

Galaxy Park – Co-ED/Men’s Open CAdult League 5v5 Rules

- 1. ELIGIBILITY/AGE CLASSIFICATION:** Galaxy Park currently has one co-ed league and one men’s open league. Co-ed teams can only have a maximum of 3 men on the court at any given time. Women may play on Men’s teams; however, Men may NOT play on a Woman’s’ team. In the event a team has 1 man, that team is considered a Men’s team and must be registered as such.
- 2. ROSTER:** There is a maximum of twelve (12) rostered players per team. Rosters are frozen at the time of check in, and all players must be reflected on the roster in the registration platform, DaySmart. The use of an improperly registered player will result in a forfeit of the game and may result in the ejection of the team from the season. You may make roster changes until week 5. After week 5, the rosters are frozen. There may be exceptional circumstances that may be approved by the League Manager that allow for changes in the roster after week 5. For Co-Ed, at least 2 female players are required on-field at all times.
- 3. EQUIPMENT:** Age-appropriate shin guards are required. Hard casts prohibited. Facility Staff has final say on approval. All field players must wear the same color shirt (numbers are NOT required). If two teams have similar colored shirts, the HOME team must change to a different color. Goalkeepers must wear a shirt of a different color from both teams. Training Shoes, molded studs and turf shoes may be worn. No metal or screw-in cleats allowed.
- 4. HOME VS AWAY/VISITOR:** The Home team will be the team listed first on the schedule.
- 5. MATCH START AND DURATION:** Teams must be ready to kick off at game-time or forfeit the game. Minimum # of players to start is 3. Games will start when the minimum # of players have been met, failure to do so or delay, will result in a forfeit. Teams will be given a 5-minute grace period; HOWEVER, the game duration may be shortened to stay on schedule. The duration of play will be two twenty-five-minute halves with a three-minute halftime. The game is over when the time expires, irrespective of the flight of the ball or if an attack on the goal is in progress. The goal will count only if it is across the goal line before the whistle is blown. Time may only be extended for the taking of a penalty kick. There will be no coin toss prior to the game. The Home team will Kick Off to Start the match. The Away/Visitor team will determine which end of the field to defend first. Game length may be adjusted to maintain the schedule or to compensate for severe weather. Games may be played earlier or later to accommodate needed schedule changes. Teams switch ends at half time.
- 6. OFFSIDE RULES:** There is no offside in 5v5 Soccer.
- 7. HEADING:** Heading is allowed. If a ball strikes a player on the head (or any other part of their body) and the referee believes it may have resulted in an injury, the referee may stop play, regardless of advantage. The safety of the players is always our priority.
- 8. SLIDE TACKLING:** There is NO Slide Tackling by in 5v5 Soccer. Players may slide to block or save a shot; however, no contact may be made with an opposing player at any time. In other words, sliding where no opponent is present is allowed. A slide tackle infraction results in a Direct Free Kick. A second infraction (same player) will result in a Yellow Card, and a third infraction will result in a Red Card.
- 9. KICKOFFS:** A Kickoff is an Indirect Kick. The kick-off may go in any direction.
- 10. TOUCHLINE (SIDELINE) RESTARTS:** In place of throw-ins there will be kick-ins. A player may not directly kick a ball into the goal from its stationary restart position. When the ball makes contact with the perimeter of the

net or support post and stays in play it is considered a live ball. The game will start with a stationary kick from any ball that goes out of bounds, over the net, or gets stuck in the net results in a touchline restart.

