

## Women's Soccer League

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**The Grove Soccer Leagues follow FIFA Laws of the Game with the following exceptions:**

### I. Game Play Regulations

1. **Game Time:** Game length will be 50 minutes with two 25-minute halves and a 5-minute halftime. If a game begins late, the referee has the discretion to shorten the game length or halftime break.
2. **Substitutions:** Unlimited “flying” substitutions may occur at any time. Players substituting in must enter the field at the half-way line. Players substituting out should leave the field as quickly as possible. Goalkeepers substitute only when the ball is out of play with the referee’s consent.
3. **Slide Tackling:** Slide tackling shall be considered unsporting behavior and will result in a direct free kick being given. A slide tackle is an attempt to dispossess a player by deliberately leaving one’s feet and sliding on the ground. It is not illegal to slide for a ball that is not in possession (for example, sliding near the back line to prevent a goal).
4. **Offside:** The offside rule is not applied in this league.
5. **Penalty Kick:** A penalty kick is awarded when direct kick is awarded in the penalty area. The penalty kick shall be taken 12 yards away from the goal.
6. **Goal Kicks:** A goal kick is taken from inside the penalty area. The ball must be stopped before it is played. The kick cannot cross the midfield line in the air without being touched by any player. If the kick does cross the midfield line, an indirect free kick is awarded to the defending team to be taken anywhere along the midfield line.
7. **Goalkeeper Punts:** A goalkeeper may choose to punt or throw the ball after making a save. However, if they choose to punt, it may not cross midfield in the air. If the goalkeeper chooses to throw the ball or drop the ball and play it with their feet, there will not be a restriction on how far the ball can travel.

### II. Roster Regulations

1. A maximum of 7 players are allowed on the field and a minimum of 5 players to avoid a forfeit.
2. For the 1<sup>st</sup> game of each night there will be a “Grace” period of 10 minutes (5 minutes for any later games) for a team to get the 5 needed players. If there are not enough players within these time frames then the game is considered a forfeit 1-0. Teams can still play for the fun & exercise if they choose. This Grace time will take away from the playing time and not added to the 25 minutes halves.
3. The game day roster must not exceed 20 players.
4. All players must be at least 18 years old or 16 years old if they are playing with a parent.
5. All players must sign a league waiver and release form in order to play.
6. If a player in our league plays for another team, to help them avoid a forfeit, that team must play on the field with 1 less player than their opponent.
7. A team may add players to its roster at any time during the regular season to avoid a forfeit. For the top 4 teams participating in the playoffs, all players must have played in a minimum of 3 games during that regular season to be eligible for playoff games.

### III. Code of Conduct

1. Teams and spectators are expected to show good sportsmanship and act in a positive, friendly and sporting manner, showing respect for league officials, other players, and referees. This includes communication amongst team managers and league officials.
2. Team managers are expected to follow the League Code of Conduct and administer their teams in a manner that ensures the overall health of the league. Failure to do so may result in a change of management or the team losing its spot in the league.
3. Smoking and alcohol are prohibited. Players under the influence of alcohol will be ejected from the field.
4. The league officials have the full power and discretion of imposing penalties on all violations of the League Code of Conduct. For violations not listed, penalty shall be decided at the discretion of the league officials.
5. The League reserves the absolute right to refuse participation to any participants on a short-term or permanent basis due to unfit health status, including recent injuries and communicable diseases, for the benefit of the individual player and other participants.

### IV. Disciplinary Procedures

1. A player receiving a Yellow Card must leave the field for 2 minutes without substitution or until the end of a half.
2. A player receiving a Red Card is ejected from the game and his/her place may not be substituted. The player will also serve a 1-game suspension for the following game.
3. Teams are responsible for sideline fans. If fans are causing trouble and refuse to leave at the request of the referee, the team is subject to forfeit.
4. Ejected players must leave the Church facilities before the play can continue. Failure to leave will result in their team's forfeit.
5. Players attending a game but not playing (due to injury or suspension) are subject to the same disciplinary rules as if they were playing.
6. A player receiving multiple Yellow Cards over the course of games may receive a 1 game suspension at the discretion of League Officials.

### V. Team Status

1. A team's right to be in the league is at the discretion of league officials. A team may be removed from the league for the following reasons; included but not limited to:
  - a. Multiple violations of the League Code of Conduct
  - b. Failure to pay league fees on time
  - c. Failure to submit proper registration documents
  - d. Forfeiting multiple games in a season
  - e. Any other reason deemed by league officials to ensure the overall health of the League

### VI. The Competition

1. Each team will play every other team in its division at least once.
2. Regular Season Standings shall be determined as follows:
  - a. 3 points for win
  - b. 1 point for draw, or win by default as a result of a forfeit

- c. 0 points for loss
  - d. The score for forfeit games will be counted as 1-0.
- 3. Standings points may be subtracted due to penalties such as repeated violations of the League Rules and Code of Conduct.
- 4. Maximum goal differential in any one game is + 3 regardless of final score
- 5. Playoffs will be at the end of every season. The playoff structure will depend on the number of teams that season.
- 6. Standings Tie-breaking procedures :
  - a. 1st tie-breaker: Goal Differential (GD)
  - b. 2nd tie-breaker: Goals For (GF)
  - c. 3rd tie-breaker: Goals Against (GA)
  - d. 4th tie-breaker: head-to-head result
- 7. Schedules & Standings will be posted on [thegrove.cc/sports](http://thegrove.cc/sports) webpage.

Note: Rules subject to change any time, but notice will be provided whenever possible.