

TOWN & COUNTRY SPORTS COMPLEX

5v5 (NO WALLS) SOCCER GENERAL POLICIES & RULES

Revised: 09/2023



FACILITY

- T&C offers a family friendly environment. Fighting will not be tolerated (as well as abusive language and taunting) and may be cause for ejection or suspension. Verbal and/or physical abuse of the game officials is also prohibited. T&C reserves the right to escort all patrons, players and spectators who violate these rules from the facility.
- No food or beverages are to be brought onto the premises (excluding player sideline hydration) without written approval from T&C Sports Management.
- Drinking alcohol or loitering in the parking lot is prohibited.
- Gum chewing, spitting, and tobacco products are prohibited on all playing surfaces & spectating areas.
- Any person caught damaging Town & Country property will be held responsible for the damage.
- All fields are reserved for league play, pre-scheduled permitted practices, and programs. All other usage requires a permit from T&C Sports Management. All usage under the age of 18 must supervised by a parent/legal guardian and assume all risks of participation.

TEAM REGISTRATION

- All league fees will be due upon online registration by the registration deadline in order for your application to be reviewed.
 - Referee fees are \$12/game per team. All team registrants are required to pay their ref fee each game. Referee fees are covered for individual registrants/T&C House teams.
- A completed team roster signed by a parent and/or adult must be on file prior to the second played game.
- Once your team has been accepted, all fees collected are non-refundable.
- All teams ages U19 and under must be accompanied by a responsible adult in the bench area. Only coaches, managers, and players are permitted in the bench area.
- Teams for the league acknowledge that every coach and parent have reviewed the Concussion Information Sheet posted on the T&C website. The referee or coach reserves the right to withhold a player from entering/re-entering the game if they believe a player needs treatment. Any player that has a concussion may not play in any soccer league at T&C until they have been fully released by a physician or medical doctor who practices medicine.

2023-2024 AGE GROUPS:

5v5 Field # of Players	Birth Year
Under 8: 4+Keeper	2016-2017
Under 10: 4+Keeper	2014-2015
Under 12: 4+Keeper	2012-2013
Under 14: 4+Keeper	2010-2011
Under 16/JV: 4+Keeper	2008-2009
High School: 4+Keeper	VARSITY A / VARSITY B
Men's Open: 4+Keeper	18+
Men's 30+: 4+Keeper	30+
Men's 40+: 4+Keeper	40+
Women's Open: 4+Keeper	18+
Women's 30+: 4+Keeper	30+
Women's 40+: 4+Keeper	40+

ROSTERS:

- Players may play on more than (1) team but cannot play on more than (2) teams within the same division.
- No changes are permitted after a team's third played game.
- Completed and signed roster must be emailed and on file prior to the second played game.
 - This can be scanned and/or emailed to sports@tcsportshealth.com.
 - Any changes must be submitted in writing (email) prior to the 4th played game.
 - Only players listed on the roster will receive a league championship shirt as applicable.
- A team may have a maximum of (18) players.
- **Adult League age restrictions include the following:**
 - **30+ may have a maximum of (2) players ages 25-29**
 - **40+ may have a maximum or (2) players ages 35-39**
 - This age restriction is to promote safety and fair competition. Violations will be handled on an individual basis, up to and including removal from the league.
- Suspicion of illegal players must be expressed before the completion of the game. Any protest during the game will stop the game but not the clock. Player(s) in question must provide ID or birth certificate within (2) days of the game in question. If the player in question is in violation and continues to illegally participate, the team will forfeit 1-8 games as determined by management.

SCHEDULING

SCHEDULE REQUESTS:

- Team schedule requests must be communicated at the time of registration in the comments section or otherwise noted section in order for consideration. We are otherwise unable to reschedule games to accommodate team conflicts. If you are unaware of the conflict at the time of the registration, in order for T&C to attempt to accommodate your request, it must be emailed to sports@tcsportshealth.com prior to the start of scheduling. Accommodation of requests is not guaranteed.
 - Multiple blackout dates cannot be guaranteed, especially if the accommodation requires the extension of the current session.
 - T&C cannot operate around collegiate or professional sports schedules (i.e., FC Cincinnati, Bengals, Reds, etc.)
- **League Games will not be played on: Thanksgiving Day, Christmas Eve, Christmas Day, New Year's Day**
- There is no guarantee that games cancelled due to weather will be re-scheduled.

