

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. **KEVA Sports Center is a Recreational sports facility and hopes all players have fun and play safe***

1. Rosters and Players

- 1.1. Rosters are to be finalized two weeks after the start of each session. Teams must have a minimum of 8 players on the roster. Rosters are defined as players recorded on a specific team in the DASH scheduling system at KEVA Sports Center. Rosters will include:
 - 1.1.1. Online waivers. Online waivers are included in the registration process and are to be submitted prior to team's first game. Online waivers are valid for one (1) year increments and must be resigned annually.
 - 1.1.2. Membership. All players must have a valid KEVA membership to play in league games.
 - 1.1.2.1. Valid Age verification (see section 9 for age verification)
- 1.2. Players may only register to play on one team (on one roster) in the same division per session
- 1.3. Teams who are short players for a given game may recruit player substitutes from other teams/rosters however, the game will count as a forfeit for that team and the game will be played as a friendly. (please let ref and other manager know of the situation. Then First look for other players on the other team, 2nd in the same league, 3rd look for players of the same age and finally you can look for players just to have a game
 - 1.3.1. Since game is a forfeit, player substitutes of different ages may participate if approved by teams and referee.
 - 1.3.2. The referee will note on score sheet.
- 1.4. Substitutions are unlimited and 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.
- 1.5. The minimum number of field players a team must have is 3. 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 or friendly. No refunds will be given for forfeits.
- 1.6. If a team is down by 6 goals, that team can add another player on the field.

2. Player's Equipment

- 2.1. 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.
- 2.2. 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.
- 2.3. Indoor soccer shoes are strongly recommended. Flat soled shoes, turf, or round molded cleats are allowed.

- 2.4. Kneepads are strongly recommended for players at all age levels.
- 2.5. Sweatpants, long sleeve jersey, knee & elbow pads are strongly recommended for all goalkeepers.
- 2.6. Jerseys shall be similarly colored jerseys or T-shirts. In the event of a color conflict, the home team shall wear an alternate color.
- 2.7. Players may not wear dangerous equipment. This includes, but is not limited to, orthopedic casts, air-splints or metal splints, Hard casts – even if they are padded.
- 2.8. All jewelry, watches, and other dangerous equipment must be removed during games.
- 2.9.

3. Referees

- 3.1. The referee has the authority from the moment they enter the playing area until they leave the playing area.
- 3.2. The referee's decision is final. Player or manager 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.*
- 3.3. Play is stopped when the referee's whistle is blown.
- 3.4. The game clock will start at the scheduled game time. This will occur whether teams are or are not ready to play.
- 3.5. At no time are players, managers, team personnel, or supporters allowed to threaten or touch a referee. Players, coaches, and supporters who do commit such an act will be immediately removed from the facility.

4. The Duration of the Game

- 4.1. The game will be divided into two 25-minute halves with a 3-minute halftime in between.
- 4.2. There will be no overtime. Tied scores stand as such.
- 4.3. Time will be extended at the end of any period for the taking of a free or penalty kick (Ex: Delay of Game)
- 4.4. The game clock shall begin running at the scheduled start time for EVERY match. Teams can expect shorter playing time if:
 - 4.4.1. One or both teams are not set to kick off at the scheduled time.
 - 4.4.2. An injury occurs in which medical attention is required.
 - 4.4.3. Any unforeseen event that temporarily interrupts the field or referee availability.
- 4.5. A 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.

5. Start of Play

- 5.1. Games will start promptly. Games will be forfeit after 5 minutes.
- 5.2. 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.

6. Ball In and Out of Play

- 6.1. 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.
 - 6.1.1. If the ball hits the netting on the end lines, then either a corner kick or a goal kick will be awarded.
- 6.2. 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.

- 6.3. If the ball is deflected into the ceiling unintentionally, there will be no time penalty, but the same restart procedure as above will occur.
- 6.4. The ball is out if it is played into the players' bench.
- 6.5. All players have 5 seconds to play the ball on free kicks or other restarts.
- 6.6. Free Kicks:
 - 6.6.1. All free kicks are direct, including the kickoff.
 - 6.6.2. The opposing team must quickly give 10 feet on all kicks. If a delay occurs, a yellow card may be issued.
 - 6.6.3. Any "indirect kick foul" (see FIFA Laws of the Game) that occurs in the box will be restarted at top of the arc.
- 6.7. The following restarts require a mandatory whistle:
 - 6.7.1. Penalty kicks
 - 6.7.2. Kick off
 - 6.7.3. After an Injury time out

7. Three Line Violation

- 7.1. 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.

