK-OFF TAKEN BY A PLAYER OF THE HOME TEAM.

4. A GOAL MAY BE SCORED DIRECTLY FROM A KICK-OFF.

5. AFTER ANY OTHER TEMPORARY SUSPENSION OF PLAY, THE REFEREE SHALL DROP THE BALL AT THE PLACE IT WAS WHEN PLAY WAS SUSPENDED AND IT SHALL BE DEEMED IN PLAY WHEN IT HAS TOUCHED THE GROUND.

### **VIII. BALL IN AND OUT OF PLAY**

- I. THE BALL IS OUT OF PLAY
  - A. WHEN A GOAL IS SCORED.
  - B. WHEN IT HAS MADE CONTACT WITH CEILING, LIGHTS. VIOLATION OF THIS RULE, A DIRECT FREE KICK WILL BE AWARDED TO THE OPPOSING TEAM AT THE CENTER OF THE LINE, NEAREST THE ORIGINATION OF THE INFRACTION.
  - C. WHEN IT HAS MADE CONTACT WITH NETS EXCEPT DIRECTLY ABOVE THE PENALTY AREA LINES THE RESTART IS A KICK-IN DIRECTLY BELOW THE CONTACT POINT BY THE TEAM NOT LAST TOUCHING THE BALL.
  - D. WHEN IT HAS MADE CONTACT WITH NETS DIRECTLY ABOVE THE PENALTY AREA LINES THE RESTART IS A GOAL KICK IF THE BALL WAS LAST TOUCHED BY THE ATTACKING TEAM OR A CORNER KICK IF THE BALL WAS LAST TOUCHED BY THE DEFENDING TEAM.
  - D. WHEN THE REFEREE HAS STOPPED THE GAME.
2. THE BALL IS IN PLAY AT ALL OTHER TIMES, FROM THE START OF THE MATCH TO THE FINISH, INCLUDING:
  - A. REBOUNDS FROM THE PERIMETER WALL INTO THE FIELD.
  - B. REBOUNDS OFF THE REFEREE WHEN HE IS IN THE FIELD OF PLAY.
  - C. IN THE EVENT OF A SUPPOSED INFRINGEMENT OF THE LAWS, UNTIL A DECISION IS GIVEN.

### **IX. METHODS OF SCORING**

1. A GOAL IS SCORED WHEN THE ENTIRE BALL HAS PASSED OVER THE GOAL LINE, BETWEEN THE GOAL POSTS, AND UNDER THE CROSSBAR. PROVIDED IT HAS NOT BEEN THROWN, CARRIED, OR INTENTIONALLY PROPELLED BY HAND OR ARM BY A PLAYER OF THE ATTACKING SIDE, EXCEPT IN THE CASE OF THE GOALKEEPER. WHO IS WITHIN HIS OWN PENALTY AREA.
2. EACH GOAL WILL BE COUNTED AS ONE (1) POINT
3. A GOAL MAY BE SCORED DIRECTLY FROM A GOAL KICK.

### **X. THREE LINE VIOLATION**

1. AT NO TIME MAY A GOALKEEPER PROPEL THE BALL IN ANY FASHION OVER ALL THREE LINES.
2. IF THE BALL IS PLAYED OFF THE PERIMETER WALL BEFORE IT CROSSES THREE LINES, NO VIOLATION WILL OCCUR.

### **V. FOULS AND MISCONDUCTS**

1. PENAL OFFENSES -A PLAYER WHO INTENTIONALLY COMMITS ANY OF THE FOLLOWING PENAL OFFENSES:
  - A. KICKING
  - B. TRIPPING
  - C. JUMPING AT AN OPPONENT
  - D. CHARGING FROM BEHIND
  - E. CHARGING VIOLENTLY
  - F. STRIKING
  - G. HOLDING
  - H. PUSHING
  - I. HANDLING THE BALL
  - J. BOARDING (CHARGING AN OPPONENT INTO OR AGAINST THE BOARDS IN A VIOLENT MANNER.)

#### **MANDATORY 2 MINUTES**

SHALL BE PENALIZED BY THE AWARD OF A DIRECT FREE KICK TO BE TAKEN BY THE OPPOSING TEAM FROM THE PLACE WHERE THE OFFENSE OCCURRED, UNLESS THE OFFENSE IS COMMITTED BY A PLAYER IN HIS OPPONENTS GOAL AREA, IN WHICH CASE THE FREE KICK SHALL BE TAKEN FROM A POINT ANYWHERE WITHIN THAT HALF OF THE GOAL AREA IN WHICH THE OFFENSE OCCURRED. IN ADDITION, A TWO-MINUTE TIME PENALTY MAY BE ASSESSED (BLUE CARD SHOWN) AGAINST THE OFFENDING PLAYER, AT THE DISCRETION OF THE REFEREE.