TEAM FORFEITS/GAME CANCELLATIONS:

- If a team fails to appear at the appointed place within the appointed scheduled grace period for the contest, the offender will be charged with a loss (forfeit) and must pay the referee fee. Additionally, any cancellation by a team within 72 hours of the start of the game will constitute a forfeit.
 - Please call 859-442-5800 ASAP as well as send an email to sports@tcsportshealth.com in the event of a conflict.
- Cancelled games will be avoided at all times when possible. In the event of a forfeit or cancelled game:
- T&C will attempt to have an alternate team play in the forfeiting or cancelling team's place. The result of a forfeited game will be a 3-0 Win for the non-cancelling team. The forfeiting team will receive a 3-0 loss. No points will be given to a team filling in for a cancelling/forfeiting team.
- Any team with multiple forfeits is subject to removal from the league. League fees will not be refunded.
- T&C will have minimal to no available times to reschedule games. There is no guarantee that games will be made up due to forfeits.

REGULATIONS AND RULES OF PLAY

GAME DURATION:

- A regulation game is 40 minutes with a running clock. Each team will have one (1) time out per game lasting 90 seconds. You must be in possession of the ball in order to call a timeout. In the case of serious injuries, the game may be cancelled.
- Teams should be ready to play when the previous game is completed. Warm-up time is not guaranteed. There will be a 5-minute grace period prior to forfeiture of games, which will be deducted from the game clock.

START OF PLAY:

- The start of the game is a kick-off by the visiting team.

GENERAL 5v5 RULES:

- No offsides
- No sliding or slide tackling is allowed in any of our Adult or Youth Leagues.
 - Goal Keepers may slide inside the keeper box in order to make a save, of in referees' judgment, the slide is an attempt only to contact the ball, not the opponent. If the slide is careless (a foot in air, a hook, rolling tackle) it is a foul and possibly a carded offense.
- U12 & Under: No heading.
 - A direct free kick will be given to the opposing team at the point of the infraction. If headed in the box by the defender, the free kick will take place at the top of the arc.
- A Goalkeeper can only play the ball by feet or hands for (4) seconds in their own half. If they are in the opponents half, they have no playing restrictions.
- A Goalkeeper cannot drop kick or punt the ball at any time

SUBSTITUTIONS

- Free substitutions are made "on the fly." Players can only enter or leave the game near mid-field between each team's respective benches. **A player may only enter a game after the player they are replacing has left the field.** Failure to do so results in a caution and an indirect free kick is taken from where the ball was situated when the game was stopped to caution the player.

KICK IN

- A ball kicked out over the touch line (sideline) by one team becomes the other team's ball. The team kicking in has (4) seconds to get the ball back in play or it becomes opponent's kick in. The referee will give a visual count with their hand. Goals cannot be scored from kick-ins. **Defense must give (5) yards distance on kick ins. The referee has the authority to award a kick in taken at the respective top of the center circle for intentional or repeated violations.**
- If the ball hits the ceiling, a kick in is taken at the respective top of the center circle.

GOAL CLEARANCE

- When the offensive team puts the ball over the end line, the other team gets the ball. The goalie must restart play with a throw within (4) seconds of retrieving it. The opposing team must stay out of penalty area during a goal clearance. If a player on the opposing team touches the ball before it leaves penalty area, the goalkeeper retakes the throw. **The team in possession may receive the ball inside the penalty area.**

CORNER KICK

- Corner kicks are to be taken inside the corner arc. If there is no arc, the kick is taken at the point where goal line and touch line meet (at corner).

PENALTIES & EJECTIONS:

Coaches, managers, players, and spectators are subject to the below rules.

- Contact may occur, as long as it is done in a legal manner. It cannot be done by play that is careless, reckless, or with excessive force.
- Fighting will not be tolerated on or off the field. Any person ejected for fighting could be banned from the league or facility indefinitely based on severity.
- Continuous dissent and badgering of game officials will be grounds for ejection.
- Boarding is prohibited and is an automatic 2-minute penalty.
- Abusive language and taunting will not be tolerated and may be cause for ejection.
- All players ejected are suspended for a minimum of (2) games and must be reinstated prior to playing. This includes all teams the individual may play on.
- If a coach is ejected from any match, a referee's report of the incident shall be turned over to the T&C administrator by the referee.
 - The minimum penalty for an ejection is that the coach shall not be permitted to coach or remain on the player's bench in the immediate next match.
 - The maximum penalty, after review by T&C Management, may result in the individual coach or team's expulsion from the League.
- If a player, coach, or spectator refuses to leave the field and/or facility as deemed necessary by the ref and/or Town & Country Staff, the game will be recorded as a 0-3 loss for the team that refuses to leave the field and/or facility (unless they are winning in which the score when the game is called will stand). However, the ultimate score discretion is left to Town & Country Management.
- **Red Cards:** If a player is ejected from a match, a referee's report of the incident shall be turned over to the T&C administrator by the referee. The minimum penalty for an ejection is a 2-game suspension. The maximum penalty, after review by T&C management may result in a longer suspension or teams' expulsion from the league.

