

# TURF SOCCER

## League Rules



CALGARY **SPORT** & **SOCIAL** CLUB

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## 1. COORDINATORS

A Games Coordinator (GC) is a part time employee hired by the CSSC to facilitate games. **The GC is not a trained referee.** Players are expected to respect the GC, their opponents and the rules of the sport.

### ROLES OF THE GC

- **Facility Liaison**
  - Act as the onsite contact, set-up and take-down required equipment
- **Game Facilitator and Mediator**
  - Start and end the game on time
  - Host pre-game and half-time meetings
  - Call violations and fouls that are missed by players, enforce the rules of the sport
  - Ensure both teams are abiding by the Sportsmanship policy, mediate disputes
- **Player Liaison**
  - Represent the CSSC and act as a link between the players and the league
- **Game Reporter**
  - Record and announce the score throughout the game, report back to the CSSC
  - Collect a sportsmanship rating at the end of the game from each team

### GC NO-SHOWS OR ABSENCES

Although the CSSC strives to have a GC present and on-time for all games, there could be rare instances where a GC is unexpectedly late or does not show up to their shift. If this occurs;

- Work with the facility manager or caretaker to find the required equipment
- Start, play, and end the game as scheduled
- Ensure that the facility is left tidy and unharmed
- Email the score and sportsmanship ratings to [info@Calgarysportsclub.com](mailto:info@Calgarysportsclub.com)

## 2. FIELD REQUIREMENTS

League	Total # of Players Required on the Field	Minimum # of F Required on the Field	Maximum # of M/X Allowed on the Field
6 vs. 6	6 (5 + Goalie)	2	4

- The CSSC welcomes people of all gender identity or expression. Minimum female requirements are inclusive of anyone who identifies as a female (i.e. players who identify themselves as M and X will not count towards female minimums).



### 3. DEFAULT MINIMUMS & SCORES

League	Minimum Players to Avoid Default	Default Score
6 vs. 6	4 (1 Female)	0-7

### 4. FORMAT & EQUIPMENT

#### GAME FORMAT

- Players should arrive 15 minutes prior to the scheduled game time
- Teams will play one 60-minute game per night:
  - 5-minute warm-up
  - 5-minute half-time
  - 25-minute halves
- **Regular Season:** Ties are allowed
- **Playoffs:** Ties are not allowed
  - Halves are shortened to 23-minutes to allow for the possibility of an overtime
  - If a game is tied with 5 minutes (or less) remaining in regulation, the game proceeds to a shoot-out
    - 5 different players from each team will shoot, 2 of which must be female
    - If the score is still tied after 5 shooters, teams will alternate shooters until the tie is broken (sudden death, per pair of shooters)
    - A player can only shoot a second time once all players of that gender have shot

#### SCORING

- Mercy is called and the score freezes if a team gains a 7-goal lead

#### EQUIPMENT

- Players must wear clean, non-marking, indoor shoes
- **Outdoor Cleats** are not permitted at boarded turf soccer facilities
- Players should bring a light and dark shirt to each game
- Shin pads are not mandatory, but if used, must be fully covered by socks
- The Games Coordinator will provide the soccer balls



## 5. GAME PLAY

### PLAYING AREA

- In boarded Turf Soccer, the boards, glass and back walls are considered live
- The ball is considered dead, and possession is awarded to the team that did not last touch the ball in the following scenarios:
  - The ball has wholly crossed a perimeter wall, or has touched the side netting
  - The ball strikes netting or any structure above/overhanging the field
- Players are allowed to brace themselves along the boards by using their hands
- There is no 'corner' rule in turf soccer; however, players should exercise caution when chasing a ball or player into a corner
- The facility will have two boxes that make up the total crease area:
  - **Goal Crease:** The small box extending 5 feet out from the goal-line and 16 feet across
    - A player can pass, shoot or dribble the ball while in the crease
    - Goals can be scored while in the crease
    - A player can remain stationary while in the crease, but cannot interfere with the goalkeeper
  - **Penalty Area:** The large box extending 25 feet out from the goal-line and 30 feet across
    - Area that goalkeepers can use hands to control the ball
    - All fouls by the defensive team in this area will result in a penalty kick

