



OUTDOOR SOCCER LEAGUE RULES

Last Updated: June 2, 2009



Table of Contents

1. Recent Revisions and Updates	8. Facilities
2. Sportsmanship	9. Equipment
3. Waivers	10. Reporting Results
4. Weather	11. Standings
5. Defaults	12. Playoffs
6. Schedules	13. League Specific Rules
7. Rosters/Subs	

1. RECENT REVISIONS & UPDATES

Last Updated

April 3, 2009

- **Rosters and Subs (Section 7):** Clarified sub policies for playoffs.
- **Facilities (Section 8):** Clarified rules regarding treatment of facilities including alcohol consumption and ejection policy.
- **Playoffs (Section 12):** Updated sportsmanship guidelines.

February 12, 2009

- **Defaults (section 5):** Added a policy regarding what happens if a team does not pay their default fee before their next game.
- **Facilities (section 8):** Added an important policy for players or teams who cause the SSC to receive a complaint regarding inappropriate conduct at a field.
- **Equipment (section 9):** Clarified how to set-up the field and changed the amount of markers that each team receives to 10.
- **Offside (section 14):** Inserted an offside diagram into section 14 under offside. Clarified the offside rule with respect to players in the 'offside position'.
- **Player Expectations (section 14):** Added a section outlining what is required of SSC players.
- **Game Play Expectations (section 14):** Added this section and included a new rule outlining how to use a time-out to calm down an intense game.

April 9, 2008

- **Offside:** Clarified the offside rule.
- **Passing to the Goalkeeper:** Clarified that it is allowed.
- **Goalkeeper playing the ball:** Clarified several rules regarding what the goalkeeper is allowed to do.
- **Handballs:** Clarified the Advantage Rule as it relates to handballs.
- **Playing in crease:** Clarified that players are allowed to be in the crease at any time.
- **Indirect free-kicks:** Clarified that the goalkeeper can count as the second player to touch the ball.
- **Fouls:** A new section has been added which all players must be familiar with. It outlines different types of fouls and their repercussions.

2. SPORTSMANSHIP

The SSC encourages a fun-first, winning-second attitude in all leagues. All players are expected to abide by the SSC sportsmanship policies, any player or team who does not will be subject to suspensions or league expulsion.

ZERO TOLERANCE POLICY

In order to promote a safe and sportsmanlike environment for its players, the SSC has clarified its stance on unsportsmanlike behaviour. All players must understand the expectations for playing in SSC leagues. Team Captains are required by the SSC to ask players to leave the gym/field if they are involved with any of the following acts:

- Swearing directly at another player or the Coordinator.
- Intentionally pushing, shoving or making physical contact with another player.
- Making comments to instigate an altercation with another player.

In addition to being dismissed from the game, a one week suspension (or more) may be assigned by the SSC to the involved player or team.

SPORTSMANSHIP RATINGS

In order to encourage sportsmanlike play, each team must choose and report a rating for their opponent directly after the game.

- The sportsmanship rating for your opponent gets reported when the Team Captain submits the game results online.
- If a team captain does not report their score by 5:00pm the following day, their team will receive a 0 sportsmanship rating (unless their opponent has given them a -1) and the score will be processed as their opponent reported it.

For a description of how to rate your opponent, see below.

Rating	Explanation
(+1)	The team was a lot of fun and made a genuine attempt to call their fouls.
(0)	The team was OK. There are two scenarios: (1) they were average in both Fun and Accountability; (2) They were strong in one area but weak in the other area.
(-1)	The team was not fun (too intense or aggressive) and generally did not follow the rules and call their own infractions/penalties.

The rating should combine "accountability" and "spirit of the game". Accountability is based on how you felt your opponent took responsibility for calling their own fouls. A team that does well on Accountability either: committed few or no fouls so it was not an issue, or committed several fouls but made a genuine attempt to call most of them. Spirit is based on how fun your opponent was. A high rating would be for a team that appeared to have a fun-first, winning second attitude and encouraged themselves and/or their opponent in a positive way.

