



General Rules:

- Each team will field 6 field players.
- Field size will be approximately 90' x 74'. Goal size will be 4' x 6'.
- All game rules, unless specified in this document, will be in accordance with FIFA, international governing body of soccer.
- **NO GUEST PLAYERS ALLOWED!** Any team that plays with guest players will forfeit that game.

Player Requirements:

- Team will fill out roster, and pay all according fees set forth by BMS. The Team will be registered with BMS, and all players must sign league waiver. Roster size to be limited to 10. If there is a season ending injury, that roster slot may be replaced. Minimum age requirement is 13 years of age and any player under the age of 18 requires a guardian's signature. It is emphasized that this is a competitive league. Roster sheet with players information to be filled out prior to season start.
- Teams must have at least 4 field players to begin. Late arrivals will be allowed to sub-in when ready. If a team does not have the required number of players to start, the team has 10 minutes to get to the minimum number of players or they will forfeit the game. The game clock will start promptly at scheduled time. As soon as they meet the minimum number of players the game will begin.
- Substitutes are unlimited and "on the fly".
- Players must wear provided team shirts.
- Shin guards are required.
- There must be at least 2 games left in the regular season for a team to accept new registrations.

Play Rules:

- Games will consist of one continuous 35-minute game with 1 official. Clock will run nonstop. In case of injury or any other reason deemed necessary by the official, the game clock may be paused at the discretion of the official.
- Tough play is encouraged, but **NO SLIDING** will be permitted. Play on the ground will be at the discretion of the official, but dangerous play will be judged for a foul and discipline will be issued.
- Never argue with an official. If you disagree, have your captain approach the official or speak with them during a break or after the match. Arguing with the official will result in a yellow card.

- Yellow cards and Red cards will be issued for all deserving offenses, in accordance with FIFA regulation. A second yellow card in the same game warrants a red, which requires the player to be sent off, and the offending player's team is to play down one player for the duration of the game. Two Yellow cards receive a suspension of following game. A Red card results in the offending player's team to play down one player for the duration of the game and an automatic suspension of following game. Two red cards by any one player will result in automatic suspension for the duration of the season. Any physical altercation (fight) between two players will result in automatic suspension for the duration of the season. A card accumulation policy will also be implemented (See attached documentation).
- Any ball that goes over the Touch Lines will be played in with a kick in. Any ball that travels over the End Lines will result in a Goal kick or a Corner Kick. Free Kicks will be given a minimum of 2 yards by opposing players if team requests it. All free kicks are to be indirect in nature. Quick restarts are allowed, at the discretion of the official. There is no offsides and players can score from anywhere on the court of play. There will be a goal box approximately 5' x 12' in dimensions around the goal. Defending players may not "camp" out in this box. They may however, enter the box to make a play for the ball or to defend an opposing player who enters the box. Any ball that hits the rafters or any extension of the ceiling results in a dead ball and the opposing team will receive the ball and it will be placed at midfield for an indirect free kick.
- The official has the final say on any and all "on field" calls, goals, discipline, and ejections. Each team will provide a captain, who may converse with the official, but all referee decisions are final.
- Each player is expected to hold themselves in the highest accords with FIFA's Fair play and Sportsmanship rules. Foul language, inappropriate gestures, violence, intentional dangerous play, and any other activities that violate the rule or spirit of the game, or the rules of Black Mountain Soccer and/or the rules of its facilities will be subject to discipline, removal, suspension, and/or expulsion from the league.
- There will be a staff member present during league play if any team captain has anything that they feel should be brought forth.
- Any foul committed in the goal box by a defending player will result in a penalty free kick for the offensive team from their own goal box. This includes fouls for defensive players "camping" in the box. All remaining players will stand on the sideline while the kick is being taken. Once the ball is kicked, the result will be a goal for the kicking team or a dead ball. If the kick deflects off the goal post into play, the ball will still be deemed dead and given to the opposite team for a goal kick. If a goal kick is required, play will begin on the official's whistle.

League System:

- Games will be played on Sunday afternoon's at Sheridan Junior High School.
- All Wins will be worth 3 points, Ties will be worth 1, and Losses will be worth 0.
- Standings determined by the teams that have most accumulated points at end of season.
- Ties will be broken in the following order: Goal Differential, Goals For, Goals Against, coin flip.
- There will be playoffs at the end of each season. It will be a single elimination knockout playoffs system (based on the number of teams in the league). Number of teams participating in the playoffs will be announced prior to the start of the regular season.
- 1st and 2nd round Post season games will consist of two 20-minute halves. If overtime is necessary in the first two rounds, the overtime will consist of golden goal with no time limit. The championship game will consist of two 35-minute halves. Overtime in the championship will consist of two 5-minute halves. If more overtime is required, this will consist of golden goal with no time limit.