

Adult League 11v11 Information Summary

- 11 versus 11 (including a goalkeeper)
- 2 X 35-minute halves. (4 X 15-minute quarters in excessively hot weather)
- Rain-out dates will be built into the league schedule.
- Every team registration is required to have an appointed Team Captain. The Team Captain is responsible for reviewing the rules and conduct policies and ensuring the team is aware prior to the first game. Each individual registrant is responsible for reviewing the rules and conduct policies prior to the first game.
- Ideally, each team plays every team once; however, that will depend on the number of total teams at the end of registration.
- Due to the current referee shortages, Indiana Soccer cannot guarantee adult league matches will have certified referees.
- Registration fee includes game jersey, game referee, and 6-7 games.

Adult Rec Coed Rules

First and foremost, this is a Recreational League intended to be a fun, family-friendly environment for adults to enjoy playing soccer, regardless of their skill level or fitness level. Any overly aggressive behavior, overly competitive behavior, or use of inappropriate language will be addressed by the referees and fellow players and will not be tolerated. If the league/club feels that behavior is not within the recreational, fun, and family-friendly umbrella, the offending individual will be asked to leave.

A. Fields: Noblesville will be played at 8501 E 196th St., Noblesville, IN 46062

B1. Players: Starting lineups consist of (11) players. A minimum of seven (7) players is required to start a game. 1. If a team cannot field a minimum of 7 players in accordance with Section F.1, Forfeit Time, the game is a forfeit.

B2. Substitutions: A team is allowed to substitute one or more players at any time as long as the player getting substituted is off the field by the benches.

B3. Guest Players: In the event a team does not meet the minimum player requirement at game time, a team may use guest players from anyone registered in the same league.

C1. Equipment Shin Guards: Shin guards are required for all players.

C2. Equipment Uniforms: All players on each team must have the same color jersey, preferably use the one provided by the league.

D. Game Officials: One center official for the games.

E1. Policies & Procedures Rain- Out / Cancellation Procedure: Please check TeamSnap notifications and social media (i.e., Facebook, Instagram) for any cancellations. If nothing is posted, please proceed to the playing field. After arriving for the first scheduled game, referees

are required to stay on the field until the start of the last scheduled game, unless the last games were cancelled, or the fields are closed. Referees are permitted to leave the field only after the last scheduled game is played full time or terminated early for weather or other cause.

E2. Policies & Procedures Lightning Policy: Rain delay and lightning policy will adhere to the NUSC weather policies. Referees and League officials have full authority to postpone or cancel games in accordance with these policies.

E3. Policies & Procedures Score and Time Keeping: Scorekeeping and timekeeping will be performed on the field by the referee.

F. Game Duration: Two 35-minute halves with running time. The exact duration of halves will be specified for each season, depending on field availability and time constraints. Officials may stop the clock for injury if excessive time is required to attend to the injured player, provided schedule constraints permit. The game clock starts at the scheduled game time without exception.

G. Forfeit Time: A 10-minute grace period will be given to a team not able to meet the minimum player requirements. A forfeit will result in a 1- 0 loss for the forfeiting team. After forfeiture, the game can still be played as a scrimmage or “friendly” between the two scheduled teams. Even if it is a forfeit, Referees are required to stay and officiate the game if both teams still want to play. Teams can share players between the two scheduled teams, or any team scheduled at their field, if the game is a forfeit. All players playing in a forfeited game must be registered players on the game cards at the field where the game is being played, and check in before they play.

H. Half-Time: Half-time period is 5 minutes long. Teams should be ready to restart play when half-time is over. The clock will start at the end of half-time, even if the teams are not ready to start.

I. NO SLIDE TACKLING: Slide tackling is not allowed and will result in an automatic send off (red card + 1 game suspension) and a direct free kick for the opposing team. The goalkeeper is the only player allowed to slide tackle near an opponent, provided it is performed within the penalty area and is performed only in a manner that does not pose a danger to the opponent or to him/herself.

Incidental Slide Tackles: Disciplinary action is at the referee's discretion. The referee may determine that no caution or card is necessary based on the nature of the play.

J. Cautions (Yellow Cards) and Sendoffs (Red Cards):

- Constant or excessive jawing, chirping, dissent towards other players will result in a Yellow Card
- Constant or excessive rough play will result in a Yellow Card
- Continuous dissent with a referee will result in a Yellow Card
- Foul language will not be tolerated and will result in a Yellow Card
- If issued a Yellow Card, the player must immediately sit for no less than 10 minutes.
- Two Yellow Cards will result in a Red Card and the player being ejected from the match, as well as a one-game suspension.

- Two Red Cards will result in the player being ejected from the league. Fighting before, during, or after a game will result in automatic expulsion from the league.
- The league reserves the right to evaluate reports of unsporting conduct or failure to uphold the league's standards of conduct as defined in the Mission Statement. A player's behavior or actions may be evaluated for compliance, even if no sanctions have been taken against them by the referees. In the case where violations of these principles occur, the Noblesville Board will take the necessary corrective actions, ranging from friendly reminders of the rules to player suspension.

K. Goal kicks: Ball may start from any position within the goal area. The kick is ALLOWED to cross the halfway line on the fly (in the air).

L. Goalkeepers: May throw or roll the ball to any position on the playing field.

M. Punts/Throws/Any kick by a goalkeeper is FIFA Law. A GK is allowed to distribute the ball via punt, drop kick, or throw beyond midfield.

N. Penalty area infractions: The ball is placed at the center of the penalty arc. An uncontested direct free kick will be awarded. All players on both teams must be outside the penalty box and behind the penalty arc.

O. OFFSIDES: Offside calls are based on FIFA rules by the referee's judgement, or can be determined via "gentlemen's call" in accordance with good sportsmanship.

P. Lopsided Scores If a team is up by 5 goals, that team will be asked to remove one player from the field, making the game 10 v 11 (including goal keeper).