FOULS RESULTING IN A DIRECT KICK:

- Kicking or attempting to kick an opponent
- Tripping or attempting to trip an opponent
- Jumping or charging at an opponent
- Striking or attempting to strike an opponent
- Pushing or holding an opponent
- Tackling an opponent
- Spitting at an opponent
- Handling the ball (excludes the goalkeeper in their own penalty area)

INDIRECT FREE KICKS:

- Indirect free kicks require the opposing team to give (5) yards of distance from kicker and the ball is in play after it has been touched. If the kicking team takes more than (4) seconds to take the kick, it becomes the opposition's indirect kick.

MERCY RULE:

A mercy rule only applies to our Youth Leagues.

- If a game reaches a 5+ goal differential, the winning team will be required to "Fall Back" to midfield prior to the re-start of play for the losing team.
 - This includes infractions, GK possession, goal kicks, and kick-ins from the defensive ½ of the field.

LEAGUE ADMINISTRATION

EQUIPMENT & UNIFORMS:

It is the Coach/Team Manager's responsibility to ensure that their players are properly equipped.

- All players must wear a shirt (no sleeveless shirts or tank tops), shorts, socks, and shin guards.
 - Shin guards are required for all youth players and highly recommended for all adults. T&C is not responsible for any injuries, including those as a result of not wearing the appropriate equipment.
- Screw-in spikes are not permitted in the facility.
- Molded cleats, turf shoes, and indoor shoes are permitted.
- Jewelry may not be worn by players or by referees. Referees may request a player to remove jewelry before he/she starts play. An exception to this is medical alert bracelets and/or necklaces.
- All casts must be padded and approved by the referee.
- All hard surfaced knee braces must be padded.
- **All teams must have an alternate jersey in case of color conflicts.** The home team is responsible to change their jersey in a conflict.
- Home team must provide a game ball.
 - U8-U12: Size 4
 - U14-Adult: Size 5

REFEREE'S AUTHORITY:

The referee's authority begins when he/she enters the field of play. The referee is there to promote and enforce the following:

- The rules and regulations of the game.
- To avoid whistling a foul if it takes advantage away from the attacking team.
- Suspending any games for blatant and obvious infringement of rules.
- Suspending any games for unruly spectators.
- Stopping play for serious injuries.

- To treat players, coaches, and managers with respect.
- **The referee will make mistakes just as all the players. Continuous dissent will be cause for ejection from the game.**
- Town & Country is committed to the safety, fairness, and fun for all that participate in our leagues.

FORFEIT/PROTEST PROCEDURE:

- A team may register a protest by using the following method:
 - Register the protest prior to the completion of the game.
 - Submit a written protest to Town & Country immediately after the game.
 - Include the player's name, phone number (if known), the referee's name, and the team name in the written protest.
- All rosters will then be verified and checked by the staff within two days of the subject game. The protest must be made at the time of suspected violation.
- A game will be forfeited for the following:
 - Use of illegal players.
 - If a team does not take the field within 5 minutes of scheduled start time.
 - If a team does not have enough players to play.
 - If, in the referee's opinion, the team's behavior on and/or off the field constitutes stop of play.
- The judgment of the referee and of management will prevail in all game play protests.

POINT SYSTEM AND TIEBREAKERS

1. Ten (10) Point System: Standing points shall be awarded as follows:

- 1.1. (6) points for a Win
- 1.2. (3) points for a Tie
- 1.3. (0) points for a Loss
- 1.4. (1) point for Shut out win
- 1.5. (1) point for a goal (3 point maximum and applicable whether you win or lose)
- 1.6. A maximum of (10) points is possible in any one game
- 1.7. A forfeit shall be scored as 3-0 (10 points)

2. Ten (10) Point System Example:

- Ex. 1: Team A = 4 vs Team B = 2
 - Team A earns 6 points for the win, and 1 point for each goal scored up to 3 points; TOTAL = 9 Points
 - Team B earns 1 point for each goal scored; TOTAL = 2 Points
- Ex 2: Team A = 9 vs Team B = 0
 - Team A earns 6 points for the win, 1 point for each goal scored up to 3 points, and 1 point for the shutout; TOTAL = 10 Points
 - Team B earns 0 points

LEAGUE CHAMPS:

The league champion is the team which accumulates the most overall standing points. All League Champs may be eligible to receive T-shirts for their team. In order to be eligible as a "League Champion," a completed roster must have been turned in by the team's second game, and the team may not have forfeited any games. Only players listed on the roster will receive a league championship shirt.

League Champs tie Breaker:

1. Head-to-head
2. Head-to-head most goals scored (this only pertains to games played between the two teams in question)
3. Head-to-head fewest goals allowed (this only pertains to games played between the two teams in question)
4. Fewest goals allowed (total season)