REPORTING SPORTSMANSHIP CONCERNS

- If during the game you have a concern with the other team, address the issue respectfully with the Games Coordinator at the appropriate time (during play on the sidelines or at halftime).
- If at the end of the game you do not feel that the issue has been resolved, report the details of the issue to the SSC by 5pm the next day by using the online complaint form - [Click here](#).
- If you give a -1 and do not support the rating with a complaint form by 5pm the next day, SSC staff cannot properly act on the issue and the rating will be changed to a zero.

Click on the links below for full details on the following topics:

- [Full sportsmanship policy](#)
- [End of season sportsmanship rating review](#)

- [How the SSC handles complaints](#)
- [Nominate a Lady Bing Team](#)

3. WAIVERS

- All players must sign a [waiver](#) every season before playing their first game. The waiver can only be completed online.
- Any player that subs in (even if only for one game) must fill out a waiver prior to playing. Captains are responsible to ensure that this is done.
- The waiver outlines the SSC's liability and sportsmanship policies.

4. WEATHER POLICY

The SSC office is not open on weekends so all Saturday and Sunday games are subject to the rain or shine policy!

Weeknight games are played in most weather conditions and are rarely canceled. In the event that the SSC deems the fields unplayable, the weather update bulletin on the SSC website will be updated no later than 5:00pm on game day. If games are canceled, they will be re-scheduled. If the weather bulletin states that the games are "on", the rain or shine policy will apply.

RAIN OR SHINE POLICY

- Teams must report to their field regardless of weather conditions, or be subject to default rules.
- If it is raining or snowing at game time, the SSC requires teams to wait it out for at least 20 minutes before deciding to call the game.
 - If poor weather or slippery field conditions are still a factor after 20 minutes, you must discuss rescheduling options with your opponent prior to leaving the field.
 - The SSC will help with rescheduling but the teams must provide two potential dates that both teams can play on. Dates must be on a day other than your regular league night and must be minimum one week prior to the start of playoffs.
- On nights with poor weather, when games have not been canceled by the SSC, if less than half the teams in a division play their games then the SSC will automatically reschedule all games from that night via a double-header or a season extension. For games that were played, where both teams want their score to count, they will not need to re-play that game.
- If there are multiple rainouts in one season, the SSC may be required to shorten the season.
- The SSC may not always be able to reschedule the games (due to field availability and amount of notice time) so teams cancel at their own risk.

For complete details on the weather policy, please [click here](#).

OUTDOOR SOCCER SPECIFIC WEATHER GUIDELINES

- If poor weather causes the game to be stopped before the first half is completed, the teams must wait at least 20 minutes for the weather to pass. If the first half cannot be completed, the game will be rescheduled and replayed at a later date.
- After the first half is completed, the game is eligible for a win or a loss in the standings. If after the first half is completed conditions become unplayable, the two captains can meet and decide to:
 - Call the game and the score will stand as is. The team leading when the game is called records a victory. If the score is tied when the game is called, a tie is awarded.
 - Wait out the rain for 20 minutes and then re-evaluate the situation.
 - If the teams are not in agreement on what to do, the team that is losing will have the final say on whether to continue the game (at this point the game cannot be rescheduled and a score must be submitted).

It can be very difficult to reschedule games! Don't call games without good reason. Be prepared to play through some poor weather!

5. DEFAULTS

- All teams are to be at the facility 15 minutes before their scheduled game time.
- At game time any teams not meeting the minimum player requirements will default the game.
- Defaults are recorded as 7-0 with a -1 for sportsmanship.
- The default fine is \$50.00.
- Teams must provide the fee before their next game.
- If a team fails to pay on time their next game will be played, but will be recorded as a loss to them with a score equal to the default score. The actual score of the match will be applied to their opponent; they will not be awarded a default win. The score of this match will not be changed once the team pays their default fee.
- Teams defaulted against will be refunded \$50 to the credit card that was used to register the team.
- If a team defaults on a second night, their status in the league will be under review.
- Singles players are not charged a default fee if their team defaults. If a singles team is defaulted against, they will receive a gift certificate to the Season Ending Party.

