

GaREAT Sports Complex Facility Rules and Playing Rules

*Laws of the Game are the same as USSF with the following exceptions:

GaREAT Team Roster, Release and Waiver of Liability must be completed in full and in alphabetical order, signed and returned to the GaREAT staff prior to the first game. No player is allowed to play unless they are registered on the GaREAT roster.

1. Proof of Birth – may be a player pass, birth certificate, or driver's license.
2. Insurance: All teams must supply their own additional insurance. Teams registered with US Club Soccer must have notified US Club they are playing indoor to have valid insurance for indoor. Again, all players (or parents, if minors) must sign the GaREAT Roster/Waiver form for participation.
3. Once a team registers, no refunds are available unless the league is cancelled.
4. **Game Ball:**
 - **Home Team Supplies the Game ball (quality).**
 - U9, U10, U11, U12: Ball size 4
 - U13 and up: Ball size 5
5. **Forfeit:** 5 minutes after the scheduled game time. All forfeits are recorded at 3-0. ANY FORFEITURE BY ANY TEAM WILL PREVENT THAT TEAM FROM PLAYING ANY MATCH BEYOND THE PRELIMINARY ROUNDS AND WILL PREVENT THAT TEAM FROM BEING DECLARED A DIVISION WINNER OR WILD CARD. **League policy:** If for whatever reason your team does not show up for a schedule game, YOUR TEAM is responsible for the full referee fee. This fee must be paid to GaREAT prior to your next game.
6. **Duration of the Game:**
 - a. **Premier Club League:** 45 minutes running clock. No half time. Play is extended to permit the taking of a penalty kick. In case of serious injury, the referee may decide to stop time. The referee may terminate a game because of bad conduct of players, coaches or spectators. The tournament/event director shall determine the outcome of any game termination. There is no guaranteed warm-up time on the field prior to your game. All regular league games and Play Dates that end in a tie will stay tied. For Play-off and Championship games: If tied at the end of regulation, the game will be determined by kicks from the mark – it will be 1 for 1, not 5 players, all sudden victory.
 - b. **Adult, High School and Middle School Leagues:** Two 25 minute halves, running clock.
7. The Home Team shall kick-off.
8. **TEAM FIELD POSITION:**

The home team is the team listed first in the official game schedule. Both teams and coaches will occupy the same side of the field with spectators on the mezzanine. Coaches must remain within twenty yards of the halfway line. Under no circumstances will players, coaches, officials, or spectators be allowed to stand or position themselves behind the goal line.
9. Please do not kick balls at any walls! No balls outside of playing fields!

10. Only teams scheduled to play are permitted in the playing area. When not playing, please stay out of the main playing area. No warming-up, training or playing is permitted in the Volleyball / Basketball area.

11. Players on the field:

- U9, U10: 7v7 total including goalkeeper.
- U11, U12: 8v8 total including GK
- U13 –U19: 11v11 total including goalkeeper
- Adult Leagues (Men's, Coed and Women): 7v7 total including Goalkeeper
- Coed League: Must have a minimum number of 3 women (not including the goalkeeper) on the playing field at all times.
- Middle School League: 7v7 total including goalkeeper
- Minimum # of players: (half field: 4 + keeper) / (full field: 6 + keeper).

12. Player's Equipment

- Jersey must have a permanent number (NO taped numbers). Teams must wear the same color shirt/jersey.
- The first team listed on the schedule is designated as the home team. In the event both teams are the same color, the home team must change.
- The goalkeeper must wear colors that distinguish them from all other players.
- All players must wear Shin Guards.
- Indoor soccer shoes or Turf shoes are recommended. **Molded shoes are OK and are ONLY to be worn on the soccer field.** They are not allowed to be worn throughout the remaining areas of the facility. **Please bring a change of shoes.**
- A player may not wear jewelry (watches, bracelets, etc.) which is dangerous to themselves or other players.

