



GARDEN CITY
PARKS & RECREATION

Garden City Parks and Recreation Men's & Women's Night Soccer League

Information Packet

1. Roster must be filled out completely. All rosters must be signed by the player and rosters are due on the deadline. Players may not switch teams once they have signed the roster and played.

2. Registration Fees:

| Registration Begins | Fee Before August 29 | Fee After August 29 | Registration Deadline |
|---------------------|-------------------------|-------------------------|-----------------------|
| August 1st | \$235 + \$20 Player Fee | \$265 + \$20 Player Fee | September 12th |

- Regular season games will begin September 19th
- Rain out games will be rescheduled as space is available.
- Games will be played on Monday - Thursday's from 6pm to 9pm.
- Game time is forfeit time.
- (Maximum 16) T-Shirts will be given to the 1st place team.
- Six teams are required per league.
- Teams must provide their own soccer balls (size 5).
- Teams will play a 10 game season.
- Players must be at least 16 years of age to participate.
- Forfeit games that are not called into Parks and Recreation office before 4:00 pm on day of the game will be set at \$35 per team. (Professional Courtesy)
 - If team bill is not paid by next scheduled game that game will be a forfeit. If team is not paid by the conclusion of season, those on roster will be subject to suspension in each additional activity.
- Rosters are limited to 20 players on a team unless granted permission from the Parks and Recreation.

A. LEAGUE AUTHORITY

- a. The operation of this league will be fully governed by the regulations and policies set forth by the Garden City Parks and Recreation. The Recreation staff will be responsible for the overall operation of the league.
- b. Play will be governed by FIFA "Laws of the Game" except where amended by the GCPR Rules (e.g. duration of the game, field size, substitutions, sanctions, etc.).
- c. There shall be no refund of team entry fees under any circumstances, unless the program is cancelled due to lack of participation.
- d. The Garden City Parks and Recreation, their staff, officials, participants, and sponsors are not responsible for any injury sustained due to participation.
- e. Games will only be rescheduled because of adverse weather conditions or conflicts in facility rental.
- f. If a player, team, or fan is ejected from a game, that person if deemed necessary could be evicted for not only that game the next but the entire season. This is recreational activity, and we will not tolerate any unsportsmanlike conduct.
- g. Beer or alcohol beverages are not allowed in the buildings. Please pick up any trash brought into the building or parking area. **IF ANYONE IS UNDER THE INFLUENCE OF ALCOHOL, THEY MAY BE ASKED TO LEAVE. THE OFFICIAL FEELS THAT IT WILL CREATE AN UNSAFE SITUATION.**
- h. **Unsupervised children will NOT be allowed in the facility. If there is a problem with youth running around in the facility the team will be warned once and then their match will be forfeited.**
- i. Teams will furnish their own equipment and jersey's for all games. Uniforms are not required, but a shirt numbered on front or back is mandatory. The number on the shirt must be at least a 6 inch number. A foul will be awarded to each player entering the game without a number or not wearing an identical colored shirt. **No taped numbers.**

B. LEAGUE CONDUCT AND UNSPORSTMANLIKE CONDUCT

- a. Fair play will be encouraged throughout the league. Coaches must support, encourage and induce their teams into the genuine spirit of soccer, sport and fair play.
- b. Zero Tolerance Rule - There will be zero tolerance for players, coaches and spectators who engage in harassing and/or unsportsmanlike behavior with umpires / officials, other spectators, game supervisors, other players, or GCPR Athletic Staff. Officials, game supervisors and GCPR Athletic Staff have the authority to penalize the player, coach, spectator, or team if an official is sworn at, harassed, argued with, or insulted. Penalties will range from: warning, to ejection from game, to suspension from future games and possible forfeiture of the game.
- c. All illegal conduct will be prosecuted accordingly (fighting, harassment, etc.)
- d. The Garden City Parks and Recreation Reserves the authority to forfeit any games in which an infraction of league rules has been committed.
- e. Use of profane or abusive language will not be tolerated. Players that violate this rule can be expelled of the game without warning.