2. **FREE KICKS**
  - A. WHEN A PLAYER IS TAKING A DIRECT FREE KICK FROM INSIDE HIS OWN PENALTY AREA, ALL OF THE OPPOSING PLAYERS SHALL REMAIN OUTSIDE THE AREA, AND SHALL BE AT LEAST 10 FEET FROM THE BALL WHILE THE KICK IS BEING TAKEN. THE BALL SHALL BE IN PLAY IMMEDIATELY WHEN IT IS KICKED AND MOVES, AND IS BEYOND THE PENALTY AREA. THE GOALKEEPER SHALL NOT RECEIVE THE BALL INTO HIS HANDS, UNTIL IT HAS FIRST PASSED OUTSIDE HIS PENALTY AREA.
  - B. WHEN A PLAYER IS TAKING A DIRECT FREE KICK OUTSIDE THE PENALTY AREA, ALL OF THE OPPOSING PLAYERS SHALL BE AT LEAST 10 FEET FROM THE BALL, UNTIL IT IS IN PLAY, UNLESS THEY ARE STANDING ON THEIR OWN GOAL LINE, BETWEEN THE GOAL POSTS. THE BALL SHALL BE IN PLAY WHEN IT HAS BEEN KICKED AND MOVES.
  - C. IF A PLAYER OF THE OPPOSING SIDE ENCROACHES INTO THE PENALTY AREA OR IS WITHIN 10 FEET OF THE BALL. AS THE CASE MAY BE, BEFORE A FREE KICK IS TAKEN, THE REFEREE SHALL DELAY THE TAKING OF THE KICK, UNTIL THE LAW IS COMPLIED WITH. FAILING TO RESPECT THE REQUIRED DISTANCE AT A RESTART OF PLAY AND DELAYING THE RESTART OF PLAY, A TWO-MINUTE TIME PENALTY WILL BE ASSESSED AGAINST THE OFFENDING PLAYER.
  - D. DURING A FREE KICK, FEMALES MAY CROSS THEIR ARMS OVER THEIR CHEST AND MALES MAY PROTECT THEIR GROIN AREA. HOWEVER., IN THE JUDGMENT OF THE OFFICIAL, ARM OR HAND MOVEMENT COULD CONSTITUTE A HAND BALL.
  - E. ALL FREE KICKS MUST BE TAKEN WITHIN 5 SECONDS AFTER THE BALL IS SPOTTED.

#### 4. PENALTY KICKS

- A. SHOULD A PLAYER,- DEFENDING TEAM INTENTIONALLY COMMIT ONE OF THE ABOVE TEN (10) OFFENSES WITHIN HIS OWN PENALTY AREA, HE SHALL BE PENALIZED BY-A TWO (2) MINUTE PENALTY **THIS IS AUTOMATIC**. IF THE OFFENSIVE TEAM SCORES BEFORE THE TWO-MINUTE TIME EXPIRES, THE PENALIZED PLAYER MAY RETURN, UPON THE REFEREE SIGNAL. DIRECT OFFENSES -A PLAYER COMMITTING ANY OF THE FOUR (4) FOLLOWING OFFENSES:

- A. DANGEROUSPLAY
- B. CHARGING (AWAY FROM THE BALL)
- C. OBSTRUCTION
- D. DELAY OF THE GAME
- E. HOLDING THE WALL WITH TWO HANDS TO GAIN AN ADVANTAGE IN PLAYING THE BALL

SHALL BE PENALIZED BY THE A WARD OF DIRECT FREE KICK TO BE TAKEN BY THE OPPOSING TEAM FROM THE PLACE WHERE THE INFRINGEMENT OCCURRED. IF IN THE OPINION OF THE REFEREE, A PLAYER IS DEEMED GUILTY OF A SERIOUS BREACH OF ANY OF THE FIVE (5) ABOVE LISTED INFRACTIONS, THE PLAYER MAY BE PENALIZED WITH A TWO MINUTE PENALTY FOR "UNSPORTSMANLIKE CONDUCT" AS PER EXAMPLE "UNSPORTSMANLIKE CONDUCT" SERIOUS OBSTRUCTION".