6. SCHEDULES

- Schedules are posted online 48 hours prior to the first game.
- If the schedules are not posted you may assume the schedule has not been completed. Please do not contact the SSC regarding your schedule until after it has been posted.
- Games can be played anytime between 6:00pm-11:00pm on weeknights and 8:30am-11:00pm on weekends.
- Singles team names are assigned by the SSC office staff. All individuals' names will appear on the schedule with their team name.

7. ROSTERS & SUBS

- When registering a full team, there is no maximum limit to the number of players that you can have on the roster.
- A full team on the field consists of 6 players with a minimum of 2 females (including the goalie). The goalie does not count towards the female minimum.
- The minimum amount of players required in order to not default is: 4 players including at least 1 female.
- A sub-list can be requested from the office. If you recruit a sub, it is your responsibility to ensure they are ready to play (know the rules, will play at the proper level and have submitted a waiver).
- A team may bring in subs that are not listed on the roster. They must fill out a waiver prior to playing.
- In the spirit of sportsmanship, captains are expected to replace players with a person of a similar skill level. Bringing in "ringers" for regular season and particularly playoff games is discouraged.
- If you are playing in a league where there are other SSC teams playing before you, your team may borrow players under this condition: to increase your team to a minimum full line-up. The SSC considers it to be an unfair advantage if a team borrows players to bolster their line-up.
- Individual team rosters will be e-mailed out 48 hours prior to game one.
- Subs in Playoffs:
 - Subs are expected to play at the same skill level of the player that they are replacing.
 - The top 4 teams can only bring in subs that have played at least one game in the regular season.
 - To help avoid defaults in the **playoffs**, teams, excluding the top 4 (teams ranking 1-4 in the standings after regular season games), are welcome to bring in subs who have not played at least one regular season game with the team.

8. FACILITIES

AS OF 2009, THE SSC HAS BEEN PUT ON PROBATION FROM THE CITY RENTALS OFFICE DUE TO SEVERAL COMPLAINTS FROM VARIOUS SOURCES REGARDING INNAPROPRIATE BEHAVIOUR AT THE FIELDS. ANY

PLAYERS RESPONSIBLE FOR FURTHER COMPLAINTS WILL BE SUBJECT TO FINES AND EJECTION FROM ALL SSC LEAGUES.

- The SSC rents facilities from Parks and Recreation or private establishments. As tenants, players must respect the standards and rules of each facility.
- Consumption of alcohol is not allowed at the fields; players caught violating this by-law are subject to fines from the City and/or the SSC.
- Most fields do not have a port-a-potti or washroom. Players must not urinate on public property.
- Any player who causes the SSC to receive a complaint regarding a field rented by the SSC will face a \$100 fine and may be ejected from the league. For full details on the Facility Complaint Policy, please [click here](#).
- Players are expected to clean up after themselves, please do not leave any garbage behind.
- Any player who causes the SSC to receive a complaint regarding a facility may be ejected from the league.
- Facilities are chosen based on quality and location. Some leagues utilize many facilities; the SSC always tries to ensure a fair distribution of locations throughout the city in each division.
- The SSC asks all players to arrive 15 minutes prior to the game start time. This 15 minutes should be used to change shoes, stretch and any other pre-game preparations.
- Players are responsible for property damage.

9. EQUIPMENT

All team captains are required to pick up their equipment at the equipment pick-up dates prior to the start of the season.

Both teams are to set-up the field according to the [field set-up instructions](#).