- f. A player that has been ejected from a game for an unsportsmanlike conduct will be required to sit out their team's next game; the player cannot be present in the next game.
- g. The Garden City Recreation Commission reserves the authority to **SUSPEND** any player from participation for a period of time, the entire season or eternity if deemed necessary for direction harmful or abusive language at staff, officials, supervisors, scorekeepers, individuals of the opposing team, and for unsportsmanlike conduct of any velocity. **FURTHER, THE GARDEN CITY RECREATION COMMISSION RESERVES THE RIGHT TO CANCEL THE LEAGUE AT ANY TIME THEY DEEM NECESSARY; THERE WILL BE NO REFUND OF MONEY. THIS WILL HAPPEN IF THERE IS ANY REPORT OF VANDALISM OR ACT OF VIOLENCE THAT OCCURS PERTAINING TO THE LEAGUE. THIS KIND OF ACTION WILL NOT BE TOLERATED.**
- h. **NO SMOKING OR ANY ALCOHOLIC BEVERAGES ARE ALLOWED IN THE FACILITIES.**

RULE 1 – THE FIELD OF PLAY

SECTION 1 - SIZE OF THE FIELD

- a. The field of play shall be rectangular, 90 yards long and 50 yards wide.

RULE 2 – THE BALL

- a. Size 5

SECTION 1- SUPPLY

- a. It is the responsibility of both teams to provide two game balls at each game.

RULE 3 – THE PLAYERS AND SUBSTITUTIONS

SECTION 1- NUMBER OF PLAYERS

- a. The game shall be played by two teams, each consisting of not more than 8 players, one of whom shall be the goalkeeper. Each team shall designate a team captain on the field who:
 - a. Is the team's representative;
 - b. May address an official on matters of interpretation;
 - c. May address an official to obtain essential information.
 - i. The referee observes that Team A has 9 players in the game (a) before the game starts the referee should let the captain's team know that a player needs to come out of the field, (b) after the game has been started following a goal by Team A, this is illegal the goal is disallowed; however the captain's team shall be cautioned. The game is resumed with a goal kick.
- b. A game shall not be started with fewer than five properly uniformed players on each team. After the game is started, it may not be continued with fewer than five players on either team. If a team has fewer than five eligible players, the game shall be terminated and a forfeit shall be declared.
 - i. Team A begins the game with five players. The rest of the team arrives after the game has begun and the coach writes their names on the roster and they enter the game at the next stoppage of play after approval by the referee. This is legal; substitutions can be made as long as their names have been listed on the roster, even if the names are added after the beginning of the game.

- c. Each team shall submit a team roster, containing the names of all players, all bench personnel and all coaches, to the officials at least five minutes prior to the start of the contest. The game shall not begin until this is complete. Players, bench personnel and coaches may be added to the roster after the start of play.
 - i. A player who is not listed on the game's roster scores a goal. The goal is allowed, this is legal. Since players may be added to the roster after the start of play **(but if this player is not registered and signed on the official roster and have paid the players fee before participating at the main office, any violation of this rule will result in a forfeit of the game by the team violation.)** a goal by a player who is not on the roster should be allowed and the player's name should be added to the game's roster.

SECTION 2- POSITIONS OF PLAYERS

- a. The team winning the coin toss shall have the option of:
 - i. Choosing which end of the field to defend; or
 - ii. Taking the kickoff
- b. Teams shall exchange goal lines after each regular period and each overtime period.

SECTION 3 - SUBSTITUTIONS

- a. Time for substitution: either team may substitute an unlimited number of players from the bench:
 - i. Between periods
 - ii. When a goal is scored
 - iii. On a goal kick
 - iv. When a player (s) from either team is injured
 - 1. A coach or trainer may not enter the field without approval from a referee. During the time a coach or trainer is permitted on the field by the referee to attend to an injured player, coaching instruction shall not be given to any player on either team.
 - 2. The player (s) who is injured and attended to on the field or who is deemed injured by the referee shall leave the field and may be replaced.
 - 3. If the injured player is determined by game officials to be unconscious or apparently unconscious, that player may not return to the game without written authorization from physician.
 - 4. If the injured player is being replaced during a penalty kick situation, the substitute may not take the penalty kick.
 - v. When a player is required to leave the field because of communicable disease concerns:
 - 1. An athlete who is bleeding, has an open wound, has any amount of blood on his/her uniform, or has blood on his/her person, shall be directed to leave the activity until the bleeding has stopped.
 - vi. The team in possession of the ball may substitute an unlimited number of players:
 - 1. On a throw-in (let the referee know before entering the field).
 - 2. On a corner kick (let the referee know before entering the field).
 - vii. The team not in possession of the ball may substitute an unlimited number of players at a throw-in or corner kick if the team in possession of the ball is substituting (let the referee know before entering the field).

