

League Rules

Team managers have the responsibility of informing team members of these rules and regulations and to assure Keva these rules will be followed.

Keva Sports Center Officials will use FIFA Laws of the Game, with the exceptions that are listed below. All players and coaches are responsible for the knowledge and understanding of the Keva Sports Center. All referees' decisions are final.

1. U6 League Rules

- 1.1. The U6 league is played 3v3 on small sided fields which are created by partitioning KEVA's full sized indoor fields. The field of play is roughly 34 feet wide by 60 feet long.
- 1.2. Fields are divided using inflatable and Pugg goals.
- 1.3. Size 3 soccer balls are used
- 1.4. No goalies
- 1.5. Substitutions are made at dead balls at coaches discretion
- 1.6. Games played with 10 minute quarters
- 1.7. The U6 leagues are a combination of boys, girls, and coed teams.
- 1.8. U6 leagues are monitored by coaches, not by a referee. Score is not kept.
 - 1.8.1. First week of play is a scheduled one-hour practice to orient players to the field. The following 6 or 7 weeks (depending on the session) consist of 45 minute games.
- 1.9. No 3 line violation or offside
- 1.10. Footwear: Round molded cleats or tennis shoes are allowed. Bladed or finned cleats are prohibited.
- 1.11. All other rules are consistent with KEVA Soccer House Rules.

2. U7/8 and U9 League Rules

- 2.1. These leagues are played KEVA's full sized indoor turf fields, which have been divided into three small sided fields through the use of drop down curtains. The field of play is roughly 68 feet long, by 60 feet wide.
- 2.2. Goals are 9'5" X 5'
- 2.3. The U7/8 league is a combination of boys, girls and coed teams. The U9 leagues have separate boys and girls divisions.
- 2.4. Games are played 5v5, including a goalkeeper.
- 2.5. Balls that go out of play result in a throw or kick-in (dependent on players' ability)
- 2.6. U7/8 and U9 leagues are monitored by KEVA referees. Games are played with four 12 minute quarters.
- 2.7. No 3 line violation or offside
- 2.8. Mercy Rule: Please see 12.9
- 2.9. Footwear: Round molded cleats or tennis shoes are allowed. Bladed or finned cleats are prohibited.
- 2.10. All other rules are consistent with KEVA Soccer House Rules.

3. High School Coed Specific Rules

- 3.1. No more than 3 male players may be on the field at a time (including goalkeeper)

4. Number of Players

- 4.1. Online waivers are to be submitted prior to team's first game, visit www.kevasports.com to submit waiver.
 - 4.1.1. Online waivers are valid for one (1) year.
- 4.2. Rosters are to be finalized two weeks after the start of each session. Rosters must have a minimum of 7 players on the team and all memberships need to be up to date.
- 4.3. Players may not be dropped from a roster and added to another team in the same age group or division.

4.4. Age levels are as follows:

Age	Grade	Ball Size	Field	Time	Rec. Roster Size
U6 Coed	K	3	3, no goalie	45 min.	6-9
U7/U8 Coed	1 st & 2 nd	3	4 + goalie	48 min.	9-11
U9 Boys & Girls	3 rd	4	4 + goalie	48 min.	9-11
U10 Boys & Girls	4 th	4	6 + goalie	50 min.	12-14
U12 Boys & Girls	5 th & 6 th	4	6 + goalie	50 min.	12-14
U14 Boys & Girls	7 th & 8 th	5	5 + goalie	50 min.	10-12
U16 Boys	9 th & 10 th	5	5 + goalie	50 min.	10-12
U18 Boys	11 th & 12 th	5	5 + goalie	50 min.	10-12
HS Girls	9 th – 12 th	5	5 + goalie	50 min.	10-12
HS Coed	9 th – 12 th	5	5 + goalie	50 min.	10-12

4.5. Once a player plays for a team in a particular age bracket, he/she may not transfer to a different team in that age bracket during the same session.

4.6. Teams who are short players for a given game may recruit players from other teams; however the game will count as a forfeit. You may add enough players to allow you two subs, and no more.

4.7. The minimum number of field players a team must have is 2 (U6-U9), 4 (U10-12), and 3 (U14 and up). If the team does not have this many ready to play within 5 minutes of the scheduled start, the game will be a forfeit and the opposing team will have the option of using the rest of the time for a practice. No refunds will be given for forfeits.

4.8. Substitutions are unlimited and are normally made “on the fly.” The players coming off of the field must be adjacent to the door and within 5 feet before the incoming player enters the field.

4.9. If a team is down by 6 goals, that team can add another player on the field.

5. Players’ Equipment

5.1. Shin guards must be worn by all players – no exceptions. Players without shin guards will not be allowed to play. Shin guards must be covered with socks.

5.2. Keva’s cleat policy will be enforced. Bars, blades or other modified cleats are prohibited. Visit www.kevasports.com for specific information or ask a Keva Sports Center associate.

