

NJ COED SPORTS OFFICIAL 11v11 COED SOCCER RULES

(Rev - September 2020)

Duration of the Game

The game shall be divided up into two equal periods of 28 minutes each. There will be a 2 minute half time.

Team Rosters

Each team must have a minimum of 15 roster players. After the start of the season, the team roster is fixed and cannot be changed. A team may replace an injured player if the injured player is out for season up until Week 6. After week 6, the rosters will be locked and no changes will be allowed under any circumstances.

Number of Players on the field

11 players on the field is considered a full side. This consists of a minimum of 3 females not counting the goalkeeper who can be either male or female. The maximum number of male players on the field is 8.

Team minimum during the season:

A team must field a minimum of 8 players one of whom must be the goalkeeper. A team may play with only 2 females if only 2 are present but must leave the 3rd female spot empty if a sub is not available to fill the spot. See “**Substitutions / Guest Players**” below. A team that cannot field a minimum of 2 women during a regular season game, will be forced to forfeit. (See Team Minimum for Playoffs / Finals)

If a team cannot field the minimum number of 8, a forfeit will be declared unless the opposing team also does not have enough players to meet the requirements. In this event, an official game can still be played using the number of players on the field as the team with the least amount of players.

Example: Team 1 vs. Team 2. Team 1 has 6 players, Team 2 has 7. Game will be played as a 6v6.

If one team must forfeit, the game will be played for fun. A sub waiver must still be signed.

****Team Minimum for Playoffs / Finals**

In extenuating circumstances, a team is permitted to have one (1) female on the field for playoffs and finals. This team cannot fill the 10th and 11th spot with male players. The total number of males on the field will still remain at eight (8) and the minimum on the field will remain at eight (8) players. This rule only applies to playoffs and finals and not regular season games.

PLEASE clean up after yourself so that we can continue to use the facilities and run leagues for you. If you see an empty bottle after the game, please pick it up and place it in the recycle trash.

Player Equipment

The goalkeeper must wear colors which distinguish him from the other players, the referee and the referee assistants. Each player must wear their team color assigned to them. Shin guards and cleats are **REQUIRED**.

The Start of Play

A flip of a coin decides which team will kick off. Each team must stay in its own half of the field and the defending players must be at least 10 yards from the ball when it is kicked. After a goal, the team scored upon will kick off. After halftime, the teams change ends and the kickoff will be taken by the opposite team to that which started the game.

NJ Coed Sports Coed Soccer follows the guidelines of NCAA Soccer with these exceptions:

SLIDE TACKLING IS NOT ALLOWED (Contact with the ground)
We are trying to prevent as many injuries as possible so any type of sliding in the field of play is absolutely prohibited. If you make a play on the ball and you fall on the ground, the whistle will blow and play will stop.

The only exception to this rule is a goalie is allowed to slide in order to make a play on the ball. The goalie must be making a play on the ball and not the player. If it is determined that the goalie was not making a legitimate attempt to play the ball and impacts the player, then a penalty kick will be awarded. A goalie that deliberately impacts another player and does play the ball may be subject to ejection from the game and possible suspension from the league.

Substitutions / Guest Players

“Subs” / guest players are allowed during the regular season but are not permitted for the playoffs. Substitutes must sign a waiver and pay a fee of \$12.00 prior to stepping onto the field.

A single sub / guest player can participate a maximum of 3 times per season. A team may “borrow” players from another team only if they have less than 10 players in a game. A team borrowing players cannot have more than 10 players total for the game.

A team may borrow up to 2 female players to make a total of 3 females in a game.

Failure to have sub meet requirements:

Captains: Due to legal/insurance reasons, allowing your sub to play without having him/ her sign the waiver form will cause your team to forfeit that game.

NO SHOW without 12 hour notice:

A team who simply does not show up without notifying NJ Coed Sports by emailing us at jay@njcoedsports.com 12 hours prior to game time will forfeit that game. Since not showing up at all or not showing up with a full team to play takes away from the opposing team due to them showing up only to have no opponent to play against, the forfeiting team will;

- Enter the playoffs at 4th place or last seed in the event the team makes the playoffs. In the event of a tie with another team for a playoff spot, this team would be seeded lower automatically.
- In the event that the team wins the finals, the team will also forfeit their prize if any.
- The captain of this team will most likely not be allowed to enter another team as the captain for a period of a year. This captain will be allowed to play but not as team captain.

Referees

The referee is responsible for control of the game and his/her decisions regarding facts connected with play are final.

Tie Game

During Regular season if a game ends in a tie, a tie will be declared. See Tournament Rules for tournament tie breaker.

Method of Scoring

A goal is scored when the whole of the ball has passed over the goal line, between the goal posts and under the cross bar, whether on the ground or in the air.

Offside

A player is in an offside position if he is nearer to his opponent's goal line than both the ball and the second last opponent unless: i) he is in his own half of the field of play, or ii) he is level with the second last opponent or two last opponents.

A player in an offside position is only penalized if, at the moment the ball touches or is played by one of his team, he is, in the opinion of the referee, involved in active play:

- i) interfering with play or with an opponent, or
- ii) gaining an advantage by being in that position.

A player shall not be declared offside by the referee

- i) if he receives the ball direct from a goal-kick, a corner-kick, a throw-in, or when it has been dropped by a referee.

If a player is declared offside, the referee shall award an indirect free kick, which shall be taken by a player of the opposing team from the place where the infringement occurred, unless the offense is committed by a player in the opponent's goal area, in which case the free-kick shall be taken from any point within the goal area.