- A representative from each team will pick up: one ball and ten cones to use as field markers.
- Upon picking up the equipment, a deposit of \$30 is required via credit card. This deposit will be fully refunded at the end of the season when the equipment is returned.
- Each team is required to use their 10 markers to set-up the field according to the instructions below.
 - 4 markers are used to mark the corners of the crease: the front corners of the crease are 8 paces (3 feet per pace) from the goal line; the back corners of the crease are along the goal line, 4 paces out from each post.
 - 2 markers are used to mark each team's corners. The field is to be 40 paces wide, so measure 20 paces from the centre of the goal to each side and drop a cone there (note: it may be necessary at some fields to make them slightly more narrow to avoid ground obstructions).
 - 1 marker should be dropped at the centre line on either side.
 - 2 markers are used to mark halfway between the corner and the centre line. 1 on each side of the field.
 - 1 extra marker is provided in the event that there is an obstruction or hazard on the field that needs to be marked (e.g. a gopher hole).
- Metal cleats are not allowed.
- A player cannot wear anything which is dangerous to another player. This includes earrings, hairclips, rings or other jewellery.
- Shin guards are suggested but not mandatory. If wearing shin guards, the player must have them fully covered with socks.
- All players are required to bring a light and dark shirt to each game. You can wear a team colour, but you still need to bring an opposite coloured shirt in the event that your opponent wears a similar team colour.
- At the end of the season, equipment return dates will be set by the SSC and will be e-mailed to each team.
- If teams do not return their equipment on the set dates, they may forfeit their refund, however, please contact the SSC in this case.
- Full refunds are issued for equipment that is returned in reusable condition. If there are any missing items, you will not be fully refunded.
- If you are continuing in the Summer Leagues, keep your equipment and return it at the end of the summer season.

10. REPORTING RESULTS

- Team captains are responsible to report the score of their game and the spirit rating of their opponent to the SSC by 5pm the following day.

- All scores must be submitted using the online score report form (INSERT LINK HERE). The username and password will be emailed to each team captain when the schedules are posted.
- If a team captain does not report their score by 5pm the following day, their team will receive a 0 sportsmanship rating (unless their opponent has given them a -1) and the score will be processed as their opponent reported it.
- Mercy will be called when one team gains a lead of 7 goals. The score will freeze and teams are encouraged to play the rest of the game for fun.

11. STANDINGS

For all SSC sports, scores are to be reported by the GC/EC/Team Captain (as applicable) to the office by 5pm the day after the game. The SSC admin staff will process scores and post the updated standings to the website within 72 hours of the games. Each set of SSC standings will display notes at the bottom outlining how the standings are calculated.

RECREATIONAL

- 1st criteria: Total Points are derived from 2 points for a win and 1 point for a tie. Actual spirit points are then added to your points earned from wins and ties to result in your Total Points.
- PLS (Points lost due to spirit rating) can negatively affect your Total Points. Each time a team receives a -1 from two opponents over the season, they lose 1 point off their Total points.
- 2nd criteria: Differential of goals scored vs. goals allowed (Mercy rule in effect in each game).

RECREATIONAL PLUS and HIGHER

- 1st criteria: Total Points are derived from 2 points for a win and 1 for a tie.
- PLS (Points lost due to spirit rating) can negatively affect your Total Points. Each time a team receives a -1 from two opponents over the season, they lose 1 point off their Total points.
- 2nd criteria: Actual spirit points earned.
- 3rd criteria: Differential of goals scored vs. goals allowed (Mercy rule in effect in each game).

12. PLAYOFFS

- All teams are guaranteed 2 playoff games. The top 4 teams will play for the league championship.
- League champs receive t-shirts and need to attend the Season Ending Party to pick them up.
- Sportsmanship during the playoffs is very important – a team that wins their playoff game but has sportsmanship issues may have their win overturned and may not be allowed to play their final game or participate in future seasons.
- For rules regarding subs in playoffs, please see Section 7: Rosters and Subs.
- There are no ties in playoffs.
- If the score is tied at the end of regulation time, penalty kicks will be taken.
 - When penalty kicks are taken, the initial five players will have a three male maximum and after that, the shooting team must alternate males and females. If all females have shot once, they must shoot a second time.
 - Five players from each team will alternate shots from the penalty-mark at one end of the field (refer to the section on penalty kicks).
 - At the end of the ten shots if the score is still tied, then penalty-shots will continue with the remaining players on the team (a player is not allowed to take a second shot if there are players on his/her team that have not yet shot).
 - As soon as one team has a higher score and both teams have taken the same number of shots, that team will be the winner.