5.3. Indoor soccer shoes are strongly recommended. Flat soled shoes, turf, or round molded cleats are allowed.

5.4. Kneepads are strongly recommended for players at all age levels.

5.5. Sweat pants, long sleeve jersey, knee & elbow pads are strongly recommended for all goalkeepers.

5.6. Jerseys shall be similarly colored jerseys or T-shirts with numbers. In the event of a color conflict, the home team shall wear an alternate color.

5.7. Hard casts are not allowed – even if they are padded.

5.8. All jewelry, watches, and other dangerous equipment must be removed during games.

5.9. Players may be permitted to wear headgear as long as the referee does not have reason to believe it is dangerous to the player or other players. (more applicable for concussion protection)

6. Referees

6.1. The referee’s decision is final. Player or coach dissent may result in a yellow card or red card being issued to the offending person. *Profane dissent will result in a red card and at least a one game suspension.*

6.2. Play is stopped when the referee’s whistle is blown.

6.3. The game clock will start at the scheduled game time. This will occur whether teams are or are not ready to play.

6.4. At no time are players, managers, coaches, or supporters allowed to threaten or touch a referee. Players, coaches, and managers who do commit such an act will be immediately removed from the facility.

7. The Duration of the Game

7.1. The game shall be 50 minutes in length, and will be divided into two 25-minute halves with a 3-minute halftime in between (except for U6 and U7/U8 leagues – see Section 2.4).

7.2. There will be no overtime.

7.3. Time will be extended at the end of any period for the taking of a free or penalty kick (Ex: Delay of Game) .

7.4. The game clock shall begin running at the scheduled start time for EVERY match. Teams can expect shorter playing time if:

7.4.1. One or both teams are not set to kick off at the scheduled time.

7.4.2. An injury occurs in which medical attention is required.

7.4.3. Any unforeseen event that temporarily interrupts the field or referee availability.

7.5. Either the facility manager on duty or the referee may terminate the game at any time due to the conduct or actions of either team or their supporters if the referee deems that conduct or actions are detrimental to the game.

8. Start of Play

8.1. Games will start promptly. Games will be forfeit after 5 minutes.

8.2. Play starts from the center of the midfield circle when the referee blows the whistle. The ball may be played in any direction. This occurs at the beginning of each half and after each goal is scored.

9. Ball In and Out of Play

9.1. The ball is out of play when it hits any of the netting above the Plexiglas to the ceiling. A free kick will be awarded to the opposing team from where the ball went out of play.

9.1.1. If the ball hits the netting on the end lines, either a corner kick or a goal kick will be awarded.

9.2. If the ball is cleared or intentionally kicked into the ceiling the offending player receives a 2-minute penalty. If the same player repeats this offense a yellow card will be issued. The ball is spotted on the ground below where it hit the ceiling.

9.3. If the ball is deflected into the ceiling unintentionally, there will be no time penalty but the same restart procedure as above will occur.

9.4. The ball is out if it is played into the players' bench.

9.5. All players have 5 seconds to play the ball on free kicks or other restarts.

9.6. Free Kicks:

9.6.1. All free kicks are direct, including the kick off.

9.6.2. The opposing team must quickly give 10 feet on all kicks. If a delay occurs, a yellow card may be issued.

9.6.3. Any "indirect kick foul" (see FIFA Laws of the Game) that occurs in the box will be restarted at top of the arc.

9.7. The following restarts require a mandatory whistle:

9.7.1. Penalty kicks

9.7.2. Kick off

9.7.3. After an Injury timeout

10. Three Line Violation

10.1. A 3-line violation occurs when the ball moves offensively forward in the air across all 3 lines without touching the floor, a player, or a wall before crossing the third line. The opposing team will be awarded a free kick on their offensive red line 18 inches from the wall when the violation occurs.

11. Goalkeepers

11.1. Goalkeepers are not permitted to retrieve the ball outside the penalty area, bring the ball back into the area, and then pick up the ball with their hands.

11.2. Pass back rule:

11.2.1. If the ball is intentionally passed to the goalkeeper by a teammate's foot, the goalkeeper may not pick up the ball.

11.3. Substitutions for the goalkeeper can only occur when:

11.3.1. The new goalkeeper is completely outfitted & ready to play.

11.3.2. During stoppage of play when the substituting team has the ball.

11.3.3. The referee had clearly been notified & acknowledged the substitution.

11.4. The goalkeeper may slide for the ball inside the goalie box.

11.5. A goalkeeper may pick up the ball only after the ball is completely inside the penalty box.

11.6. Once a goalkeeper has his/her hand or hands on the ball, the ball is no longer playable.

11.7. The goalkeeper may not punt or drop kick the ball at any time. The ball must be placed on the ground in order for the goalkeeper to kick it.