SECTION 4 - PROCEDURES FOR SUBSTITUTION

- a. To request a substitution, a substitute who desires to enter the game shall report to the game official, giving his/her jersey number.

- a. The substitute shall remain outside the field until a referee beckons the substitute onto the field of play.
- b. A substitute may enter the field of play after a score or at the beginning of a period.

SECTION 5 - GOALKEEPER CHANGE WITH FIELD PLAYER

- a. The goalkeeper may change places with a player on the field whenever the clock is topped or a substitution takes place, provided the uniforms are legal. Any time the goalkeeper is changed, a referee shall be notified.

SECTION 6 - ILLEGAL PLAYER CHANGES

- a. When a team repeatedly substitutes to consume time, a referee shall stop the time clock during such substitutions and shall notify the coach of the offending team. The repetition may be construed as unsporting conduct.

RULE 4 – PLAYER EQUIPMENT

SECTION 1 - REQUIRED EQUIPMENT

- a. The required player equipment includes a jersey, shorts, stockings, suitable shoes and shin guards which shall provide adequate and reasonable protection.
 - i. Jerseys of opposing teams shall be of contrasting colors and shorts and stockings can be any color.

SECTION 2 - OTHER EQUIPMENT

- a. Illegal equipment shall not be worn by any player. This applies to any equipment which, in the opinion of the referee, is dangerous or confusing. Types of equipment which are illegal includes, but are not limited to, the following:
 - i. Projecting metal or other hard plates, or projections on clothing or person
 - ii. Head, arm, thigh or hip pads containing sole leather, fiber, metal or any unyielding materials.
 - iii. Casts, splints or body braces made of a hard substance in their final form such as leather, rubber, plastic, plaster or fiberglass unless covered on all exterior surfaces.
 - iv. Shin guards which have exposed sharp edges or have been altered.
 - v. Helmets, hats, caps or visors.

SECTION 3 - COACHES' RESPONSIBILITIES

- a. Each head coach shall be responsible for ensuring that each of his/her players is properly and legally equipped.
- b. **Improperly equipped players:**
 - i. **CAUTION WILL BE ISSUED FOR IMPROPERLY EQUIPPED PALYER (S). IMPROPERLY EQUIPPED PLAYER(S) SHALL BE INSTRUCTED TO LEAVE THE FIELD OF PLAY WHEN THE BALL NEXT CEASES TO BE IN PLAY. PLAY SHALL NOT BE STOPPED FOR AN INFRIGEMENT OF THIS RULE EXCEPT THAT THE REFEREE MAY STOP PLAY IMMEDIATELY WHERE THERE IS A DANGEROUS SITUATION. In all situations, the removed player(s) may reenter only after reporting to an official, who shall be satisfied the player's equipment and uniform are in order. There shall be no replacement until the next opportunity to substitute. However, the removed player may re-enter during the dead ball after reporting-to an official, who shall be satisfied the player's equipment and uniform are in order.**

c. Illegally equipped players:

- i. **The head coach shall receive the first caution issued (yellow card) for an illegally equipped player. All subsequent cautions (yellow cards) for illegally equipped player(s) shall be issued directly to the player(s) and not to the head coach. Illegally equipped player(s) shall be instructed to leave the field of play when the ball next ceases to be in play. Play shall not be stopped for an infringement of this rule except that the referee may stop play immediately where there is a dangerous situation.**