13. LEAGUE SPECIFIC RULES

EXPECTATIONS OF PLAYERS

All players participating in SSC co-ed leagues are expected to play with respect and a "fun first" attitude. In Outdoor Soccer, there is an emphasis on the players to know the rules and manage their own actions on the field.

- All players participating in SSC leagues are expected to play with respect for everyone at the field and with a "fun first" attitude. Outdoor Soccer can be an intense and physical sport however, the SSC Outdoor Soccer leagues must be a fun, non-threatening environment.
- All players are expected to know the rules and manage their actions on the field.
- Players are required to call themselves if they commit violations or penalties. Not calling yourself can be considered poor sportsmanship.
- Players should promote fun and safety throughout the game by: calling themselves for offsides and fouls; trying to control their kicks in front of vulnerable players; talking to their own teammates who are not following the rules.
- Promote sportsmanship throughout the game. Let the opposing Team Captain know if you are enjoying their team, congratulate your opponent on fun and fair play throughout the game.
- Players that are concerned about a player on the opposing team are required to talk to their Team Captain so he/she can address the issue with the opposing Team Captain at the appropriate time.
- Players are expected to act in a respectful manner if approached by an opposing Team Captain regarding their style of play and to make any requested changes.
- Players should be mindful of how hard they kick the ball if an opponent is directly in front of them. This applies to goalies when trying to quickly move the ball to the other team's end.
- Teams are expected to cheer for their opponents at the end of a game.
- Players can provide constructive feedback to the SSC as needed, regarding field conditions, unsportsmanlike play, or helpful comments.

GAME PLAY EXPECTATIONS

- Before the game, the Captains will meet to introduce themselves, discuss field specific restrictions and rules or sportsmanship issues that need to be emphasized.
- Team Captains are to communicate their expectations to each other. At the end of the pre-game meeting Team Captains are required to communicate all information with their players.
- At halftime, the Team Captains meet with one another to discuss any issues that arose in the first half. It is the responsibility of each Captain to communicate these issues to their teammates before resuming play.
- At any time during a game, if the Team Captain(s) determine that the play is getting dangerous or too intense, they should call a one minute time-out to cool things down and discuss resolutions with each other. Play must have stopped for a time-out to be called. If a time-out is called with less than 10 minutes left in the game, this time can be added onto the end of the game.
- At the end of the game, all players shake hands and Team Captains meet to discuss any issues with the game and confirm the score.

GAME FORMAT

- Arrive 15 minutes prior to the scheduled game time to allow for warm-up.
- Games consist of two 40-minute halves, with a 10-minute half time.

Scoring

- What happens if, after regulation, the game is tied?
 - In Regular season: The game is a tie, no extra time is played.
 - In Playoffs: See Section 13 above.

START OF PLAY

- To decide which team will have the first kick-off, team captains will either flip a coin or do 'rock, paper, scissors'. The winner can decide whether they want to kick-off or choose the end that they would like to start on.

- To start the second half, teams will switch sides and the team that did not kick-off in the first half will have the will do so in the second.
- After each goal, the team that was scored on will kick-off to re-start the game.
- Kick-offs may be put into play only in a forward direction and may not be touched by the kicker again until the ball has been contacted by another player.
- During any kick-off the opposing team must stay 15 feet away from the ball until it has been put into play.
- A goal cannot be scored directly from a kick-off.

SUBSTITUTIONS

- Substituting a goalkeeper can only occur during a stoppage in play.
- Substitutions on all other players can happen at any time as long as the leaving player is on the sidelines before the replacement steps on the field of play.

PLAYING THE BALL

- Heading the ball is allowed in SSC soccer leagues.
- Any player can pass, shoot or dribble the ball while in the crease. A goal may be scored from within the crease. A player from either team can remain in the crease without the ball.

