

LEXINGTON SPORTING CLUB



ADULT 8V8 LEAGUE RULES

250 DOE RUN TRAIL, LEXINGTON, KY 40509

FIFA RULES IF NOT MODIFIED WITHIN

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

PLAYERS: All players must be registered in the Lexington Sporting Club Indoors system with a completed liability waiver AND included on the team roster.

FIELD DIMENSIONS: 80 yds x 55 yds

GAME DURATION: The game shall consist of two 25-minute halves with a 2-minute halftime.

OVERTIME: No overtime period until playoffs. - Golden Goal rule- one 5-minute period, the first team to score in either period wins the game. If neither team scores, it will go to PKs to determine the winner. PKs will be taken from the top of the goalkeeper box. 5 attempts per team, will extend if still the score is tied. **For coed, 1 female player must take a PK.**

ROSTERS: Format is 8v8 including goalkeepers. Teams' rosters must consist of a minimum of 13 players. If you have less than 13 players, LSC Indoor may assign a free agent(s) to your roster depending on the number of free agents. No roster cap.

GENDER & AGE: •

- 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.

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

EQUIPMENT: All field players will be expected to wear: a shirt with sleeves, shorts, soccer socks, shin guards, and correct footwear. The referee is not responsible for monitoring the player's correct equipment. Players are responsible for their equipment. The two teams must wear colors that distinguish them from each other and that match.

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

RESTARTS: throw ins for any out-of-bounds play from the sidelines.

PENALTY KICK: A penalty kick will be taken from the PK spot.

HEADING: Heading is allowed in adult leagues at Lexington Sporting Club Indoor.

SLIDE TACKLES: No slide-tackling rule is enforced in all leagues at LSC facilities.

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 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. Players must attempt to leave the field of play as quickly as possible, and play will resume when they are off the playing 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 before playing. A pro-rated fee will be given if a player decides to join a team after the second game. All players must check in at the front desk before entering to play. Proof of identification will be asked upon entry. **NO GUEST PLAYERS ALLOWED**. Subs from another team in the current league and location are allowed before playoffs.

INJURY SUBSTITUTIONS: If your team suffers an injury that prevents a player from finishing the session, we will allow each team one emergency injury substitute. This player will be able to finish out your session for the injured party. This new player must pay the normal guest player fee per game they attend.

PLAYER EJECTION (YELLOW/RED CARD): Referees have the right to eject a player from the game for continual disobedience or because of an incident that warrants sending the player off. RED CARD suspension = out for the rest of the game PLUS the 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 the player being suspended for the remainder of the game, with no sub (resulting in the team playing a man down), and the player responsible is suspended for the next game as well.

- RED CARD: A red card results in the player being suspended for the remainder of the game, with no sub (resulting in the team playing a man down), and the player responsible is suspended for the next game as well. **All Red cards will be subject to review by management. Based on the severity of the incident, a player may be suspended for additional games.**

DENIAL OF AN OBVIOUS GOAL SCORING OPPORTUNITY (DOGSO): Subject to the referee's discretion. All Red cards will be subject to review by management. Based on the severity of the incident, a player may be suspended for additional games.

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 8v8 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
- **SCORE CAP: The referee may stop keeping the score on the scoreboard in the event of games exceeding a 10-goal difference. LSC will max out at a 15-goal differential.**