



Tower Hill Sports: Adult 8v8 League Rules at BJD

FIFA RULES IF NOT MODIFIED WITHIN

* NOTE - RULES ARE SUBJECT TO CHANGE AT ANY TIME *

PLAYERS: All players need to be registered in Tower Hill Sports system with a completed liability waiver and included on the team roster.

FIELD DIMENSIONS: 226' x 96'.

GAME DURATION: The game shall consist of two 26-minute halves with a 2-minute halftime.

OVERTIME: No overtime period until playoffs.

- Golden Goal rule- Two 5-minute periods, the first team to score in either period wins the game. If neither team scores, it will go to PK's to determine the winner. PK's will be taken from the top of the goalkeeper box. 5 attempts per team, can extend if still tied.

ROSTERS: Format 8v8 including goalkeepers. **Minimum roster size of 13 players. If you have less than 13 players, THS may assign a free agent(s) to your roster.** No roster cap.

GENDER & Age: See below

Men's Leagues: Must always field an all-male team.

Co-ed Leagues: Must always have at least 2 female players on the field. If a team should only have 1 female player for any reason, they must play 1 player down (6 males/1 female). However, a co-ed team may play with more female players on the field than the minimum requirement of 2.

Over 40: Must always have at least 2 female players on the field. If a team should only have 1 female player for any reason, they must play 1 player down (6 males/1 female). However, a co-ed team may play with more female players on the field than the minimum requirement of 2. Additionally, teams can roster 2 male players who are between the ages of 38-39. Female players have no age requirement.

BALL: Size 5. Home team provides the correct size soccer ball.

HOME TEAM: The Home team is listed first on the schedule and will wear the lighter color.

EQUIPMENT: All field players will wear: a shirt with sleeves, shorts, soccer socks, shin guards, correct footwear. It is not the referee's responsibility to monitor player's correct equipment. Players are responsible for their own equipment. The two teams must wear colors that distinguish them from each other and that match. Tower Hill Sports does not provide league shirts. At our BJD facility you can wear cleats.

KICK OFF: Initial kick off to start the game will be decided by the referee with a coin toss.

FREE KICKS: Opposing team needs to be 5 yards away on free kicks.



RE-STARTS: Throw-ins for any out-of-bounds play from the sidelines.

PENALTY KICK: A penalty kick will be taken from the furthest intersecting point of the red circle and all other players on both teams will be behind the halfway line when the kick is being taken.

HEADING: Heading is allowed in adult leagues at Tower Hill Sports.

SLIDE TACKLES: No slide-tackling rule enforced in all leagues at Tower Hill Sports.

CLOCKS: The game clock will continue to run during any injury to allow games to run on time. The only time the referee can stop the clock is with 1-minute left remaining in the game, so he/she can control the flow of the game and add necessary time if needed. (With the understanding that the game following will still begin on time).

OFFSIDE: We do not allow 'cherry picking'. While there is no official offside because we have only one referee, it is up to the referee's discretion to call offside if a player is continually cherry picking.

SUBSTITUTIONS: Substitutions will be allowed at any stoppage point during the game, regardless of which team has possession on the inbounds play. The clock will continue to run during substitutions. Player's must attempt to leave the field of play as quickly as possible and not interfere with the run of play while leaving the field. This rule is stated as such, however, the referee is in full control of all substitutions.

ROSTERS: There is no cap on the number of players a team can have. **Rosters will be locked after the 4th week of games.** All players must be formally registered with the league and paid in full prior to playing. If a player decides to join a team after the second game, a pro-rated fee will be given.

Non-Roster Players: Teams can have players not on their roster play games when not enough players are available. **Guest players are not allowed after the 6th game has been played. Two options are listed below:**

- **Existing League Players:** Players currently playing in any of the Tower Hill Sports leagues in that same season are eligible to play on teams needing substitutes on a per game basis without paying a guest player fee. **Players can only substitute for the same team twice per season.** Regardless of what team they substitute for, if a player guest plays a third time during the course of the season it will be a \$15 fee. Teams using this option MUST notify Tower Hill Management by emailing jacob@towerhillsports.com 2 hours prior to their game with information on who they intend to use as a sub. A record will be kept of all non-roster player substitutions.
- **Guest Players:** Teams using a Guest Player (someone outside the THS leagues) **MUST notify Tower Hill Sports at least 2 hours in advance of your game by emailing jacob@towerhillsports.com** Guest players will be registered as participants at Tower Hill Sports and must fill out a liability waiver prior to being allowed to play. There is a \$15 guest player fee that must be paid each time when guest playing. Fees will be assessed for each guest player on a per game basis. Guest players can only play for the same team twice per season. **No guest players are allowed after the 6th game has been played.**



If you break the guest player rules and play someone that is not on your roster after the 6th game has been played, THS has the right to call it a forfeit for your team. Please take responsibility as we try to ensure fairness across all our divisions.

QUALIFYING PLAYING AREAS: During play if a ball strikes a qualifying playing area (divider curtains, ceiling, ceiling fans), play is stopped and restarted with an indirect kick for non-offending team. If restart would be inside penalty box, restart will be on edge of penalty box. The ball is in play at all other times, including when it rebounds off a goalpost, crossbar or corner flag-post and remains in the field of play. If the ball strikes any part of the netting and/or the wall, then it is considered out of bounds and the out of bound rules result. The yellow lines represent the outer lines - both side lines and end lines. The white lines represent the interior lines on the field.

PLAYER EJECTION (YELLOW/RED CARD): Referees have the right to eject a player from the game for continual disobedience or as a result of an incident that warrants sending the player off.

RED CARD suspension = Rest of game PLUS next game, no exceptions.

- **YELLOW CARD:** Players can remain on the field for their first yellow card.
- **SECOND YELLOW CARD:** A second yellow card to the same player results in player suspended for the remainder of the game, with no sub (resulting in team playing a man down) and the player responsible is suspended for the next game as well.
- **RED CARD:** A red card results in player suspended for the remainder of the game, with no sub (resulting in team playing a man down) and the player responsible is suspended for the next game as well.

DENIAL OF AN OBVIOUS GOAL SCORING OPPORTUNITY (DOGSO): Subject to the referee's discretion.

SPORTSMANSHIP: Players, coaches and spectators are always expected to display good sportsmanship. Abuse of the referees will not be tolerated. Any instance of such conduct will disqualify the responsible team from the event.

REFEREE: Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the match.

LEAGUE POINT SYSTEM: Below is the point system set in place for 6v6 adult leagues.

- Games will be scored as 3 points for a win, 1 point for a tie, 0 points for a loss.
- Forfeits will be recorded as a 4-0 loss to the team who forfeits.
- Double forfeits will be recorded as 0-0.



If there is a tie in the standings at the end of the season, it will be determined in the following order:

- Head-to-head results
- Goal differential
- Goals scored
- Goals allowed