#### 6. CAUTIONABLE OFFENSES -A PLAYER SHALL BE CAUTIONED FOR:

- A. PERSISTENT INFRINGEMENT- HE PERSISTENTLY INFRINGES THE LAWS OF THE GAME.
- B. DISSENT- HE SHOWS BY WORD OR ACTION DISSENT FROM ANY DECISION GIVEN BY THE REFEREE.
- C. UNGENTLEMANLY CONDUCT -IN ADDITION TO THE CAUTION, AND DIRECT FREE KICK SHALL BE AWARDED TO THE OPPOSING TEAM, UNLESS A MORE SERIOUS INFRINGEMENT WAS COMMITTED

7. **3<sup>RD</sup> TIME PENALTY** IN A GAME -A PLAYER COMMITTING A FURTHER CAUTIONABLE OFFENSE, AFTER HAVING ALREADY BEEN CAUTIONED, SHALL BE SENT OFF THE FIELD OF PLAY, (EJECTED) AND MUST LEAVE THE BENCH AREA. FAILURE TO DO SO WILL RESULT IN A FORFEIT. A FIVE (5) MINUTE PENALTY WILL BE ASSESSED AGAINST THAT PLAYER WHICH MUST BE SERVED BY ANOTHER PLAYER FROM HIS TEAM. HE/SHE MUST SERVE THE COMPLETE FIVE (5) MINUTES. .

#### 8. EJECTION -A PLAYER SHALL BE SENT OFF THE FIELD OF PLAY IF IN THE OPINION OF THE REFEREE:

- A. HE IS GUILTY OF VIOLENT CONDUCT OR SERIOUS FOUL PLAY.
- B. **HE USES FOUL OR ABUSIVE LANGUAGE.**
- C. HE PERSISTS IN MISCONDUCT AFTER HAVING RECEIVED A CAUTION. IF PLAY IS STOPPED BECAUSE OF A PLAYER BEING ORDERED FROM THE FIELD FOR AN OFFENSE, WITHOUT A SEPARATE BREACH OF THE LAW HAVING BEEN COMMITTED, THE GAME SHALL BE RESUMED BY A DIRECT FREE KICK.

WHEN A PLAYER IS SENT OFF FOR OFFENSES LISTED IN "A" OR "B" ABOVE, A FIVE (5) - MINUTE PENALTY SHALL BE ASSESSED TO THE OFFENDER. A PLAYER WHO HAS BEEN EJECTED SHALL NOT RETURN TO THE MATCH, AND MUST LEAVE THE BENCH AREA. HOWEVER, HE MAY BE REPLACED BY A SUBSTITUTE WHO WILL SERVE THE FIVE (5) MINUTE PENALTY BEFORE ENTERING THE FIELD OF PLAY, REGARDLESS OF THE NUMBER OF GOALS SCORED DURING THE PENALTY.

#### 9. GOALKEEPING RESTRICTIONS

- A. WHEN A GOALKEEPER PUTS THE BALL INTO PLAY WITH HIS/HER HANDS, A GOALKEEPER CANNOT TOUCH THE BALL WITH HIS/HER HANDS UNTIL A MEMBER OF THE OPPOSING TEAM HAS TOUCHED IT.
- B. A GOALKEEPER MUST DISTRIBUTE THE BALL WITHIN FIVE (5) SECONDS AFTER GAINING CONTROL OF IT.
- C. A GOALKEEPER MAY NOT SET THE BALL DOWN AND THEN PICK IT UP AGAIN, NOR BOUNCE IT, USING HIS/HER HANDS.
- D. A MEMBER OF HIS OWN TEAM MAY NOT PASS THE BALL TO THE KEEPER'S HANDS FROM THE NEUTRAL ZONE. THIS INCLUDES A SERIES OF PASSES AMONG TEAMMATES BACK TO THE KEEPER'S HANDS. ALSO A PLAYER MAY NOT DRIBBLE THE BALL OUT OF THE NEUTRAL ZONE AND PASS THE BALL TO HE KEEPER'S HANDS.
- E. FOR VIOLATION OF ANY OF THE ABOVE -A DIRECT FREE KICK WILL BE A WARDED TO THE OFFENDED TEAM AT THE POINT OF THE INFRACTION.
- F. ANOTHER MEMBER OF HIS/HER TEAM SHALL SERVE ANY TWO-MINUTE PENAL TIES ASSESSED AGAINST THE GOALKEEPER.

9. DELAY OF GAME PENALTY -IF ANY PLAYER, IN THE REFEREE'S OPINION, INTENTIONALLY PUTS THE BALL OUT OF PLAY (OVER THE PERIMETER WALL, OR TO THE CEILING) TO DELAY THE GAME, PLAY SHALL BE STOPPED AND AN DIRECT FREE KICK AWARDED TO THE OPPOSING TEAM AND A TWO MINUTE PENAL TY SHALL BE ASSESSED AGAINST THE OFFENDER. GOALKEEPERS WILL NOT BE CONSIDERED TO BE IN VIOLATION OF THIS PROVISION WHEN THEY DEFLECT THE BALL BY HAND OVER THE PERIMETER WALL FOR A CORNER KICK, PROVIDED SUCH PLAY IS MADE FROM WITHIN THE GOAL AREA.