12. Player Conduct Rules

12.1. A player who intentionally commits any of the following offenses will be penalized and a direct free kick will be awarded to the opposing team from where the infraction occurred:

12.1.1. Jumps at an opponent.

12.1.2. Holds an opponent.

- 12.1.3. Pushes an opponent.
- 12.1.4. Intentionally plays the ball with his or her arm.
- 12.1.5. Strikes or attempts to strike an opponent.
- 12.1.6. Charges an opponent.
- 12.1.7. When tackling an opponent, makes contact with opponent before touching the ball.
- 12.1.8. Kicks or attempts to kick an opponent.
- 12.1.9. Trips an opponent.
- 12.1.10. A player other than the goalkeeper slides.
- 12.1.11. Spits at an opponent.
- 12.2. Any of the following fouls committed by a defensive player inside their penalty box will result in a direct free kick from the top of the arc outside the penalty area. A wall may be used to defend the free kick.
 - 12.2.1. Dangerous play (high kick, sliding, etc.).
 - 12.2.2. Obstruction.
 - 12.2.3. Handling of pass-back by the goalkeeper.
 - 12.2.4. Handling the ball by the goalkeeper again after it has been released from their possession & has not touched any player.
- 12.3. **Yellow card** is a warning. It will result in a 2-minute penalty to be served by the offending player(s) and their respective team(s) playing shorthanded for the duration of the penalty. That team will play shorthanded until 2 minutes has passed or a goal has been scored against them.
- 12.4. **Red card** will result in ejection from the current game, the offending player's team(s) playing shorthanded, *and* a minimum one week suspension regardless of the number of teams that player is on. The team will play shorthanded for no more or no less than five minutes, regardless of the number of goals the other team may score. The ejected player must leave the bench area and may be asked to exit the facility. Players persistently carded may receive longer suspensions. If a player on the bench receives a red card, the team must remove a player from the field and continue to play shorthanded for 5 minutes. Substitutions can continue as normal.
- 12.5. **High & Hard Rule:** Any hard kick that is made above waist height when opposing players (other than the goalkeeper) are near the path of the ball will be ruled illegal. This rule does not apply when the kicking player is shooting directly on goal with only the goalkeeper in the path of the ball.
- 12.6. No spitting on the field or in bench areas. Players, managers, or coaches seen spitting on the field or bench areas will be ejected from the current game. Please use trash cans provided in bench areas.
- 12.7. Fighting will not be tolerated. Violators will be issued a red card, may be escorted out of the facility, and any future participation at KEVA Sports Center may be prohibited.
- 12.8. Any player, manager, coach, or parent that must be removed from league play or the building because of misconduct will not be refunded for league fees.
- 12.9. **Mercy Rule:** (U7 & up) If the score is 6 or more the team with the lowest score can add in another player. If the score is 8 or more the higher scoring team must remove a player. Once the score differential is back to 6 the other player can come back onto the field. Once the score is 5 or lower the play goes back to the original number of players.

13. Miscellaneous

- 13.1. Keva Sports Center management reserves the right to expel a player, manager, or coach from league play for gross violations of the Laws of the Game, the League Rules, or damages to the property of Keva Sports Center.
- 13.2. Management reserves the right to change League Rules at any time to make the game of indoor soccer more safe and enjoyable for all participants and spectators.
- 13.3. A \$300 deposit must be paid prior to the registration deadline in order to register a team into a league. The deposit will be credited toward the registration fee. Fees will not be refunded to any team canceling within 3 weeks of league starting.
- 13.4. All league fees must be paid in full before the start of the first game. A late fee of \$25 will be assessed to the team if the balance is not paid prior to the first game, and the team will not be allowed to play in game two until the balance is paid.
- 13.5. Game day conflicts must be emailed to ejones@kevasports.com on or before the registration deadline of the upcoming session in order to be considered while scheduling. Once the schedule is out, games will not be rescheduled.

- 13.5.1. If needed, each team will be allowed 1 reschedule to be used in the regular season (not tournament play). After the reschedule is used, any no show or cancellation will result in an automatic forfeit and will NOT be rescheduled. If you are rescheduling, you will need to contact KEVA at 608-662-7529 by 12pm the day before your scheduled game (Please plan accordingly if your game is after a Holiday as the reschedule request needs to come in on a day we are open) in order to accommodate the reschedule. KEVA does reserve the right to reschedule on an alternate day of play based on availability. If the need to reschedule is covid related we will evaluate those situations on a case by case basis and do our best to accommodate as we cannot guarantee all of these games will be made up.
- 13.6. Teams must be prepared to play games on days/times that were not specified.
- 13.7. Games called off because of bad weather or other uncontrollable circumstances will be rescheduled. These rescheduled games may be played on days and times that were not specified.
- 13.8. No refunds will be given instead of rescheduled games.
- 13.9. Games that are forfeited will not be rescheduled nor will refunds be given.
- 13.10. FIGHTING OR VANDALISM WILL NOT BE TOLERATED on the premises. Violators will be escorted out of the facility and any future participation at Keva Sports Center can be prohibited.
- 13.11. Any supervisor, manager, or referee has the right to remove players, coaches, teams or spectators from the facility.
- 13.12. Players may not wear dangerous equipment. This includes, but is not limited too, orthopedic casts, air-splints or metal splints.

8312 Forsythia St.
Middleton, WI 53562
www.kevasports.com
608-662-7529