

OVERVIEW

6 PLAYERS (4 guys and 2 girls)

18 YEARS AND OLDER

FOUR 8-MINUTE QUARTERS

3-MINUTE BREAK BETWEEN QUARTERS

RUNNING CLOCK

FEMALE SCORE = 2

MALE SCORE = 1

TIES DURING REGULAR SEASON STAY AS A TIE

PLAYOFF TIES DECIDED BY OVERTIME

7 REGULAR SEASON GAMES PLUS PLAYOFFS FOR ELIGIBLE TEAMS

CO-ED RULES AND TEAM SIZE:

Each team shall field no more than 6 players (4 guys/2 girls) at any one time. Teams that play with less than 2 females will play short. No more than 4 guys on the field at any time. There is no limit for females. You can have up to 6 females and no guys if you want. League rules allow a team to play with a minimum of 4 people (1 has to be female).

TIME:

Play will be divided into (4) 8-minute quarters separated by 2-minute breaks. There will be a running clock maintained by a referee who will advise both teams when there is one minute remaining in each quarter. The clock will stop during injury time-outs. Each team will have 1 (2-minute) time-out per game. Any delay tactics, (kicking the ball far out of bounds) will allow the referee (at his/her discretion) to stop the clock.

THE GAMES/SCORING:

Kick-off – the ball will be placed in the center of the field, and the opposing team will line up along their side outside the circle. The opposing team may run to the ball for possession after the kicking team touches the ball into play. This will occur every time a goal is scored. (regular soccer kickoff rules)

Ball in Bubble – If the ball lands in a bubble, play will stop and the ball retrieved. The referee will then conduct a “drop ball” with one member from each team.

Drop Ball – 1 player from each team will stand 5 yards away from the ball, as the ball hits the ground each player may charge towards the ball to retrieve it.

Regular season games ending in a tie score will be recorded as tie games. A sudden death (golden goal) 5-minute overtime will be used in the playoffs. If a tie remains after the first 5-minutes then every 3-minutes each team will lose a player until it's 1v1.

SPECIAL GAME PLAY RULES:

The referee provided during the match is for the supervision of the game, but also to ensure the safety of the players.

Excessive force bumps without the intent to gain possession of the ball OR without the intent to clear the path of the ball to the goal, can and will be penalized with a 2 min penalty based on referee's discretion. Depending on the case, especially when these bumps are from blind spots & when safety of the opponent is endangered, referee has the authority to eject a player.

Bumping the opponents outside the boundary cones is NOT legal. Point of contact/bump determines what is a bump in our out of boundary areas. A bump inside the playing field that results in an opponent falling outside that playing area is legal.

“On the Ground Rule:”

Players who are knocked to the ground during play must be allowed to get up before being contacted again by the opposing team. It is critical that players **NOT** be hit while on the ground and be allowed to get up. Referees will strictly enforce this rule as a players legs are vulnerable when trying to stand up and to ensure safety.

HITTING PLAYERS:

Players cannot be hit by other players unless the ball is on the same half of the field as the ball. Also, other players cannot hit players when the ball is not in play. Hitting of women must be done so at a “conservative” force by the men.

Infraction- FREE KICK SPOT OF FOUL AND 2 MINUTE PENALTY

FOULS, VIOLATIONS, PENALTIES:

Fouls and warnings may also be called for the following. The referee may elect to give a 2 minute penalty to a player and a free kick spot at foul, in which case they must sit out like in hockey.

*Holding of ball

*Illegal hit

- Player can not knock down player without ball
- Preventing a bubbleballer from getting up

*Illegal tackle

- Tripping
- Grabbing
- Kicking

*Illegal score

- Bubbleballer can not score with hands

*Delay of game

*Player misconduct

SUBSTITUTIONS:

Substitutions may be made throughout the game when the ball is dead. Players may enter after teammate has exited.