RULE 5 – THE OFFICIALS

SECTION 1 - GENERAL

- a. The official will only one center official for each game.
- b. The jurisdiction of the officials shall begin 15 minutes prior to the start of the game and end with their leaving the field of play and its immediate surroundings. They shall enforce the rules, and their decisions on points of fact are final. The officials can only correct a decision so long as the game has not been restarted. Protests of GCPR or FIFA rules are not recognized. The officials should not use video replays to assist in any decision. The officials shall not use any tobacco products during this period.
- c. The officials should be dressed alike in the uniforms primarily consisting of:
 - i. A shirt approved by the Garden City Recreation; in the event of a color conflict between the officials and the field players of either team, the officials shall change to a jersey of a color distinct from the field players of both teams.
 - ii. Black shorts or long trousers;
 - iii. Predominantly black shoes and black socks and black stockings with white stripes;
 - iv. Two whistles, yellow card, red card, stop watch, flipping coin, pencil and scorecard;
 - v. A solid black cap, if worn.

SECTION 2- PREGAME RESPONSIBILITIES

- a. Officials should be in the uniform at the site of the game no less than 15 minutes before the scheduled starting time. The head referee shall conduct a pregame conference briefly reviewing the duties of all officials.
- b. The head referee shall:
 - i. Inspect and approve the game balls, field of play and nets, inquire about local ground rules and determine if a fair game can be started.
 - ii. Verify the assistant referees or side referees, ball holders, official scorer and timer
 - iii. **Conduct a pregame conference with the head coach and team captains to:**
 1. Review pertinent rules
 2. Address good sportsmanship
 3. Conduct a coin toss at least 5 minutes before the scheduled starting time of the game. The visiting team captain shall call the coin while it is in the air. The winner of the toss shall choose a goal to defend or to kick off first. The loser of the toss shall be given the remaining choice.
 4. Inquire each head coach whether each of his/her players is properly and legally equipped. Any questions regarding legality of a player's equipment shall be determined by the head referee.
 5. **THE REFEREES SHALL BE REPRESENTED AND SUPPORTED BY THE COACHES AND MANAGERS IN EACH TEAM.**

6. THE MANAGERS/COACHES AND/OR PLAYERS WHO COMPLAIN OR MAKE COMMENTS AGAINST THE ACTIONS OF THE REFEREE WILL BE EXPELLED.

SECTION 3- DURING THE GAME

a. The official shall;

- a. Sound the whistle to stop, start or restart as necessary;
- b. When signaling, use the OFFICIAL FIFA Soccer Signals;
- c. Sound the whistle when the entire ball crosses a touchline or goal line unless it is obvious the ball is out of play;
- d. Call out “play on” and, with an under swing of both arms, indicate a foul which was observe but shall go un penalized because penalizing the offending team would give an advantage to the offending team. If the referee applies the advantage, which was anticipated but dies not develop at that time, the referee shall penalize the original offense
- e. Hold a yellow card with arm fully extended above the referee’s head and indicate the player being carded.
- f. Hold a red card with arm fully extended above a referee’s head and indicate the player or coach being carded of the nature of the misconduct.
- g. Terminate or suspend the game for any infringements of the rules;
- h. Confirm all score with the coaches or scorer;
- i. Not set aside or question decisions made by the other referee(s) within the limits of his/her respective outlined duties;
- j. Notify the captains when play is about to begin at the start of the game, following an intermission or time-out for injury.
- k. Determine whether a goal shall count if the officials disagree;
- l. Have the authority to terminate a game when stated rule and conditions warrant;
- m. Have the authority to suspend play or terminate the game whenever the elements, spectators or other causes require;
- n. Keep time and score of game when no other means are available;
- o. Have the power to make decisions on any point not specifically covered in the rules;
- p. Confirm or overrule the assistant referees’ signals (diagonal system of control only).

SECTION 4- AFTER THE GAME

- a. The head referee shall:
 - i. Verify the score;
 - ii. Report in writing any disqualifications and unusual incidents to the proper authorities.

RULE 7 – DURATION OF THE GAME AND LENGTH OF PERIODS

SECTION 1- LENGTH OF PERIODS

- a. Two equal periods of 20 minutes each shall be played.
- b. Periods may be shortened by mutually agreed upon or in any emergency, by agreement of coaches or ordered by the head referee, provided it is determined to shorten the period before the game or before the second half begins and all remaining periods are the same length.

