

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.

NO OFF-SIDES

1. Number of Players and Substitutions

- 1.1. Online waivers are to be submitted prior to team's first game, visit www.kevasports.com to submit waiver.
 - 1.1.1. Online waivers are valid for one (1) year.
- 1.2. Teams will play with 6 field players and a goalkeeper.
- 1.3. All teams must have at least 4 players and a goalkeeper on the field to begin a match. Teams with fewer than 5 players will forfeit the match. *See Section 5 Forfeits for details.*
- 1.4. Substitutions are unlimited. A team may substitute on the fly, within the clearly marked substitution area.
 - 1.4.1. The substitution area is defined as the length of sidelines located immediately in front of the player benches. Areas excluded from the legal substitution locations are the length of sidelines to the left or right of the players benches, and the other three edges of the field.
 - 1.4.2. Players may not enter the field until the player leaving the field has fully exited the field.
 - 1.4.3. Failure to do this will initially result in a warning.
 - 1.4.4. Repeated offenses will result in penalty cards, potentially ending in expulsion from the game.
 - 1.4.5. Injured players may substitute immediately.
- 1.5. Mens Over 30 & Coed Over 30 League teams must have 100% of roster age 30 or above. No exceptions.
- 1.6. Mens Over 40 League teams must have 100% of roster age 40 or above. No exceptions.
- 1.7. Mens Over 50 League teams must have 100% of roster age 50 or above. No exceptions.
- 1.8. Rosters are to be finalized two weeks after the start of each session. Rosters must have a minimum of 9 players on the roster. All players must have a valid KEVA membership to play in league games. Players will prove membership by displaying KEVA key tag to referee prior to each game.
- 1.9. Teams down by 6 goals or more may add an extra field player.

2. Players' Equipment

- 2.1. Shin guards are mandatory for all players – no exceptions. Players without shin guards will not be allowed to play until the referee has checked that the shin guards are being worn.
- 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. 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.
- 2.4. Hard casts are not allowed – even if they are padded.
- 2.5. Jewelry, watches, and other dangerous equipment must be removed during games.

3. The 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, managers, and supporters who do commit such an act will be immediately removed from the facility.
- 3.6. Referee fees are included in the full team registration fee.

4. Duration of the Game

- 4.1. 25 minute halves with a 3-minute halftime.
- 4.2. There will be no overtime. Tied scores stand as such.
- 4.3. The game clock shall begin running at the scheduled start time for EVERY match. Teams can expect shorter playing time if:
 - 4.3.1. One or both teams are not set to kick off at the scheduled time.
 - 4.3.2. An injury occurs in which medical attention is required.
 - 4.3.3. Any unforeseen event that temporarily interrupts the field or referee availability.
- 4.4. 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 its supporters if the referee deems that such conduct or actions are detrimental to the game.
 - 4.4.1. The team responsible for the referee terminating the game will forfeit and the other team will be declared the winner.

5. Forfeits

- 5.1. No refunds or credits of registration fees will be given to either team for forfeited games.
- 5.2. Any team that does not have at least 5 registered players on the field ready to play, within 5 minutes after the scheduled starting time of the match, shall forfeit the match. The opposing team will be declared the winner of the match by a 3-0 score.
- 5.3. If neither team has at least 5 registered players on the field ready to play by 10 minutes after the scheduled starting time of the match, both teams will forfeit and no winner will be declared.
 - 5.3.1. Teams may request that the referee remain and officiate a "friendly match" with the players on hand who desire to play.
- 5.4. If needed, each team will be allowed 1 reschedule to be used in the regular season. 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
- 5.5. If a forfeit is unavoidable, the forfeiting team may notify KEVA Sports Center prior to the scheduled match time
 - 5.5.1. The opponents of forfeiting teams retain the rights to the field for the scheduled date and time for scrimmage or practice but must notify Keva Sports Center if intending to do so. No official will be provided through KEVA Sports Center.
- 5.6. 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.

6. Complications Due to Weather

- 6.1. Lightning in the vicinity of the field is grounds for immediate interruption of play. Games may be moved indoors (schedule permitting). Play may continue outdoors if 20 minutes pass without the reoccurrence of lightning.
- 6.2. Any game that is called off prior to the completion of the first half of play due to the weather will be rescheduled.
- 6.3. Any game that is called off due to the weather at half time or after will result in the score at the stoppage of play standing as the final score.

