

Westmont Yard Adult League Rules

General

- Referee(s) serve as the field authority and/or field judge for all games: their calls and decisions are final regarding all game rulings.
- Schedules are posted on westmontyard.com. Teams are responsible for knowing when their games are scheduled.
- Shin guards and socks are mandatory
- Cleats, Indoor or Turf shoes are allowed-NO metal bottoms
- No jewelry allowed
- No gum, food or spitting in the field area
- 48min, running clock, no halftime. If an injury stops play for more than 20 minutes, then the game will be canceled and a makeup game will be rescheduled
- After each game, the clock resets to 50 min. Teams have 2 min to get on the field and get ready to start
- Games start on time – please be on time and ready to go, and please leave the field right after your game is over.
- Each team needs 2 different colored shirts; in the event of color conflict, the **HOME** team will change-**NO** pinnies will be given out
- Team balances must be paid off before Week 3-balances not paid off result in all wins being changed to forfeits
 - Payment structure: Teams must make a minimum payment of \$100 during week 1 and week 2 of the season. If teams do not make their payments, they will forfeit their games.
- Team balances paid off before session starts saves \$100

Laws

- USSF rules apply, except for the following modifications
 - 7 v 7 (including keeper)
 - No slide tackling
 - No offside
 - Kick off is Indirect
 - All free kicks are Direct-wall and defending players must be 3 yards away from the ball
 - All players in the wall must make an effort to move back 3 yards or may be carded
 - All throw in's are taken as kick in's (will be Indirect)
 - Goal kicks may not travel past the half line in the air unless touched first by a player or the referee
- **Forfeits:** Teams will have 5 minutes to assemble a team. Minimum to play is 6 players for 7v7.
 - Teams that forfeit without at least a 24 hour notice will be fined \$75.00.
 - For playoffs, the fine is worth \$100.00.
 - Captains are responsible for paying the fine before their next game.
 - If a team has 2 forfeits in a session, they will be removed from the league.

Player Eligibility

- All players must be 18 years or older-ID may be requested to verify age
- All players must have a current Player Card- \$5 and good for 1 year
- All players must sign the roster each session
- Teams will forfeit the game if using underage or non-registered players
- No additions will be allowed after the 4th week
- All players must be signed by Week 5 or they will be removed

Keepers

- No punts or drop kicks-results in a direct free kick from the center spot
- Balls placed down and kicked may travel past the halflines in the air
- If the keeper throws the ball into any goal, it is a goal

Penalties

- **Blue Card**: 2 minute penalty. Your team will play down 1 until penalty is up or opposing team scores a goal. You will receive a blue card for persistent fouling, repeated foul language, not giving 3 yards for the wall or a hard foul.
- **Yellow Card**: 5 minute penalty and your team will play down 1 until penalty is up. 2 blue cards equals a yellow card.
- **Red Card**: equals 1 game suspension plus a fine which will be determined by spitting, extreme language, flagrant fouling, etc. The referee will turn your player card into the Front Desk.
- League/Facility Manager may increase suspensions and have final say

Fighting

- The player(s) involved will be ejected from the game & will be suspended for one year from the date of the fight.
- If the player(s) are involved in a second fight after the first offense, they will be banned from the facility.

Tie Breakers (for playoff standings)

- Head to head
- Goal differential capped at 3
- Coin flip

Playoffs

- Players must have their player card and a separate photo ID on hand
- Referee has discretion to stop the clock with under 1 minute in a close game for time wasting
- Games ending in a tie immediately moves to PK's
 - 3 kickers per team, alternating teams
 - If still tied, 1 and 1
 - All team players must take a PK before anyone goes again