- c. In the event a game must be suspended because of conditions which make it impossible to continue play, the game may be rescheduled from the start, or restarted from the suspension of play.
- d. A period shall end at the expiration of time.

SECTION 2 - INTERVALS BETWEEN PERIODS

- a. The halftime interval shall be 5 minutes unless opposing coaches mutually agree to a different length.
- b. Between each period teams shall exchange ends and alternate the kickoff.

SECTION 3 - TIE GAMES

- a. Regular season games which are tied at the end of the 40 minutes of play, each team gets 1 point.
 - i. No overtime procedures shall be played.
- b. Post season games which are tied at the end of the 40 minutes of play, no overtime, and the teams will go to penalty kicks.

SECTION 4 - TIME-OUTS

- a. There are no time outs in this style of soccer.

SECTION 5- PLAY

- a. If a team refuses to play after being instructed to do so, the game is terminated.

RULE 8 - THE START OF PLAY

SECTION 1 - KICKOFF

- a. When the referee signals with a whistle, a kickoff shall initiate play at the start of each period and after goals.
- b. At the moment of the kickoff, all players shall be in their team's half of the field. Players opposing the kicker shall be at least 10 yards from the ball until it is kicked.
- c. The ball shall be kicked while it is stationary on the ground in the center of the field of play. A goal may be scored directly from the kickoff. The ball is in play when it moves forward. If the kickoff is taken improperly, it must be retaken.
- d. After the kickoff, the ball may be played by any player except the one who kicked off. The kicker may not play the ball until it has been played or touched by another player on either team.

RULE 10 – SCORING

SECTION 1 - GOAL

- a. A goal is scored when the ball passes beyond the goal line, between the goal posts and under crossbar provided it has not been deliberately thrown, carried or propelled by the hand or arm of a player of the attacking team.
- b. A goal MAY be scored directly from a:
 - i. Kickoff
 - ii. Direct free kick
 - iii. Penalty kick
 - iv. Corner kick
 - v. Drop ball goalkeeper's throw, punt or drop-kick
- c. A goal MAY NOT be scored directly from a/an:
 - i. Indirect free kick
 - ii. Throw-in

SECTION 2 - FORFEITS

- a. A forfeit will be declared if a team fails to report within five (5) minutes after scheduled game time with at least five (5) roster players.
- b. The score of a forfeited game shall be 1-0 if the game is not started, the score is tied or the offending team is ahead at that time. If the offending team is behind at the time of forfeit, the score at that time is the final score.

SECTION 3- WINNERS

- a. The winning team is the team scoring the greater number of goals during the game.

RULE 11 – OFFSIDE

SECTION 1 - OFFSIDE

- a. A player is in an offside position when nearer to his/her opponents' goal line than the ball, unless;
 - i. The player is in his/her own half of the field of play or;
 - ii. The player is not nearer to the opponent's goal line than at least two opponents.
 1. **NOTE:** The position of any part of the player's head, body or feet will be the deciding factor, not the player's arms.
- b. A player is not in an offside position on a corner kick.

RULE 12 – FOULS AND MISCONDUCT

SECTION 1 - SPITTING, KICKING, STRIKING, TRIPPING AND JUMPING

- a. A player shall not kick, attempt to kick, strike, attempt to strike, spit at, or jump at an opponent.
- b. A player shall not trip, or attempt to trip, an opponent. This includes tripping or attempting to trip an opponent by use of the legs, or by stopping in front or behind an opponent in such a manner as to cause a fall or loss of balance.
- c. A goalkeeper shall not strike or attempt to strike an opponent by throwing or kicking the ball at an opponent or by pushing an opponent with the ball while holding it.
PENALTY: Direct free kick

SECTION 2 - HANDLING

- a. A player shall be penalized for deliberately handling, carrying, striking or propelling the ball with a hand or arm.
EXCEPTION: Goalkeeper when the ball is within his/her own penalty area.
PENALTY: Direct free kick.