Fouls and Misconduct

Fighting or responding to a fight in a violent manner will almost always result in ejection from league, no refund.

A direct free kick is awarded to the opposing team if a player commits any of the following 6 offenses in a manner considered by the referee to be careless, reckless or using excessive force: (a) kicks, (b) trips, (c) jumps at, (d) charges, (e) strikes, (f) pushes. A direct free kick is also awarded to the opposing team if a player commits any of the following 4 offenses: (g) holds, (h) spits, (i) deliberately handles the ball, or (j) tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball.

A penalty kick is awarded if any of the above 10 offenses is committed by a player inside his own penalty area, irrespective of the position of the ball, provided it is in play.

An indirect free kick is awarded to the opposing team if a player, in the

opinion of the referee, commits any of the following offences: (a) dangerous play, (b) impedes the progress of an opponent, or (c) prevents the goalkeeper from releasing the ball from his hands.

An indirect kick will also be awarded if the goalkeeper: (a) takes more than four steps while controlling the ball with his hands, before releasing it, (b) touches the ball again with his hands after it has been released from his possession and has not touched any player, (c) touches the ball with his hands after it has been deliberately kicked to him by a teammate, (d) touches the ball with his hands after receiving it directly from a throw-in taken by a teammate, or (e) wastes time.

A player is cautioned and given a yellow card if he commits any of the following offences: (a) unsporting behavior, (b) shows dissent by word or action, (c) persistently infringes the Laws of the Game, (d) delays the restart of the game, (e) fails to stand the required distance for a corner kick or a free kick.

A player is sent off and shown the red card if he commits the following offences: (a) guilty of serious foul play, (b) guilty of violent conduct, (c) spits on an opponent or any other person, (d) denies an opponent a goal or an obvious goal-scoring opportunity by deliberately handling the ball, (e) denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick, (f) uses offensive language, or (g) receives a second caution in the same match.

Yellow – First is warning, direct kick. Player sits out for 2 minutes, no substitution.

2 Yellow Cards in one game results in Red Card

1 Red Card = Ejection from game. May result in 1 or more additional game suspensions depending on severity.

2 Red Cards in one season results in ejection from league, no refund

Fighting or responding to a fight in a violent manner will almost always result in ejection from league, no refund.

Free Kick

Free kicks are classified into two categories: "Direct" (from which a goal can be scored directly against the offending side) and "Indirect" (from which a goal cannot be scored unless the ball has been touched by a player other than the kicker before entering the goal).

For all free kicks the offending team must be at least 10 yards from the ball or the goal line until the ball is kicked.

Penalty Kick

A penalty kick is a direct free kick taken at the penalty mark. All players except the player taking the kick and the goalkeeper must stay outside the penalty area and be at least 10 yards from the ball (hence the arc at the edge of the penalty area).

Throw In

When the ball has wholly crossed the touchline, it is put back into play by a throw-in from the spot where it went out and by a player from the opposite team to the player who last touched it. A goal cannot be scored directly from a throw-in.

Goal Kick

When the ball has wholly crossed the goal line after being last touched by a player from the attacking team, it is put back into play by a kick from the goal area by the defending team.

Ball In and Out of Play

The ball is out of play when (a) it has wholly crossed the goal line or touchline, whether on the ground or in the air, or (b) when the game has been stopped by the referee. The ball is in play at all other times.

Corner Kick

When the ball has wholly crossed the goal line after being last touched by a player from the defending team, it is put back into play by a kick by the attacking team from the corner on the side the ball went out.

SPORTSMANSHIP:

We are all adults, and at NJCS we expect all participants to act like it. Serious unsportsmanlike behavior may result in that player being ejected from the game this includes “trash talking” and talking back to the referee. An ejection may result in further suspension from participation in current and / or future NJCS sports or events. An ejected player(s) is required to leave the premises immediately – refusal to leave the premises may result in a team forfeit and / or increased length of suspension.

Rules are subject to review and change by NJCS directors following incidences.

Playoff Rules

The top 4 (or 6 if noted) teams advance to the tournament (playoffs) for single elimination games. If there are two or more teams tied, the team with the best ***goal differential** will be ranked higher. *(Goals scored minus goals scored against. Highest number of goals between the teams wins)

In the rare event that teams are still tied after adding in goal differentials, the next tiebreaker will be **head to head** play and the winner of the head to head play going on to the tournament. If the teams tied during their regular season game, the next tiebreaker will be the team with the **greater amount of wins** going to the tournament. If all of the above still end in a tie, the last tie breaker is a coin flip .

Key thing to remember: If at any time during the season a team had a forfeit by “NO SHOW” and is involved in a tie breaker for a playoff spot, then the team who forfeited the most is seeded lower automatically regardless of a tie or not. If the team makes playoffs and is not involved in a tie, this team will be seeded 4th (or 6th in the event of a top 6 playoff).

Once the playoffs have begun, if a tie exists at the end of a tournament game the game will be decided by going immediately into Penalty Kicks. Each team will pick 5 players (minimum of 2 females) to kick alternating shots. At the end of the 5 kicks the team with the most points wins. If a tie still persists, sudden death penalty kicks will take place. 5 different kickers must be used in the same order in overtime PK's until a winner is decided.

All other playoff scenarios that occur will be treated on a case-by-case basis by the NJCS Manager in charge.

The NJCS Manager has the final say on any disputes and will treat each situation in the fairest and most logical way. Please email Jay Oliva at jay@njcoedsports.com if you have any questions about these rules.