### STARTING & RE-STARTING PLAY

#### START OF PLAY

- Captains will use any suitable means to determine who starts the first half with the ball, or pick a side
- The team that does not kick-off to start the game will kick-off to start the second half

#### SUBSTITUTIONS

- Substitutions can be made on the fly or during stoppages in play
- The player leaving the field must reach the bench before the replacement player enters the field
- Players cannot jump the boards, all substitutions must be made through the doors on the bench
- A goalkeeper substitution can only be made during a stoppage in play
- Pulling the goalkeeper for an extra attacker is not permitted in CSSC Leagues

#### KICK OFFS

- Are used at the beginning of each half and to restart play following the scoring of a goal
- All players, except the player taking the kick off, must be in their own half of the field
- All opposing players must be a minimum of 10 feet from the ball until it has been put into play
- The ball does not need to travel forwards
- The ball may not be touched by the kicker again until another player has contacted the ball
- A goal cannot be scored directly from a kick off



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## CORNER KICKS

- Awarded to the offensive team when the ball hits the mesh above the end boards (last touched by a defender)
- Are awarded to the opposing team after a goalkeeper violation (excluding handballs)
- The ball is placed at the corner on the side where the ball went out of play
- Defenders must be at least 10 feet from the ball
- The offensive player must put the ball into play within 5 seconds of gaining possession of the ball
- The ball may not be touched by the kicker again until another player has contacted the ball
- A goal can be scored from a corner-kick

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## GOAL KICKS

- Are awarded to the defending team when the ball hits the mesh above the end boards (last touched by an attacking player)
- Any player on the team is permitted to take the goal-kick from within the crease area
- Opposing players must stand a minimum of 10 feet back from the spot of the goal-kick
- The ball is considered 'live' once the ball leaves the crease area

## GOALKEEPERS

- Can only use their hands to play the ball while inside of the penalty-area
- Must put the ball into play within 5 seconds of gaining possession of the ball
- May throw, kick or drop-kick the ball from their crease back into play
- Cannot pick up a pass (with their hands) from a player on their team
- May not travel over the half-line
- Are permitted to score a goal

## FREE KICKS

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### INDIRECT KICKS

- All free-kicks are to be indirect (except penalty & corner)
- Kick-ins or indirect free kicks are awarded to the team that did not last touch the ball when the ball travels out of bounds above the boards (along the sideline)
- Indirect free-kicks are also awarded after a foul, from the spot where the foul occurred
- Defenders must be a minimum of 10 feet from the ball
  - If there is less than 10 feet between the ball and the goal, defenders can stand on the goal-line
- The ball must touch at least one other teammate before it can count as a goal





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## PENALTY KICKS

- A penalty kick is awarded anytime a foul (major or minor) is committed within the penalty-area
- A penalty kick is taken from the penalty-mark
  - The kicker is only allowed to stand back a maximum of 5 feet from the ball before kicking
  - All other players must stand at least 10 feet from the penalty mark
- The goalkeeper must remain stationary on the goal-line until contact has been made with the ball
- The ball is live off the penalty kick
  - The kicker cannot touch the ball a second time until it has been touched by another player

## VIOLATIONS AND FOULS

Violations and fouls are intentional or unintentional rule infractions. Players are expected to call violations and fouls committed by themselves or their team. The GC will also call, confirm, or deny a violation or foul against a player or team.

- If the GC confirms a call, the violating team will lose possession and the opposing team will be awarded an indirect free-kick

## ADVANTAGE RULE

- The advantage rule allows play to continue when the team fouled against was not adversely affected or put at a disadvantage by the play
- The advantage rule can be called by the team fouled or at the GC's discretion
- If the GC decides that the Advantage Rule applies, they will yell 'Play On'

## HANDBALL

- When a player deliberately handles the ball, or gains a favorable outcome as a result of the ball touching any part of the arm
- Includes the top of the shoulders to the fingertips