SECTION 3 HOLDING, PUSHING

- a. A player shall not hold or push an opponent with the hand(s) or arm(s) extended from body.
PENALTY: Direct free kick

SECTION 4 - CHARGING

- a. A player shall be penalized for charging an opponent in a dangerous or reckless manner, or using excessive force. An allowable fair charge is where players make shoulder-to-shoulder contact in an upright position, within playing distance of the ball, have at least one foot on the ground and their arms held close to their body.
- b. A player shall not, in any manner, charge the goalkeeper in the penalty area unless the goalkeeper is obstructing the player or dribbling the ball with the feet.

- i. An official shall disqualify, without caution, any player who flagrantly fouls the goalkeeper in possession of the ball. Possession or control of the ball includes when the goalkeeper has the ball trapped by either or both hands includes when the goalkeeper has the ball trapped by either or both hands or when bouncing it to the ground or when releasing the ball into play.
- ii. Outside the penalty area, the goalkeeper has no more privileges than any other player.

PENALTY: Direct free kick

NOTE: When goalkeeper put the ball on the ground, they relinquish their rights as goalkeepers.

SECTION 5 OBSTRUCTIONS

- a. Obstruction is the deliberate act by a player, not in possession of the ball and/or not attempting to play the ball, of running between an opponent and the ball or using the body as an obstacle.
 - a. **PENALTY: Indirect free kick**
- b. A player not attempting to play the ball, but remaining between the ball and an opponent, may be legally challenged from behind provided the challenge is not violent or dangerous and the ball is within playing distance.

SECTION 6 - DANGEROUS PLAYS

- a. A player shall not participate in a dangerous play, which is an act an official considers likely to cause injury to any player. This includes playing in such a manner which could cause injury to self or another player.
 - a. **PENALTY: Indirect free kick**

SECTION 7 - RESTRICTIONS ON THE GOALKEEPER

- a. From the moment the goalkeeper takes control of the ball with the hands when playing as a goalkeeper within his/her own penalty area, he/she has six seconds in which to release the ball into play. During that interval, he/she may hold the ball, bounce it, or throw it into the air and catch it. Once the ball has been released into play, the goalkeeper may not touch it again with the hands until it has been played or touched by another player of the opposing team either inside or outside of the penalty area.
- b. A goalkeeper shall not deliberately parry the ball and then touch it again with his/her hands before it has been played or touched by another player of the same team outside of the penalty area, or by a player of the opposing team either inside or outside of the penalty area.
- c. On any occasion when a player deliberately kicks the ball to his/her own goalkeeper, the goalkeeper is not permitted to touch it with his/her hands.
- d. A goalkeeper shall not touch the ball with his/her hands when receiving it directly from a throw in by a teammate.

NOTE: Players may not use trickery to circumvent (c and d). Example: Players may not flick the ball with their feet to their own head, chest, and knee and then pass it to their own goalkeeper who touches it with the hands.

(PENALTY: Indirect free kick awarded to the opponent at the spot of the violation, unless in the goal area.)

SECTION 8 - MISCONDUCT

- a. A player, coach or bench personnel shall be cautioned (yellow card) for:
 - i. Entering or leaving the field of play (except through the normal course of play) without the permission of an official.
 - ii. Persistent infringement of any of the rules of the game

- iii. Objecting by word of mouth or action to any decision given by an official
 - iv. Any incidental use of vulgar or profane language **NOTE: A coach may engage in verbal communications with his or her own team during play.**
 - v. Unsporting conduct, including, but not limited to:
 - 1. Coaching outside the team area
 - 2. Unnecessary delay (kicking, throwing the ball away on a free kick, etc.)
 - 3. Holding a shirt, short, etc.
 - 4. Deliberate verbal tactics
 - 5. Encroachment
 - 6. Deliberate tactical foul
 - 7. Faking an injury
 - 8. Simulating a foul
 - vi. Use of any tobacco products at the game site during the period of the jurisdiction of the officials.
- b. A player (s) shall be disqualified (yellow and red card) and the number of players on the field shall not be reduced for:
- i. Any delayed, excessive or prolonged act(s) attempts to focus attention upon him/her and/or prohibits a timely restart of the game.
 - ii. Subsequent caution.
- c. A player, coach or bench personnel shall be disqualified (red card) for:
- i. Exhibiting violent conduct
 - ii. Taunting-use of word or act to incite or degrade an opposing player, coach, referee or other individual. **NOTE: The GCRC disapproves of any form of taunting which is intended or designed to embarrass, ridicule or demean others under any circumstances including on the basis of race, religion, gender or national origin.**
 - iii. Subsequent caution for coach or bench personnel.
 - iv. Committing serious foul play, that is any play in which the player commits one of the offenses punishable with a direct free kick (or penalty kick if the offense takes place by a defender in the penalty area) and/or uses disproportionate and unnecessary force against an opponent. Serious foul play includes the following:
 - 1. A player anywhere on the field (other than the goalkeeper within his/her own penalty area) who deliberately handles a ball to prevent it from going into the goal;
 - 2. A foul by a player against an opponent who is moving toward his/her offensive goal with an obvious opportunity to score.
 - v. Spitting at an opponent
 - vi. Spitting at a teammate or game official
 - vii. Using insulting, offensive or abusive language or gesture
 - viii. Leaving the team area to enter the field where a fight or altercation is taking place unless summoned by an official.