8. Goalkeepers

- 8.1. 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.
- 8.2. Pass back rule:
 - 8.2.1. If the ball is intentionally passed to the goalkeeper by a teammate's foot, the goalkeeper may not pick up the ball.
- 8.3. Substitutions for the goalkeeper can only occur when:
 - 8.3.1. The new goalkeeper is completely outfitted & ready to play.
 - 8.3.2. During stoppage of play when the substituting team has the ball.
 - 8.3.3. The referee had clearly been notified & acknowledged the substitution.
- 8.4. The goalkeeper may slide for the ball inside the goalie box.
- 8.5. A goalkeeper may pick up the ball only after the ball is completely inside the penalty box.
- 8.6. Once a goalkeeper has his/her hand or hands on the ball, the ball is no longer playable.
- 8.7. The goalkeeper may not punt or drop kick the ball at any time. The ball must be placed on the ground for the goalkeeper to kick it.

9. Coed & Age Specific Leagues

- 9.1. The High & Hard rule will be enforced in Coed Recreational, Coed Intermediate, and Women's leagues.
 - 9.1.1. Teams will not have the ability to waiver the High & Hard rule.
- 9.2. Teams may have no more than 3 male players on field including the goalkeeper.
- 9.3. Men's Over 30 & Coed Over 30 League teams must have 100% of roster age 30 or above. No exceptions.
- 9.4. Men's Over 40 League teams must have 100% of roster age 40 or above. No exceptions.
- 9.5. Men's Over 50 League teams must have 100% of roster age 50 or above. No exceptions.
- 9.6. Referees will have final say over age restrictions. If a team has questions in regard to an age of a player, they will be able to follow a process to resolve the issue
 - 9.6.1.1. Team must bring it up to the referee prior to the start of the game – game clock will start when referee sees fit and may continue to resolve issue as play clock runs.

- 9.6.1.2. Referee will have the right to check the ID of the player(s) in question. If the player(s) does not have or does not wish to share the ID, that player will not be allowed to play. The ID and age may also be verified at front desk by player. *See section one regarding rosters and player substitutes.*
- 9.6.1.3. If the player is not of age, the player cannot play unless the team with the underage player forfeits and both teams & referee agrees to play a friendly. *See section one regarding rosters and player substitutes.*
- 9.6.1.4. The referee will record the information on the score sheet

10. Player Conduct Rules

- 10.1. 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:
 - 10.1.1. Jumps at an opponent.
 - 10.1.2. Holds an opponent.
 - 10.1.3. Pushes an opponent.
 - 10.1.4. Intentionally plays the ball with his or her arm.
 - 10.1.5. Strikes or attempts to strike an opponent.
 - 10.1.6. Charges an opponent.
 - 10.1.7. When tackling an opponent, makes contact with opponent before touching the ball.
 - 10.1.8. Kicks or attempts to kick an opponent.
 - 10.1.9. Trips an opponent.
 - 10.1.10. A player other than the goalkeeper slides.
 - 10.1.11. Spits at an opponent.
- 10.2. 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.
 - 10.2.1. Dangerous play (high kick, sliding, etc.).
 - 10.2.2. Obstruction.
 - 10.2.3. Handling of pass-back by the goalkeeper.
 - 10.2.4. Handling the ball by the goalkeeper again after it has been released from their possession & has not touched any player.
- 10.3. **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.
- 10.4. **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.
- 10.5. **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.
 - 10.5.1. Rule in effect for Adult League involving Coed Recreational, Coed Intermediate, and Women's leagues.

- 10.6. No spitting on the field or in bench areas. Players or managers seen spitting on the field or bench areas will be ejected from the current game. Please use trash cans provided in bench areas.
- 10.7. 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.
- 10.8. Any player or manager that must be removed from league play or the building because of misconduct will not be refunded for league fees.

11. Miscellaneous

- 11.1. Keva Sports Center management reserves the right to expel a player or manager from league play for gross violations of the Laws of the Game, the League Rules, or damages to the property of Keva Sports Center.
- 11.2. Management reserves the right to change League Rules at any time to make the game of soccer more safe and enjoyable for all participants and spectators.
- 11.3. 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.
- 11.4. League fees include Wisconsin state sales tax.
- 11.5. All league fees to be paid in full before the teams first game. A late fee of \$25 will be assessed to the team if the balance is not paid prior to first game. The team will not be allowed to play until the balance is paid.
- 11.6. 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.
 - 11.6.1. 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.
- 11.7. Teams must be prepared to play games on days/times that were not specified.
- 11.8. If games need to be canceled because of weather or other uncontrollable circumstances, each team manager will be called at least two hours prior to your game. After that time, the decision will be made at the field by the referee depending on the conditions.
 - 11.8.1. Games canceled due to weather or other uncontrollable circumstances will be rescheduled. These rescheduled games may be played on days and times that were not specified.
- 11.9. No refunds will be given instead of re-scheduled games.
- 11.10. Games that are forfeited will not be rescheduled nor will refunds be given.
- 11.11. Should a team forfeit two games within one season they will be expelled from the league without refund or credit of registration fees. All remaining games will be forfeited to opponents who may utilize the scheduled field times for practice or scrimmage purposes.
- 11.12. 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.
- 11.13. Any supervisor, manager, or referee has the right to remove players, coaches, teams or spectators from the facility.