- 11. PENALTY KICKS/FREE KICKS:** PKs will be taken seven (7) yards from the goal. Physical fouls will result in direct free kicks, all others are indirect. Players on the defending team must be a minimum of five (5) yards from the kick.
- 12. Pass-backs:** If a player passes the ball to a goalkeeper, that goalkeeper may not pick the ball up with their hands.
- 13. GOAL CLEARANCE:** Any time a Goal Kick is required, the goalkeeper will execute a Goal Clearance (ball must leave the penalty box). The goalkeeper will start with the ball in their hands and may either (1) throw the ball, (2) put the ball down and pass/kick. Once the ball has been released from the goalkeepers hands the ball is effectively "live." The Goalkeeper has 4 seconds to execute the goal clearance. Failure to execute the Goal Clearance within 4 seconds will result in an Indirect kick at the top of the box for the opposition. The goal clearance is classified as an indirect kick and may not result in a goal. Once the ball is OUTSIDE the penalty box, a goal may be scored from anywhere on the field. The ball may not be punted or drop-kicked or it will result in an indirect free kick seven (7) yards from the goal line.
- 14. GOALKEEPING:** During the run of play when the ball is in the hands of the goalkeeper, it may be thrown anywhere or dropped and dribbled inside the penalty area but cannot be drop-kicked or punted. The ball must leave the goalkeeper's penalty box within four seconds, or it results in an indirect free kick seven (7) yards from the goal line. A goal may not be scored by the Goalkeeper throwing the ball directly into the opponents goal. If this occurs the restart is the Goal Clearance from the goal box in which the ball was thrown into.
- 15. GOAL BOX:** Players are not allowed to touch the ball inside the goal box for either team, except for the goalkeeper. If an attacking player touches the ball inside the goal box of the opposite team, the play is immediately blown dead, and the goalkeeper is given possession of the ball. If a defensive player touches the ball inside the box, the opposite team will receive a penalty. The line marking the goal box is considered part of the box. As soon as the ball touches the line, then it is considered inside the box.
- 16. SUBSTITUTIONS:** Subs for either team may only be made with the referee's acknowledgement after any dead ball, including direct and indirect kicks.
- 17. CONDUCT:** The Referee, Event/Facility Hosts will not tolerate unruly behavior and reserve the right to remove any individual from the premises. Intoxication will result in removal from the premises. Pushing and checking is prohibited. Checking any opposing player into a wall will result in an automatic yellow card. Players should limit upper body contact.
- 18. CARDS:** When a player receives a yellow card, they will immediately be substituted off the field. They can return to the field as a substitute after a 2-minute timeout. Cautions (Yellow Card) are cumulative throughout the season. A player receiving 2 Yellow cards in a single match result in a Red Card and carries those sanctions. A player receiving 3 yellow cards in a season will result in them being ineligible for their next match. Once the 3- card suspension match is served, the player may return if the team has more games. Ejection (Red card) players may not play in the remainder of the current game and the team's next game. The team of a sent off player may however substitute for the sent off player. Players sent off in two games in one season will be ejected from the season.

- 19. ACCUMULATED FOULS:** Excessive fouling is not allowed with steps in place to prevent these behaviors from players or teams. Upon a team's 6th accumulated penal foul in each period and each subsequent penal foul will result in direct free kicks will be awarded to the opponents from 7 Yards outside of the top of the box and all subsequent direct free kick fouls in the period.
- 20. SIDELINE CONTROL:** The Team Manager (the individual who registered the team on DaySmart) is responsible for the behavior of his/her bench area – including fans. After being verbally warned or cautioned (yellow card) by the referee for unsportsmanlike behavior from his/her bench area, the Team Manager will receive a red card if the situation persists. The referee also has the power to eject any spectator at any time at his or her discretion.
- 21. SCORING:** In pool play or round robin formatting, 3 points for a win; 1 point for a tie and 0 points for a loss.
- 22. PLAYOFFS/SHOOTOUTS:** In case of a tie at the end of regulation in playoff play, games will go directly to a shootout with the winner decided on a best of 5 kicks. If tied after 5 kicks then sudden death will follow.
- 23. QUALIFYING/TIEBREAKING SCENARIOS:** If at the end of regular season play teams are tied on points, the following tiebreaking scenarios will be used to determine which team advances:
 - a. First Tie Breaker: Head to Head Record
 - b. Second Tie Breaker: Most Goals Against
 - c. Third Tie Breaker: Fewest Goals For
 - d. Fourth Tie Breaker: Coin Flip
- 24. FORFEITS:** In the unlikely and or unfortunate event of a forfeit, the score will be reflected as 3-0.
- 25. PROTESTS:** The LA Galaxy does not allow protests. Officials' decisions are to be respected regarding the interpretation of facts, judgements, or rules within the game. In the event of a misinterpretation of a rule, the onsite Tournament Director will have final say.