d. Coach responsibility

- i. The head coach shall be responsible for ensuring that each of his/her player(s) is properly and legally equipped. The head coach shall receive the first caution issued for an illegally equipped player.
- ii. The coach may be cautioned or disqualified either for team misconduct or for bench misconduct that cannot be attributed to a specific individual.

- iii. A coach who is disqualified shall leave the vicinity of the playing area immediately and is prohibited from any contact, direct or indirect, with the team during the remainder of the game. Failure to comply shall result in termination of the game.
- e. A disqualified player cannot be replaced.

f. SANCTIONS FOR A YELLOW AND RED CARDS:

- i. Every time a player accumulates 3 yellow cards – 1 game suspension
- ii. Once a player accumulates 3 red cards in the league – Suspended for the rest of the league

g. AGGRESSIONS

- i. Aggressions towards a referee – Suspended for the rest of the league
- ii. Try to harm an official or staff member – 6 games of suspension
- iii. Insults to a referee or staff member – 6 games of suspension
- iv. An aggression to an opponent – 3 games of suspension
- v. Respond to an aggression – 3 games of suspension
- vi. Try to harm an opponent – 1 game of suspension
- vii. Use of inappropriate language – 1 game of suspension
- viii. Team(s) that get into a fight – Suspended for the rest of the season
- ix. Participate on a match under the influence of alcohol – Suspended for the rest of the season

RULE 13 – FREE KICK

SECTION 1- DESCRIPTION OF A FREE KICK

- a. Free kicks shall be classified “direct” from which a goal may be scored against the offending team or “indirect” from which a goal may not be scored unless the ball is touched or played by another player of either team.

SECTION 2 - WHEN AWARDED

- a. **DIRECT FREE KICKS ARE AWARDED AND TAKEN FROM THE POINT OF THE INFRACTION;**
 - i. If a player spits at, kicks, strikes, attempts to kick or strike, or jumps at an opponent
 - ii. If a player trips or attempts to trip an opponent
 - iii. If a goalkeeper attempts to strike, strikes or pushes an opponent with the ball
 - iv. If a player other than the goalkeeper in his/her own penalty area, deliberately handles the ball
 - v. If a player pushes an opponent with the hand(s) or arm(s) extended from the body
 - vi. If a player holds an opponent
 - vii. If a player charges an opponent in a dangerous or reckless manner, or using excessive force
 - viii. If a player charges an opponent while the opponent, in the act of playing the ball, has both feet off the ground
 - ix. If a player charges the goalkeeper
- b. **INDIRECT FREE KICKS ARE AWARDED AND TAKEN FROM THE POINT OF THE INFRACTION**
 - x. If the ball is played next by the kicker following a kickoff, a free kick, a penalty kick, a goal kick, a corner kick, or by the thrower following a throw-in.
 - xi. If a player is penalized for being offside