Handballs

- A handball occurs when the ball touches any part of a player's arm from the top of the shoulder to the fingertips (except a goalkeeper within their own crease). See 'Fouls' section for associated repercussions.
- **The Advantage Rule** refers to an instance when a foul occurs and the result is that the team fouled against is not disadvantaged by the play and therefore there are no consequences and the play continues. In regards to handballs, the Advantage Rule is in effect.
 - When a ball touches a players hand and the opposing team was not adversely affected by the handball, play will continue. Please see below for further clarification of when the Advantage Rule would apply:
 - Defensive handball: Team A attempts to pass the ball to a teammate and a player from team B touches the ball with their hand but team A is in no worse of an offensive position.
 - Offensive handball: Team A attempts to pass the ball to a teammate and that teammate touches the ball with their hand but the ball ends up in the possession of team B.
- Calling a handball:
 - It is the responsibility of the player who touched the ball with their hand to call 'handball'.
 - If the opposing team decides that the Advantage Rule applies, they should yell 'Play On' and the play will not stop.
 - If an obvious handball occurs and is not called by the violating player, the opposition may stop play by yelling 'handball'. See below under 'Fouls' for consequences.

GOALKEEPER

- Players can pass the ball to the goalkeeper from anywhere on the field, including via a throw in.
- When a player passes or throws the ball to their goalkeeper, the goalkeeper is not allowed to pick the ball up or use his/her hands on the ball in any way. If this happens, it will be considered a hand ball and the opposing team will be awarded an indirect free-kick from where it happened.
- The goalkeeper can leave the crease to defend his/her goal or retrieve a loose ball. They may not touch the ball with their hands once they have left the crease.
- The goalkeeper can leave the crease to play the ball up the field.
- The goalkeeper cannot cross the centre line at any time.
- A goalkeeper is allowed to score.
- Goal crease – use the markers provided to define a goal crease which is 8 paces (25 feet) out from the end-line and 4 paces (12 feet) beyond each post.

BALL OUT OF PLAY

- The ball is out of play when it has wholly crossed the end-line or side-line, whether on the ground or in the air.

- A throw-in will take place when the ball crosses the side-line by a player of the team opposite to that of the player who last touched it.
- Throw-ins must be done by both hands, with both feet on the ground and from behind the head. No player in the SSC is allowed to flip while attempting a throw-in.
- The thrower must not play the ball again until it has been touched by another player. A goal cannot be scored directly from a throw-in.

Corner-Kicks

- When the ball passes over the end-line and was last touched by a member of the defending team, a member of the offensive team will take a corner-kick.
- The ball is placed within a one yard radius from the corner closest to where the ball went out of play.
- A goal may be scored from a corner kick.
- The defending team must stand at least ten yards away from the ball until it goes into play.
- The kicker is not allowed to play the ball a second time until it has been touched by another player.

Goal-Kick

- When the ball passes over the end-line and was last touched by a member of the offensive team, a member of the defensive team will take a goal-kick.
- The ball is placed approximately six yards from the end-line on the side of the goal opening which is closest to where the ball went out of play.
- The ball must be touched by a player other than the person taking the kick for it to be back in play.
- Opposing players must stand a minimum of 10 yards away from where the ball is being kicked from.
- A goalkeeper cannot receive the ball into his/her hands from a teammate's goal-kick.
- The kicker cannot play the ball a second time until it has been touched by another player.

Indirect Free-Kicks

- All free-kicks are to be indirect (except penalty kicks).
- All indirect free-kicks are to be taken from the point where a foul occurred – see below 'Fouls' section for an explanation. This also applies to when the goalkeeper illegally plays the ball with their hands.
- The ball must touch at least 2 players before it can be a goal (the kicker and 1 other, which could include the goalkeeper).
- All opposing players (defence) of the team taking the free-kick must be at least ten yards away from the ball, except when the ball is being kicked from a point closer than ten yards from the goal mouth - in which case the defending players may stand on their end-line.

Penalty-Kick

- A penalty kick will be awarded anytime a foul (major or minor) is committed within the goal crease. It will be taken from the penalty-mark (twelve yards from the centre of the goal mouth) with all other players outside of the penalty-area and at least ten yards from the penalty mark.
- The goalkeeper must stand (without moving his/her feet) on their own end-line, between the goal posts, until the ball is kicked; the kick must go forward and the kicker cannot touch the ball a second time until it has been touched by another player.