## **10. SUSPENSION POLICY**

A. ANY EJECTION MAY CARRY AN AUTOMATIC ONE GAME SUSPENSION. PLAYERS MAY BE SUSPENDED FOR MORE THAN ONE GAME AT THE DISCRETION OF KINGDOM SPORTS CENTER DEPENDING UPON THE CIRCUMSTANCES AND FACTS INVOLVED. THE SUSPENSION WILL BE IMPOSED FOR THAT TEAM'S NEXT SCHEDULED GAME, WHETHER IT IS LEAGUE PLAY OR A PLAY OFF MATCH.

NOTE: SUSPENDED PLAYERS WILL NOT BE PERMITTED ON THE PLAYERS' BENCH OR PLAYING SURFACE FOR THE DURATION OF THE SUSPENSION. THIS DOES NOT PERTAIN TO OTHER TEAMS OR LEAGUES, ON WHICH THE PLAYER PLAYS, EXCEPT A T THE DISCRETION OF KINGDOM SPORTS CENTER.

B. ANY TIME A TEAM HAS TWO PLAYERS EJECTED FROM ONE GAME, THAT GAME WOULD BECOME A FORFEIT AT THE TIME OF THE SECOND EJECTION.

C. IF ANY PLAYER LEAVES THE BENCH TO JOIN IN AN ALTERCATION ON THE FIELD, HE/SHE WILL BE EJECTED, AND THE GAME BECOMES A FORFEIT AT THAT POINT. IF MEMBERS OF BOTH TEAMS LEAVE THE BENCH, THE GAME WILL BE DECLARED A DOUBLE FORFEIT.

NOTE: TEAMS INVOLVED IN SUCH INCIDENTS WILL BE SUBJECT TO EXPULSION FROM KINGDOM SPORTS CENTER WITHOUT REFUND.

D. YOU MUST SPEAK WITH ONE OF THE MANAGERS REGARDING THE LENGTH OF THE SUSPENSION.

## **XII. COED RULES**

I. MAXIMUM OF FOUR (4) PLAYERS MAY BE MALE. IF ONLY TWO (2) FEMALES SHOW UP, YOU MUST PLAY WITH TWO (2) FEMALES.

2. FEMALE MUST TAKE ALL FREE KICKS IN THE OFFENSIVE HALF OF THE FIELD.

3. THERE WILL BE NO SLIDE TACKLING. PENALTY FOR THIS INFRACTION WILL BE TWO MINUTES.

4. A VIOLENT CHARGE WILL BE AUTOMATIC TWO (2) MINUTES.

## **VI. TIES**

I. IN THE EVENT OF A TIE IN THE FINAL STANDINGS AT THE END OF A SESSION, THE FOLLOWING PROCEDURE WILL BE USED, IN THIS ORDER, UNTIL THE TIE HAS BEEN BROKEN:

- HEAD TO HEAD
- TOTAL GOAL DIFFERENTIAL (MAXIMUM OF 8 GOALS PER GAME).
- LEAST NUMBER OF GOALS ALLOWED.
- MOST GOALS SCORED.
- COIN TOSS

2. TIES -TIE IS AN OFFICIAL RESULT, EXCEPT IN FINAL CHAMPIONSHIP GAMES. IN CHAMPIONSHIP GAMES TWO (2) -FIVE (5) MINUTE PERIODS CAN BE PLAYED. IF ONE TEAM IS AHEAD AFTER THE FIRST FIVE-MINUTE PERIOD. THE GAME HAS AN OFFICIAL WINNER. IF AT THE END OF THE SECOND FIVE-MINUTE PERIOD NEITHER TEAM IS AHEAD. THE WINNER WILL BE DETERMINED WITH A NASL SHOOT -OUT.

### **XIII SHOOT OUT PROCEDURE**

1. THE REFEREE SHALL CHOOSE THE GOAL AT WHICH ALL KICKS SHALL BE TAKEN.
2. A COIN TOSS SHALL BE TAKEN TO DETERMINE WHICH TEAM SHALL TAKE FIRST ATTEMPT.

THE WINNER OF THE TOSS SHALL.

