



# **Williamson County Parks & Recreation**

**Rules of the Game for**

**Open Soccer**

**Men's Soccer**

**Women's Soccer**

**Co-Ed Soccer**

**Over30 Men's Soccer**



## Governing Body

- \* The governing body of this league will be the Athletic Administrator from the Williamson County Parks and Recreation Department or his or her assigned representative.
- \* Items not covered by these by-laws will be ruled on by the Williamson County Parks and Recreation staff.

## Eligibility

- \* **Teams must have 70% Williamson County residents. If a team does not have 70% WC residents then that team could be ineligible to play in the league.**
- \* Returning teams will have the option to register a week early.
- \* All players must be eighteen (18) years of age.
- \* All players must sign a roster/player contract to be eligible to play.
- \* **All rosters must be completed and turned into the Recreation Department prior to the first game. Teams without rosters on file will automatically forfeit their games. For a five week season, teams have until the third week to make changes to rosters. After this time period, the rosters will be frozen. For a 10 week season, teams have until the fifth week to make changes.**
- \* League registration fees will be paid at the time of registration in order to qualify for league play.
- \* Teams not qualifying for league play will have their registration fees returned.
- \* Players cannot change teams once the season starts unless approved by the Williamson County Parks and Recreation staff.
- \* We will have an A and B Divisions. A is for Competitive and B is for Recreational. One division will play in Brentwood Arena and one will play at the Franklin Arena. At the end of each season, the bottom team in A Division will be relegated to the B Division and the top team in the B Division will be promoted to the A Division.
- \* All protests of eligibility will be brought to the attention of the official before the game begins or the protest will not be allowed.

## Player Conduct

- \* Everyone must follow all of the facility rules.
- \* Only one spokesperson per team is permitted. This is the designated captain or coach of the team at the beginning of the game. He or she will accept full responsibility for his or her team's actions.



- \* All spectators must remain in the seating area during the game. Anyone not wishing to abide by this rule will be asked to leave the facility.
- \* At no time will children be left unsupervised in any Williamson County Parks and Recreation facility.
- \* If a team defaults two games during a season, they will be reviewed by the Recreation staff regarding their continued participation in the league.
- \* **Two red card violations, per team, of any nature called during a game will result in a forfeited game. Misconduct will not be tolerated. This is a recreational league.**
- \* An individual, player, coach, or spectator behaving in a threatening way to an official, supervisor, or opposing player will be required to leave the facility and will be suspended indefinitely from **All Recreation activities**.
- \* Anyone intoxicated or thought to be intoxicated will be asked to leave the facility immediately.
- \* All players involved in fighting will be suspended immediately and arrested. Players, Coaches or Spectators involved in fights or threatening behavior to WCPR Staff, officials, supervisors or opposing players, will be suspended for an indefinite period of time from **All Williamson County Recreation activities**.

### **Adult Indoor Men's, Women's, and Co-Ed Rules**

1. All Parks & Recreation rules are the #1 guideline for league play. The rules of USSF, FIFA, MISL, and all other by-laws will be the guidelines for league play.
2. Games will start on time according to the published schedule and only the first game will have a grace period of five minutes. The game will be declared a forfeit at the end of this 5-minute period if one or both teams aren't available for play. This means one or both teams must have players on the field, ready to play. All other games will start according to the schedule.
3. Teams may have up to sixteen (16) team members on their rosters. No player can be added to the roster after the third scheduled game of the regular season (fifth game for ten week seasons). Added players must sign the roster/player contract before playing in a game.
4. Co-ed games will be played as follows:  
6 players: 3 women & 3 men, 4 women & 2 men, or 5 women & 1 man.  
5 players: 3 women & 2 men, or 4 women and 1 man.  
Teams must have a minimum of 1 man on the field at all times. If a team drops below four (4) players due to injuries and / or ejections, the match will be ruled a forfeit and the opposing team will be awarded the victory.
5. It is the responsibility of the coach/team captain to have all players understand and abide by the rules, as well as sign the roster and meet all league eligibility requirements.
6. The clock will be a running clock with two 22 minute halves. The clock does not stop except for injury.
7. No refunds once the season begins.



8. Any team that forfeits (Does not Show) for two games during the season will be reviewed by Parks and Recreation and could lead to being dropped from the league (NO REFUNDS).
9. League points will be awarded as follows: 3 points for a win, 1 point for a tie, 1 point for a shutout, and 0 points for a loss.
10. The offside rule is not in effect.
11. Teams will consist of five (5) field players plus one (1) goalkeeper - i.e. 6v6. Teams must have a minimum of four (4) players to begin a match (Coed, Men & Women). If a team drops below four (4) players due to injury(s) and / or ejection(s), the match will be ruled a forfeit and the opposing team will be awarded the victory.
12. Kick-offs: the ball may be played forward or backward. After a goal is scored, the game is restarted with a kickoff from the center line.
13. A goalkeeper may only retain possession of the ball with his or her hands for a period of six (6) seconds. A dead ball must be played in six (6) seconds or be turned over to the opposing team.
14. The goalkeeper may not punt or drop kick the ball. Only throw-ins will be allowed.
15. The goalkeeper may not use his or her body illegally.
16. A ball which passes over the end line, having been last played by a player defending that end, will result in a "corner kick" - a direct kick taken from the corner spot by the attacking team. A ball which passes over the end line, having been last played by a player attacking that end, will result in a "goal kick" - a direct kick taken from any point in the goal box by the defending team.
17. If the ball gets jammed or lodged between players, the boards, or nets, the referee may award a drop ball at his or her discretion.
18. All indirect free kicks awarded inside the penalty area will be taken from the nearest point outside the penalty area. All direct free kicks awarded inside the penalty area will be taken as a penalty kick from the attacking yellow line. The goalkeeper lines up on his or her goal line, the PK kicker lines up at the ball, and the remaining players from both teams line up behind the center line. At the whistle the play is alive, the kicker may dribble forward and shoot, the goalkeeper may come off his or her line, and the remainder of the players may run towards the goal. The ball is live on the whistle and may be touched as many times as needed.
19. No sliding or slide tackling allowed. Infringement will result in a direct free kick.
20. A ball which passes out of bounds on the side netting will result in a direct free kick at the point nearest to the point where the ball went out of bounds. A ball which hits the ceiling netting will result in a direct free kick from the nearest yellow line on the field. The ball must be played from the yellow line, failure to do so will result in the ball being turned over to the opposing team.
21. When a free kick or kickoff is taken, the defending team must be at least ten (5) feet from the ball.