## USING THE BODY TO ADVANCE

- Advancing in any direction, backside-first, in an attempt to shield defenders from the ball
- Players are allowed to shield the ball temporarily if moving, with the ball, in the direction that they are facing
- Stationary players are only allowed to shield the ball for up to 5 seconds
  - The GC will call a violation if the offensive player fails to turn around within 5 seconds
- Placing hands on the boards is not an offence in itself. However, if a player uses hands on the boards to impede the progress of an opponent, or hold an opponent, this is a foul

## SHOULDER-TO-SHOULDER CHALLENGE

- Players cannot challenge opponents with their shoulder



### THREE-LINE VIOLATION

- A ball may not be kicked or thrown over 3 lines without first touching the floor, wall or another player

### TOO MANY PLAYERS ON THE FIELD

- When a player enters the field to their advantage, before the replacement reaches the sideline

### DELAY OF GAME

- When a player or team intentionally shoots the ball out of bounds, or impedes the play from re-starting in anyway
- The GC can call a delay of game on any re-start in which the offensive team does not put the ball back into play within 5 seconds

## PENALTIES

Penalties temporarily or permanently remove players from the game who are contributing to an intense, unsportsmanlike or dangerous environment. Players and teams are expected to call their own penalties, although the GC will also confirm and deny penalty calls. **Although most first-time offences result in a minor penalty, GC's may use their discretion to call a major penalty or game misconduct at any time, if a serious or malicious infraction occurs.**

- **Warning:**
  - Given for very minor offences or first-time occurrences (new players)
- **Minor Penalty:**
  - 1<sup>st</sup> offence, results in the player sitting off for **two minutes**
  - The team is not short-handed
- **Major Penalty:**
  - 2<sup>nd</sup> offence, results in the player sitting off for **five minutes**
  - The team is not short-handed
- **Game Misconduct:**
  - 3<sup>rd</sup> offence, results in the player being ejected from the game
  - The team is not short-handed
- An indirect free kick will be awarded to the opposing team from the spot of the penalty
- A **penalty kick** is awarded should there be a defensive violation, foul or penalty that occurs in the penalty-area, including a handball
- If a team calls a penalty against themselves and a goal is then scored on the play, the goal will stand, and the player will still serve the penalty

### RECKLESS PLAY

- Incidental body contact, tripping, holding, high-kicks

### SLIDE TACKLING

- No player (goalkeeper included) can slide feet first at the ball or another player
- The first offense will result is a **major penalty**
- The second offense will result in a **game misconduct**





## UNSPORTSMANLIKE CONDUCT

- The first offense will result in a **major penalty**
- The second offense will result in a **game misconduct**
- Examples of unsportsmanlike conduct:
  - Attempting to make calls for the opponent, petitioning the GC to make calls, swearing, throwing equipment

## THREATENING BEHAVIOR

- The first offense will result in a **game misconduct**
- Examples of threatening behavior:
  - Verbal abuse, physical threats, fighting, instigating, retaliation, intent to injure

## DISRESPECTING THE GC

- Depending on the severity, the first offense can result in a **minor or major penalty, or a game misconduct**
- Examples of disrespecting a GC include:
  - Challenging calls, negatively discussing the GC while on the court or bench, swearing at the GC, questioning the integrity of the GC, ignoring GC feedback

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## PENALTIES & PLAYERS ON THE FLOOR

- For both **minor** and **major** penalties, the offending player is required to sit off for the full duration of the penalty, regardless of whether a goal is scored or not
  - The offending player will be replaced on the field by another player at the time of the penalty
  - **Minor Penalties:**
    - If the team is playing with the minimum female roster requirement, a player of the opposite gender may serve the penalty to prevent a short-handed situation
    - If the team is playing with the minimum roster requirement overall, they will be forced to play short-handed while the offending player serves the penalty
  - **Major Penalties and Game Misconducts:**
    - The offending player (including goalkeepers) must serve the penalty, even if it will result in a short-handed situation
- No team will be forced to play two players short due to penalties
  - Penalties that would result in a team playing two players down will be served one after the other
  - The exception is if a team is already playing short-handed (minimum roster requirement) and receives a penalty