OFFSIDE

The offside rule was created to prevent offensive players from "cherry picking" near the opponents' goal. Without the rule, offensive players could hover near their opponents' goal even when the play is on the other side of the field, with the hope of a long pass and an easy goal. The offside rule still allows for the chance to score.

- An offside foul occurs when an offensive player, or attacking player, is down field and there are not at least two opponents between him or her and the goal line and their team mate kicks the ball past the second last defender (including the goalie). Usually, these are the goalkeeper and one other defender, but not necessarily (if the goalkeeper is ahead of the play, then the forward will have to be in line with or behind two defenders).

- For players that are more familiar with offside in hockey, think of the second to last defender (including the goalie) as the 'floating blueline'. The key difference from hockey is that the offensive player may cross this 'floating blueline' before the ball does as long as the ball was kicked prior to the player crossing the line.
- The offside should be called when the kicker has released the ball and it is obviously intended for the offside player.
- If the offensive player that the ball is being kicked towards is "onside" at the time that the ball is kicked, but then runs behind the unsuspecting defender before receiving the pass, the receiving offensive player is not offside. For a diagram that further explains offsides [click here](#).
- A player will not be considered offside when:
 - They are in an offside position and the ball is not passed forward (the player in the offside position is not part of the play).
 - He/she receives the ball directly from a goal-kick, a corner-kick or a throw-in.
 - He/she is in his/her own half of the field of play.
- If a player is considered offside, the opposing team will take an indirect free-kick from the place where the infraction occurred.

FOULS

- **Slide tackling is not allowed in any SSC soccer league.** Slide tackling includes any player, including the goalie, who leaves the ground in a feet-forward motion towards the ball or another player. Any sliding is a safety concern for yourself and your opponent and is considered reckless play.
- Despite best efforts, the following infractions may occur during a game. If they appear to be **unintentional** and not malicious in nature then they should result in an **indirect free-kick**. These infractions include:
 - Accidentally tripping an opponent.
 - A minor hold of an opponent.
 - Bumping or minor contact with an opponent.
 - Yelling at an opponent to distract him/her.
 - An unintentional handball: When the player touching the ball gains advantage and the play is not in the goal crease.
 - When a goalkeeper touches the ball with their hand after it has been passed or thrown to him/her from someone on their own team.
- The above infractions can only be called by the person committing the foul, or by the player that was allegedly fouled.
 - If the player who commits the foul calls the infraction on themselves then the play is 'uncontested' and there will be an indirect free-kick.
 - If the player who commits the foul does not call the infraction themselves, but the player that was allegedly fouled does, then the play must be stopped.
 - If the player who commits the foul agrees with their opponent then the play results in an indirect free-kick.
 - If they contest the alleged call and an agreement is not quickly reached, then the player who last had the ball will do a throw-in from the nearest side line.
- The following would result in a **5 minute major penalty** (the fouling player sits off for five minutes, but the team is not short-handed). This also results in an indirect free-kick:
 - Aggressive contact during the course of normal play (tripping, slide-tackling, pushing off, armbar), that could harm or injure an opponent.
 - Unsportsmanlike behaviour: Verbally abusing your own team, swearing after a play, or throwing equipment to show displeasure at a play.
- The following would result in a **penalty kick**:
 - Any major penalty that occurred in the goal crease by a defensive player.
 - Any handball in the crease by a defensive player, unless a goal is scored on the play.
- The following would result in a **game misconduct**:
 - If any player receives two 5 minute major penalties, they will receive a game misconduct.
 - Physical contact with an opponent that is violent or dangerous, and is clearly intentional.
 - Profanity directed at any other player.

- Striking or attempting to strike an opponent.
- Spitting at an opponent.

In the event of a play that is witnessed by other players and is uncontested, and should result in a **game misconduct** it is the captain's responsibility to ensure that the player leaves the premises immediately before the game is resumed; and supplies the name of the player to the opponent to be reported to the SSC with the Score and Sportsmanship rating.

If the teams are not in agreement over a play (the play is contested) that could lead to a game misconduct, the captains must decide how to best handle the situation, and the incident must be reported to the SSC for follow-up.