22. The minimum number of players for a game to legally start is four (4). During the course of the game, if a team is reduced to less than four (4) players (for whatever reason) then they will forfeit the game. See rule #4 for Co-Ed.
23. If games begin running over scheduled times, administration, supervisors, or referees may, at their discretion, (1) reduce the allowed time between games, (2) reduce half-time, and/or (3) reduce overall game time in order to finish by the scheduled time. However, games may not be ended early. For example, if the game is running long, up to five (5) minutes may be taken off the clock; however, the time taken off must leave at least two (2) minutes in the game.
24. A player is allowed to place one (1) hand on the boards for support. The use of two (2) hands will result in an indirect kick for the opposing team.
25. Free substitution will be on the fly as the game is in progress. The substitute may not touch the ball until the substituted player is off the field. Infringement will result in a direct free kick for the opposing team, and a yellow card for the substitute.
26. All players must wear indoor soccer shoes or sneakers - no molded cleats.
27. In case of conflict in uniform color, the home team (team listed first on schedule) will be required to change. Unless the guest team that does not have numbers on their jerseys and the home teams does, in this case the visiting team will have to change. It is recommended that all teams bring alternate jerseys.
28. **Players who receive a yellow card must spend five (5) minutes in his or her player box. Teams may not substitute for the carded player. The carded player must remain in the player box until the penalty time has expired. If the opposing team scores a goal, then the team that is down a player may put a player back in the game. However, the carded player must serve the full 5 minutes. Goal keepers must serve for his or her yellow card. Two (2) yellow cards equal (1) red card for a player. Three (3) yellows cards per team during one game will forfeit the game.**
29. **Players who receive a red card must leave the facility for the remainder of the game and the team will have to play short the remainder of the game and that player will be suspended for the next game. If a player receive 2 red cards in the same season will be suspended for the remainder of the season. If a team receive 2 red cards in the same game then that game will be a forfeit. If a team receive 3 red cards in the same season will forfeit there remaining games.**
30. All games will be played regardless of weather. It is the teams' job to be at their scheduled game on time. WCPR will not reschedule games in the event of a forfeit or cancellation.
31. The game ball will consist of a normal size 5 ball.
32. If a team commits four (4) direct free kick fouls, the opponent will be awarded a penalty kick on the fourth direct free kick, The fouls will reset after four (4) direct free kick fouls. Fouls do not reset at half-time or in over time. Note: Hand balls count as a direct kick foul, and will be counted on the direct free kick counter.
33. If a foul occurs during the last seconds of the game and time passes, and a team is given a PK kick as stated in rule #19. IF (4) direct free kick fouls has been reach as the time expires as stated in rule #19. Five (5) seconds is place on the clock and the ball is live for that period of time.



34. A game may be protested if the protesting team pays the protesting fee of \$50.00. Judgment on the game will be given within seven (7) days of the game.
35. There is no over time during the regular season at either the Franklin or the Brentwood Arena. Overtime in tournament play (**Franklin Arena only**) consists of a five minute sudden death period (first team that scores wins). If a winner is not established during sudden death, a shootout will follow. **Shootouts will be used to determine the winner for tournament games at the Brentwood Arena.** Teams will designate five players for penalty kicks (PKs). The team with the most goals after five PKs wins. A coin toss will determine who kicks first.
36. A Player that tackles the ball from behind, in any way, will result in a direct kick foul. That player will be given a yellow or red card.
37. Advantage Rule: If a foul occurs and the advantage is played the referee will hold up his or her hand to indicate that a direct foul has been given.
38. Shin guards must cover the entire shin. A yellow card will be issued if it is not entirely covered. The carded player may not return to the game until his or her shin guards meet the requirements.
39. Mercy Rule: If a team is losing by ten or more goals with ten minutes left in the second period, the game will be stopped. If a team is losing by six or more goals with five minutes left in the second period, the game will be stopped.
40. Co-Ed players may only score three goals per game. A foul will occur if players score more than three and the opposing team will be awarded a direct kick.
41. The Co-Ed league will consist of two divisions (A and B): the A division is designed for more competitive teams, while the B division is primarily a recreational league. The top team from B division (Robert A Ring Arena, Franklin) will move up to the A division (Indoor Arena @ Crockett Park, Brentwood) and vice versa for the bottom team in the A division. The Franklin and Brentwood seasons will not always be the same length or start/finish at the same time do to scheduling conflicts.