



LEAGUE RULES

CONSTITUTIONAL RULES

1.1 Prior to entering the league, the online **application form and waiver must be completed** and signed by the team manager. In addition, the team registration fee must be paid in full.

1.2 A league season is 8 weeks long, with the teams playing each other at least once. Most leagues will have an 8-team format. The top 4 teams qualify to Playoffs:

- 7 regular league games
- Week 8 - Playoffs and friendlies for remaining teams
- Week 9 - Final

In case there is more than 1 division per league, the promotion/relegation system is applied:

- **Top 2** teams of each division get promoted
- **Bottom 2** teams of each division get relegated
- *These rules may vary

1.3 The deadline to pay the team registration fee for each new season is **1 week** before the start of the season. Teams who fail to pay the fee will risk losing their place in the league.

1.4 Teams receive **3 points for a win, 1 point for a draw, 0 points for a loss**. League standings will be decided by:

- a. Points earned
- b. Goal differential
- c. Goals scored
- d. Aggregate result between two teams in question

1.5 Teams may register players applying the following:

- **Max. 20 players**

- Registration closed on the last day of **Week 3**
- A player can't be registered to more than one team in the same division
- Players may not transfer between teams during season

1.6 The max. number of players that may be used per game:

- 5v5 - 10 players
- 7v7 - 14 players

All players must be on the team sheet prior to kick-off for check-in with the referee.

1.7 Any team playing an unregistered or suspended player will automatically lose the match 5-0 and have further points deducted. Players playing while suspended will have a further 3-match ban added to the end of their current suspension.

1.8 Teams must be ready to begin the game at the appointed kick-off time. Time starts running **10 minutes** after kick-off time. If a team doesn't show up **15 minutes** after kick-off time, the match will be a **forfeit** and a 5-0 win in favor of the team that attended.

1.9 All scheduled games are to be played unless adverse weather conditions make the fields unplayable. Any decision to cancel a game can only be made by Revolution management. Postponements are not allowed, except in exceptional circumstances and at the discretion of management.

1.10 A schedule will be issued at the start of each season and will be displayed on the complex's website, as well as the results, which are subject to change.

PLAYING RULES

2.1 Each team must have the minimum amount of players according to the format:

- 5v5 - **4 players** (including GK)
- 7v7 - **5 players** (including GK)

2.2 Unlimited substitutions are allowed during the game and can only be made when the player exiting is within 3 feet of the door, at which point the outside player may enter the field. In case of illegal or unsafe substitution, the ball will be awarded to the opposing team, with the game being restarted as an indirect Indirect Free Kick at the point of infraction.

2.3 A change of GK during play must be authorized by the referee, except at half time.

2.4 Screw-in studs or metal studs **are not permitted**. All players must wear shin guards, **no exceptions**. Wearing jewelry is subject to the referee's decision.

2.5 The match will consist of two 25-minute halves. Under abnormal circumstances, the length of each half will be determined by the referee.

2.6 The half will begin with one team kicking off with the ball going sideways or backwards. After a goal is scored, the game will be restarted in the same manner. Teams cannot score directly from kick-off.

2.8 GK must return the ball into play within 5 seconds when having the ball in his hands. Infringement of this rule will result in a change of possession, with the restart being an Indirect Free Kick from the penalty mark. **THIS IS NOT A PENALTY KICK**

2.9 A goal may be scored from any point of the field of play. Players can't score directly from kick-off. They must pass the ball first.

2.10 Sliding of any kind is **NOT** permitted. Knee to the ground counts as sliding. Infringement of this rule will result in an Indirect Free Kick awarded against the offending player's team from where it happened.

2.11 Free kicks for fouls are direct. All other free kicks are indirect. Opposition players must be at least 3 yards from the point of execution.

2.12 A Direct Free Kick is awarded to the opposing team if a player commits any of the following offenses in a manner considered by referee as **careless, reckless, or using excessive force**:

- Kicks or attempts to kick an opponent
- Trips an opponent
- Jumps at an opponent
- Charges an opponent
- Strikes or attempts to strike an opponent
- Pushes an opponent
- Tackles an opponent

A Direct Free Kick is also awarded to the opposing team if a player commits any of the following:

- Holds an opponent
- Spits an opponent
- Handles the ball deliberately (except GK within own penalty area)

A Direct Free Kick is taken from the place where the offense occurred. All the above offenses are accumulated fouls.

2.13 If the ball hits the side fence or nets, play will continue.

2.14 All restarts are controlled by the referee and can only be executed with the referee's signal.

2.15 In the knockout stages, penalty kicks will decide who progresses through the next round in case the score is even. **No extra time is played.**

2.16 For penalties:

- 3 penalty takers per team (5v5)

- 5 penalty takers per team (7v7)
- If score is even after those penalties, sudden death with current players
- No substitutes are allowed to take any penalty kicks
- GK must be on goal line when kick is taken

2.17 League rules may be added or amended at any time.

DISCIPLINARY RULES

Revolution Soccer Complex will take all the necessary steps to ensure that the teams participating within leagues do so in the spirit of competitive participation and fair play.

3.1 Players receiving a yellow card must exit the field for a **minimum of 2 minutes** per referee's discretion, leaving the team with one player less. GK doesn't have to exit and a field player must leave in his place. A 2nd yellow card becomes a red card, with the player being officially sent off.

3.2 Players receiving a red card will be suspended for **1 week minimum** under the discretion of the referee and management.

3.3 If a team abandons the game for any reason, it becomes a 5-0 forfeit unless the opposing team already has a greater advantage, in which case the current score stands. If both teams are at fault, they both receive a 5-0 forfeit.

3.4 If a player is sent off while off the field of play, a team must correspondingly reduce the number of players on the field.

3.5 The game will end in case of the following number of red cards:

- Reduced to 3 players (5v5)
- Reduced to 4 players (7v7)

3.6 Referees are to file a report for all red cards and serious injuries prior to departure from the premises.

3.7 The decisions of the referee in all matters pertaining to the playing rules of an individual game are **final**.

3.8 **Referees must be treated with respect by everyone. Teams found guilty of abusing referees will be sanctioned or removed from the leagues.**

3.9 **The decision of Revolution Soccer Complex management in all matters pertaining to the administration of the league is final.**

3.10 Revolution Soccer Complex management may overturn any rule if they feel a team is deliberately using an interpretation of the rules to gain an unfair advantage. The league rules are not exhaustive and may be amended at any time.

3.11 Teams with a valid complaint against a referee must put it in writing within 48 hours of the game taking place. Revolution Soccer Complex manager will review the complaint and determine what, if any, disciplinary action is needed.

YOUTH LEAGUE RULES

All the adult league rules and guidelines apply, unless otherwise mentioned below for the youth league and its individual players, teams, and divisions.

4.1 Divisions will be divided by age groups, Under-12, Under 10, Under-8 and younger.

4.2 Heading the ball is **NOT** allowed. An Indirect Free Kick will be awarded to the opposing team.

PLAYOFF AND CHAMPIONSHIP RULES

All game rules above apply.