

Adult Soccer Rules

Welcome to the Adult Co-ed Soccer Program sponsored by Clearfield City. This program is provided solely for your fun and enjoyment. Your cooperation, good sportsmanship, and communication with our office is critical in making this year a success.

- **Code of Conduct (See Attached Page)**
 - Clearfield Recreation does not tolerate any unsportsmanlike conduct!
 - If any actions by a player or team have the possibility of interfering with the goal listed above, they are subject to disciplinary action that will be decided by the recreation team.
 - The site supervisor or the program coordinator is authorized to stop the game if necessary. They are also authorized to eject players when they feel it is needed.
 - If a player is asked to leave for any reason, there will be an automatic one-game suspension starting with the next game.
 - Any player who is ejected twice within a season will be suspended for the remainder of the season with no refund of fees.
 - If a player is thrown out for fighting, there will be an automatic two-game suspension starting with the next game. If a player physically assaults or gets into an altercation with another player, both players will be ejected from the league for the remainder of the season regardless of who is at fault.
 - If a player is thrown out for chasing, roughing, or pushing of an official or field director, or other acts construed to be of such unsportsmanlike or violent nature to be detrimental to the well-being of the game, the player(s) involved will be suspended for the remainder of the league and depending on the severity of the incident, a player could be suspended indefinitely.
 - Violence of any kind will not be tolerated. If the scorekeeper perceives the situation on the field becoming violent, they are instructed to call 911 and the police will handle the situation from this point.
 - The Recreation Supervisor may add additional games to any suspension at his/her discretion.
 - Players who use profanity may receive a yellow card for the first offense and a red card for the second offense, even if it is not directed towards anyone.
 - Players/spectators can be ejected for breaking any of the following rules and could face a possible suspension or forfeit of games:
 - Alcoholic beverages are not allowed in any City park.
 - There is no smoking allowed at the park. This includes cigarettes, e-cigarettes, and tobacco products.
- **Forfeits**
 - Teams must notify Clearfield City of an anticipated forfeit by 10:00am on the day of games so that the opposing team may be notified.
 - Canceled games will not be rescheduled and will count as a loss for the forfeiting team.

- A forfeit will be recorded with a score of 1-0.
- Nonappearance Forfeit Penalties
 - First Offense: Defined as a warning.
 - Second Offense: Team will be suspended for the remainder of the season without refund.
 - Third Offense: Ejection from league for the remainder of the season and the upcoming season. No refund will be given for remaining games.
- **Registration and Eligibility**
 - Players listed on the roster must sign the roster, in recognition of the Clearfield Recreation adult sports release information, prior to participating.
 - Players can be added to the roster throughout the entire season.
 - All players must be at least 16 years of age before the last game of the season. Anyone under 18 years of age must have a legal guardian sign the waiver.
 - If a roster is checked by Clearfield City or a roster call is made by the opposing team, and the team being checked is in violation, the current game is forfeited by the team in violation. All roster checks are handled by the City. Coaches for the team that have an unregistered player will not be allowed to play or coach in the next game. If the team is found to have an unregistered player on any subsequent game in the season, a more severe penalty will be imposed on the coach and/or the team, pending review by the Program Supervisor.
 - A player will be considered ineligible and potentially banned from play for the remainder of the season or a full calendar year if they do any of the following:
 - Rostered on more than one team in one league.
 - Play prior to completing and filing a signed roster form or pickup player form.
 - Play under an assumed name.
 - Managers are responsible to have their players read and understand the “League Rules” as well as the “Code of Conduct.” Your team will be held accountable of the information contained therein. By signing the roster, you are signing that you are informed.
- **Game Time and Procedures** (UHSAA Rules will prevail over all other rules and regulations. Exceptions to those laws are listed below.)
 - This league has a 7-game guarantee and will not have a tournament.
 - Games will be played with two, 25-minute halves with a 3-minute half time. No additional time will be added.
 - Each team will be granted one (1) timeout during each game. Timeouts will be (1) minute long.
 - Time listed on the schedule is game time and forfeit time.
 - Games will be played with seven (7) players on the field including the goalie. Four players are required to start and finish the game.
 - Over Time
 - Games tied at the end of regulation will play one five (5) minute “Golden Goal” extra time period where the first team to score will be deemed the winner. If a

regular season game is still tied at the end of the extra time period the game will be considered at tie.