3. SUBJECT TO TERMS "5." AND "6", BOTH TEAMS SHALL HAVE FIVE ATTEMPTS.
4. THE ATTEMPTS SHALL BE TAKEN ALTERNATELY.
5. IF, BEFORE TAKING FIVE ATTEMPTS. ONE HAS SCORED MORE THAN THE OTHER COULD, EVEN IF IT WERE TO COMPLETE ITS FIVE ATTEMPTS. THE TAKING OF THE ATTEMPTS SHALL CEASE.
6. THE TEAM WHICH SCORED THE GREATER NUMBER OF GOALS SHALL BE DECLARED THE WINNER.
7. ALL PLAYERS DRESSED FOR THE GAME ARE ELIGIBLE. THE GOALKEEPER WHO WAS PLAYING IMMEDIATELY PREVIOUS TO THE SHOOT -OUT MUST CONTINUE IN GOAL UNLESS INJURED.
8. EACH ATTEMPT SHALL BE TAKEN BY DIFFERENT PLAYERS AND NOT UNTIL ALL ELIGIBLE PLAYERS OF ANY TEAM HAVE EACH TAKEN AN ATTEMPT MAY A PLAYER OF THE SAME TEAM TAKE A SECOND ATTEMPT.
9. ALL PLAYERS SHALL REMAIN ON THEIR RESPECTIVE BENCHES OTHER THAN THE PLAYER PARTICIPATING IN THE SHOOT -OUT AND OPPOSING GOALKEEPER.
10. THE GOALKEEPER WHO IS A COLLEAGUE OF THE KICKER SHALL TAKE UP A POSITION WITHIN THE FIELD OF PLAY, BUT BEHIND THE SPOT WHERE THE SHOOT -OUT BEGINS.

II. UNLESS STATED TO THE CONTRARY IN THE FOREGOING PARAGRAPHS, ALL RULES SHALL APPLY DURING THE SHOOT -OUT WITH THE FOLLOWING EXCEPTIONS:

- A. THE BALL SHALL BE PLACED AT THE CENTER OF THE HALFWAY LINE.
- B. THE PLAYER SHALL HAVE FIVE SECONDS TO SCORE A GOAL. REGARDLESS OF THE NUMBER OF TIMES THE BALL IS PLAYED OFF ANY SIDE OR END WALL OR GLASS OR GOALKEEPER, ETC.
- C. THE GOALKEEPER IS RESTRICTED TO GOALKEEPING PRIVILEGES WITHIN THE PENALTY AREA. ANY FOUL COMMITTED BY THE GOALKEEPER OUTSIDE THE AREA SHALL BE PENALIZED BY A PENALTY KICK TO BE TAKEN BY THE PLAYER FOULED, UNLESS INJURED.

#### **XIV. SLIDE TACKLING**

I. NO SLIDE TACKLING PERMITTED

#### **XV. PROTESTS AND CHALLENGES**

I. IF A PLAYER IS CHALLENGED BY AN OPPOSING COACH OR MANAGER ON THE BASIS OF AGE, THAT PLAYER MAY PLAY IN THAT GAME, BUT THE GAME IS PLAYED UNDER PROTEST. THAT PLAYER HAS UNTIL THE BEGINNING OF THE TEAM'S NEXT GAME TO PROVIDE KINGDOM SPORTS CENTER WITH ADEQUATE PROOF OF AGE. WE WILL ACCEPT ANY RECOGNIZED LEAGUE I.D., A DRIVER'S LICENSE AND/OR BIRTH CERTIFICATE.

2. IF A PLAYER IS PROTESTED ON THE BASIS OF ROSTER, MANAGEMENT WILL CHECK THE ROSTER. THE GAME WILL BE PLAYED UNDER PROTEST AND THAT PLAYER HAS UNTIL THE BEGINNING OF THE NEXT SCHEDULED GAME TO PROVIDE SUFFICIENT I.D. AS STATED IN THE ABOVE PARAGRAPH.

3. IN THE EVENT OF PROTEST, THE REFEREE WILL NOTIFY THE COACH OF THE PROTESTED PLAYER THAT THE GAME IS BEING PROTESTED. HE/SHE WILL HAVE THE PROTESTED PLAYER SIGN THE BACK OF THE REFEREE'S GAME SHEET. REFUSAL TO DO SO WILL RESULT IN AWARDED THE PROTEST TO THE PROTESTING TEAM. THE GAME IS NOT TO BE DELAYED.

4. THE REFEREE WILL NOT MAKE ANY DECISIONS REGARDING THE PROTEST. DECISIONS WILL BE MADE BY MANAGEMENT.

**NOTE: PROTESTS MUST BE MADE TO THE REFEREE DURING THE GAME – NOT AFTER**