7. Coed and Age Specific Leagues

- 7.1. The High & Hard rule will be enforced in all Coed Intermediate, Coed Recreational, and Women's leagues.
- 7.2. Coed teams may have no more than 3 male players on field; the goalkeeper may be of either gender.
 - 7.2.1. Coed 4 Male leagues feature the ability to add an extra male player on the pitch in place of a female. For outdoor 7v7, this means coed teams may have five (5) total men on field including the goalkeeper.
- 7.3. Mens Over 30 & Coed Over 30 League teams must have 100% of roster age 30 or above. No exceptions.
- 7.4. Mens Over 40 League teams must have 100% of roster age 40 or above. No exceptions.
- 7.5. Mens Over 50 League teams must have 100% of roster age 50 or above. No exceptions.

8. Player Conduct Rules

- 8.1. 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:
 - 8.1.1. Jumps at an opponent.
 - 8.1.2. Holds an opponent.
 - 8.1.3. Pushes an opponent.
 - 8.1.4. Intentionally plays the ball with his or her hand or arm.
 - 8.1.5. Strikes or attempts to strike an opponent.
 - 8.1.6. Charges an opponent.
 - 8.1.7. When tackling an opponent, makes contact with the opponent before touching the ball.
 - 8.1.8. Kicks or attempts to kick an opponent.
 - 8.1.9. Trips an opponent.
 - 8.1.10. Spits at an opponent.
- 8.2. Any of the following fouls committed by a player will result in an indirect free kick.
 - 8.2.1. Dangerous play (high kick, sliding, etc.).
 - 8.2.2. Obstruction.
 - 8.2.3. Handling of pass-back by the goalkeeper.
 - 8.2.4. Handling the ball by the goalkeeper again after it has been released from his/her possession and has not touched any player.
- 8.3. **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.
- 8.4. **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.
- 8.5. **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.
 - 8.5.1. This rule is to be in effect for Adult League games involving Coed Intermediate, Coed Re C, Coed Over 30, Womens leagues.
- 8.6. Slide Tackling is not allowed in any league.
- 8.7. Fighting will not be tolerated. Violators will be issued a red card, and may be prohibited from any future participation at Keva Sports Center.
- 8.8. Any player or manager that must be removed from league play or the building because of misconduct will not be refunded for league fees.
- 8.9. Kick offs may travel forwards or backwards.

9. Miscellaneous

- 9.1. Keva Sports Center management reserved 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.
- 9.2. Management reserves the right to change the League Rules at any time to make outdoor 7v7 league play safer and more enjoyable for all participants and spectators.

- 9.3. 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.
- 9.4. League fees include Wisconsin sales tax.
- 9.5. 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.
- 9.6. Teams must be prepared to play games on days/times that were not specified.
- 9.7. No refunds will be given instead of re-scheduled games.
- 9.8. If games need to be cancelled because of weather or other uncontrollable circumstances, each team manager will be called at least two hours prior to your game time. After that, the decision will be made at the field depending on conditions.
 - 9.8.1. 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.

10. World Cup Tournament

- 10.1. 15 minute halves with a 2-minute halftime.
- 10.2. All players MUST be on the roster and have a signed waiver prior to their first match of the tournament.
- 10.3. During Pool Play there will be no overtimes. Tied scores shall stand as such.
- 10.4. For standings, point distribution will be as followed:
 - 10.4.1. Three (3) points for a win
 - 10.4.2. One (1) point for a tie
 - 10.4.3. Zero (0) points for a loss
- 10.5. If tied following point distribution, tie-breaker will be determined in this order:
 - 10.5.1. Goal Differential
 - 10.5.2. Goals Scored
 - 10.5.3. Goals Allowed
 - 10.5.4. Three person shoot out
- 10.6. The referee may terminate the game at any time due to the conduct or actions of either team or its supporters if the referee deems that such conduct or actions are detrimental to the game.
- 10.7. Red Cards
 - 10.7.1. Any player who receives a red card will be suspended for the next match.
- 10.8. The high and hard rule will be enforced for the Coed Intermediate and Coed Recreational divisions. High and hard will not be enforced for Coed Competitive divisions.
- 10.9. Playoffs
 - 10.9.1. A 5 min sudden death overtime will be played. If teams are still tied, they will go into a three person shootout
- 10.10. Referee fees will be paid by KEVA Sports Center.
- 10.11. Sections 1, 2, 3, 6, and 7 from above apply to College Cup Tournament games.

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*Schedules are available online through DASH! Let us know if you
need an account.*