EQUIPMENT:

Players may only wear regular tennis shoes or soccer cleats. Shin guards and knee pads are optional. No jewelry or other sharp objects may be worn during play or in the Soccer Bubble. Glasses may be used, however will need to be worn with an eyewear retainer to keep them on the player at all times.

Each player must be in a "Soccer Bubble" prior to stepping on the field. The equipment shall be worn fully-inflated and over the shoulders with shoulder straps that are snug to ensure that the player is secured tightly inside the ball.

GOALKEEPERS:

Teams will not be allowed to have a goalkeeper.

The goal box:

A goal box will be marked off in front of each goal. It will extend 4 paces/yards out and 2 paces/yard to each side of the goal posts. All players (offensive and defensive) must remain outside this area unless the ball is inside the goal box. If the defense is clearly in the goal box area before any shot on goal takes place, and then legally (without the use of the hands) deflects a shot, it will result in the following: A penalty shot on an open goal 15 paces/yards out. If a player enters the goal box unintentionally without (in the eyes of the ref) interfering with the course of play, this will not result in a penalty shot. Repeated occurrences will result in a 15-yard penalty shot. This is up to the ref's discretion.

OFFSIDES:

There will be no offsides.

OUT OF BOUNDS:

Anytime the ball goes over either sideline, out of bounds, a kick-in will ensue.

Anytime the ball crosses an end line, a corner kick or goal kick will ensue.

a. Last touched by a defender- a corner kick. Ball is placed on nearest corner and kicked in by offensive team. Goals may be scored on corner kicks. All players must be outside the goal box until the ball enters the goal box and the defense must be at least 4 paces from the corner.

b. Last touched by attacker. A goal kick by the defense.

GAMES:

During regular season games are to be played within the allotted time (1 hour)

REFS:

A paid referee will be provided for each soccer match. The referee will have final say in any judgment call or issue regarding rules. Refs have the power to remove any player(s) from a game and/or the league, if deemed necessary. Any rules clarification must be brought to the attention of a staff member prior to the continuance of the game.

FORFEITS:

If your team forfeits a game during the season, the following rules apply:

First Offense: 3-0 loss of game in standings and warning issued.

Second Offense: 3-0 loss of game and staff reserves the right to remove team from playoffs and remainder of season.

If you know in advance (at least 4 hours) that your team is going to forfeit a game, we encourage you to contact us so as to help us schedule your opponent a game.

Teams have until ten minutes past the designated start time to field a full squad (minimum number of players required according to the rules).

PLAYOFFS:

Playoffs will be single elimination. Check with league coordinators to see how many teams will make playoffs.

SEEDING:

Teams are seeded according to winning percentage and strength of schedule.

WAIVERS:

In order to participate in the league, each participant must sign the team waiver. Waivers are provided and must be completed and handed in no later than the first night of play. Players not present the first week of play will still be required to sign a waiver with our staff before participating.

PLAYER ELIGIBILITY:

A formal protest may be filed before a game if an opposing player's eligibility is in question. The player in question will be required to provide his/her player information (name, address, phone #, signature) in writing to a league staff member prior to the start of the game. This qualifies as an official protest. The game will then be played in its entirety as scheduled. Teams will be notified of all rulings on the identified eligibility discrepancy by the following business day – decisions will not be made on site. If the protest is proven to be legitimate, it will result in the

forfeiture of the game in question. Games subsequent to the protested game may be rescheduled. All rulings by staff are considered final.

SPORTSMANSHIP:

The idea is to have fun. We hope that all participants keep that in mind when becoming involved. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. With this said, any behavior deemed unacceptable by staff may result in suspension and/or ejection from a game or the league.

STAFF:

To coordinate and run the league, our refs and/or staff will be available at all times to help the league run as smoothly as possible. If you have questions regarding schedules, policies, rule interpretations, directions to the bar, etc. please ask.

PRIZES:

Traveling trophy and cash prize.