- Specific COED Rules:
 - The goalie can be either male or female. A team cannot have more than 3 males on the field (this does not include the goalie). If there are not enough females at the game, the team still cannot exceed 3 males on the field (this does not include the goalie). They will have to play down players.
- Jerseys:
 - The first team listed on the schedule is the home team and shall wear their jersey color. If the visiting team has the same jersey color, they will wear pennies.
 - All players on a team shall wear identical jersey shirts. Numbers are not required on the jerseys.
 - If a team wears the same jersey color as the referees, that team will wear pennies.
- Weather: In an event of questionable weather, please use the rainout hotline by calling (801) 525-2890. The rainout hotline will be updated by 4:00pm on those days of games with questionable weather.
- Teams must occupy the area between the two playing fields. The first team present has the first choice of sides.
- **Playing Rules**
 - Substitutions
 - Live substitutions may occur if recognized and waved on by the referee. Player leaving the field must be completely off before the new player may enter the playing area near mid field.
 - Kick-Ins – Out of Bounds
 - A ball played out of bounds results in an indirect kick-in for the opposing team (quick kick).
 - All restart kicks, minus penalty kicks and fouls given for sliding will be indirect.
 - Players cannot score from their defensive half: ball must be struck from the attacking half to score.
 - Offsides
 - There are no offsides penalties.
 - Goalkeeping
 - Goalkeepers can use their hands ONLY inside their own penalty area.
 - Goalkeepers cannot dropkick the ball, the ball must be thrown.
 - Goalkeepers cannot throw the ball across midfield without the ball being touched by another player prior to the ball crossing the midfield line.
 - After the ball goes out of bounds for a goal kick, goalkeeper can kick the ball to any location on the field.
 - Slide tackling is illegal and can result in a yellow card. Goalies may slide cleats away from the opposing player within the penalty box to stop shots.

- Lunging for the ball does not constitute a slide, unless in the opinion of the referee, the player intended to sweep the ball from the opponent or did so with cleats up towards another player.
- Players attempting to head the ball own the space directly above their head. No other player from either team may invade that space. This is to prevent collisions.
- To avoid delay of game problems, players will immediately give 10 yards for any direct or indirect kick without being asked.
- The goalie owns the space above their head while attempting to catch the ball. Contact from opposing players can result in a yellow or red card. Play will resume with a direct kick.
- Spinning bicycle kicks are illegal and can result in a yellow or red card.
- **Receiving a Yellow or Red Card**
 - When a player receives a yellow card, they must leave the field immediately and sit out for 5 minutes of game time or until the opposing team scores a goal. The team will play down a player for those 5 minutes or until the opposing team scores.
 - When a player receives a red card, the manager or coach of that team needs to report the name of the player to the site supervisor. Any player that receives two red cards in one season is automatically suspended for the rest of the season.
 - A player is ejected for a red card or two yellow cards. When this happens, they must immediately leave the park or their team will forfeit the game. Their team will play shorthanded for the remainder of the game for a red card. The ejected player will be suspended for the following game also and is not allowed to attend.
 - Three yellow cards or 2 red cards by a team in any single game will result in a forfeit of that game.
 - If a single team receives 5 red cards throughout the season, they will be suspended from the league without refund.
- **Standings**
 - If teams are tied during the regular season, final standings will be decided in the following manner:
 - Points will be assigned based on the number of wins (2 points), the number of losses (0 points), and the number of ties (1 point) for each tie.
 - If tied for a position in the standings, whichever team defeated the other during the regular season will then get the higher position.