13. Substitutions: at the discretion of the referee during any stoppage in play.

14. Fouls / Misconduct / Penalties:

- All Referees decisions are final. The Referee will stop the match if, in his/her opinion, a player is seriously injured and ensures that he/she is removed from the field of play. An injured player may only return to the field of play after the match has restarted.
- USSF rules will be applied with regards to indirect and direct free kicks.
- Interference: If ball hits ceiling in the field of play, the restart is an indirect free kick from where the ball hits the ceiling. If interference occurs inside the penalty area the restart will be a throw in near the corner flag.
- Free Kicks: Opponents must be at least 7 yards from the ball on half fields and 10 yards on the full field.
- Goalkeeper restrictions: FIFA outdoor Back Pass rules will apply.
- ALL teams must have a coach (21 or older) on the sidelines at all times.
- Red cards: the player will leave for the rest of the game and be suspended a minimum of one additional game. Second red card in any league session carries a minimum of a three game suspension. More severe disciplinary action will be considered, including the removal of all privileges to participate in any activities at GaREAT.

- Displays of temper or dissent are just cause for ejection from the game and the field area. Any player or coach ejected from a game will be ineligible to participate in the next scheduled game for that particular team.
 - Spitting: is NOT allowed, verbal warning 1st, next EJECTION.
15. Standings (when kept for league and tournament play): Standings will be based upon the following:
- a. Points: 3 points for a win, 1 point for a tie, 0 for a loss.
 - b. In the event of a tie in point standing, the following sequence will be used:
 1. Result of match played between the two teams (head to head). In the event of a tie among 3 or more teams, this criterion will not be considered.
 2. Total net score for tournament matches. Net score = goals scored minus goals scored against (maximum recorded goal difference in any one game shall be 5 goals).
 3. Goals scored (maximum 5 goals per game).
 4. Least number of goals against (maximum 5 goals per game).
 5. Most Sudden death penalty shots.
 6. Coin Toss.
 - c. In divisions with semifinals, 2 teams from the same club will not be matched against each other until the final (exception: 7 team bracket). A group alphabetical rotation will be used to prevent this & the wildcard from playing the winner of their group.
16. Any type of misconduct fouls will not be tolerated by GaREAT management. Serious and continued misconduct will result in a forfeit and banishment from the facility.
17. If there is an injury, please notify GaREAT Management Staff immediately. GaREAT Staff will call for emergency service if necessary. If an ambulance is required (if under 18) the bill will be charged to the family of injured party or to the injured party if an adult (18+).
18. GaREAT Staff will have final say on all discrepancies!

***Special Note Regarding Adult Soccer League Divisions:**

Coed Rec is for men and women 21 years of age or older. This is a recreational league that provides plenty of exercise and enjoyment. Teams are permitted to have two players between the ages of 18 and 20 that are not Coed Open or Men's Open players. This is a 7v7 League (7 players total including the goalkeeper). Minimum number required to play: 4. Teams must have a minimum number of 3 women (not including the goalkeeper) on the playing field at all times.

Coed Open is for men and women to enjoy the game together. These leagues offer high competition with playoffs and trophies for the champion and runner-up. Must be 16 years or older. This is a 7v7

League (7 players total including the goalkeeper). Minimum number required to play: 4. Must have a minimum number of 3 women (not including the goalkeeper) on the playing field at all times.

Men's Rec is for less experienced players, but is still competitive. Must be 18 years old or older. This is a 7v7 League (7 players total including the goalkeeper). Minimum number required to play: 4.

Men's Open is our most competitive league for those who have competed at high school and college levels. Must be 16 years old with the exception of approved club teams. This is a 7v7 League (7 players total including the goalkeeper). Minimum number required to play: 4.

**Please note: divisions may be combined if necessary.*

11v11 Tournament rules: (Exceptions to League rules):

1. Playing on Multiple Number of Teams: A player may play for more than one team, providing they are listed on both rosters and that the two teams are not in the same division.
2. Length of Game: Will be 45 minutes (no ½ time).
3. Playoff and Championship games (For Tournaments and League/ Finals ONLY): If tied at the end of regulation, the game will be determined by kicks from the mark – it will be 1 for 1, not 5 players, all sudden victory.

4. **SCORE REPORTING:**

The referee will be responsible for obtaining signatures from both coaches for each game. Coaches are required to approve the score written by the referee and signed the game card. In some instances a field marshal will be assigned to two adjacent fields and will work quickly to get all appropriate signatures after matches have ended.