- xii. If a player fairly charges into an opponent when neither is within playing distance of the ball
 - xiii. If a player who is not in possession of the ball obstructs an opponent who is attempting to play the ball
 - xiv. If a player kicks or attempts to kick the ball while it is in the possession of the goalkeeper
 - xv. For dangerous play
 - xvi. If the goalkeeper takes more than six seconds before releasing the ball for play
 - xvii. If the goalkeeper illegally handles the ball while in his/her own penalty area after once relinquishing possession of the ball
 - xviii. If the goalkeeper touches the ball again with his/her hands before it has been touched or played by another player
 - xix. If the goalkeeper touches the ball with his/her hands after it is deliberately kicked by a player to his/her own goalkeeper
 - xx. If a goalkeeper touches the ball with his/her hands when receiving it directly from a throw-in by a teammate
 - xxi. If a game is stopped for misconduct of a player, coach or bench personnel and no other restart takes precedence
 - xxii. Spitting no other restart takes precedence
- b. The following indirect free kicks are taken from where the ball was when the referee stopped play:
- i. If a player, coach or bench personnel enters or leaves the field or play without permission of an official
 - ii. For temporary suspension of play for an injury or unusual situation and one team has clear possession of the ball
 - iii. If the game is stopped because of misconduct by a person in the team and coaching area

SECTION 3 - HOW TAKEN

- a. Players opposing the kicker shall be at least 10 yards from the ball until it is kicked, unless they are standing on their own goal line between the goal posts. If the free kick is awarded to the defending team in its penalty area, players opposing the kicker shall be outside the penalty area at least 10 yards from the ball and must remain there until the ball clears the penalty area. **PENALTY: An official shall caution a player who fails to move the required distance away from the ball or engages in time-wasting tactics such as kicking or carrying the ball away after kick has been awarded to the opponent's team.**
- b. The kicker may not play the ball until it has been touched or played by another player. **PENALTY: Indirect free kick awarded to the opponent from the spot of the foul.**

RULE 14 – PENALTY KICK

SECTION 1 - PENALTY KICK

- a. A penalty kick shall be awarded when a foul, which ordinarily results in the awarding of a direct free kick, occurs within the offending team's penalty area.

- b. All players except the kicker and the opposing goalkeeper shall be within the field of play but outside the penalty area and at least 10 yards from and behind the penalty mark until the ball is kicked.
- c. The opposing goalkeeper shall stand on the goal line, between the goal posts, until the ball is kicked. Lateral movement is allowed, but the goalkeeper is not permitted to come off the line by stepping or lunging forward until the ball is in play. **PENALTY: Encroachment by the defending team is not penalized if the goal is scored. If a goal is scored on the penalty kick, it is retaken. If there is an infringement by the attacking team and the ball does not go into the goal, there is no re kick.**

RULE 15 – GOAL KICK

SECTION 1- GOAL KICK

- a. Players opposing the kicker shall remain outside the penalty area until the ball has cleared the penalty area.
- b. Once spotted, the ball shall be kicked from the ground from any point within the goal area by a player of the defending team. A goal kick shall clear the penalty area and enter the field of play. If the ball is not kicked beyond the penalty area, the goal kick shall be repeated.
- c. After a goal kick leaves the penalty area, the ball may be played by any player except the one who executes the goal kick. The kicker may not play the ball until it has been touched by another player.

RULE 17 – DEFINITIONS

SECTION 1 - DEFINITIONS OF PLAYING TERMS

- a. **ADVANTAGE** – A discretionary judgment which allows an official to permit play to continue rather than stopping play to administer the foul. This concept is based on the premise that the foul did not put the offended team at a disadvantage, or the foul, if called, may take away a favorable opportunity for the offended team. The foul may be subsequently called if the advantage does not materialize.
- b. **ENCROACHMENT** – The act, by one or more defenders, of advancing within 10 yards of the ball prior to the taking of a free kick.

RULE 18 – LEAGUE POINTS

SECTION 1 - LEAGUE POINTS

- a. The winning teams will be defined by the general standings:
 - i. Total of games played
 - ii. Wins
 - iii. Losses
 - iv. Ties
 - v. Goals in Favor
 - vi. Goals Received
 - vii. Difference of Goals
 - viii. Total of Points
 - ix. Winning team gets 3 points
 - x. Loser team gets 0 points
 - xi. A tie, each team gets 1 point

SECTION 2 - POST-SEASON

- a. If the league is formed with 10 or more teams in the competition:
 - i. Only 8 teams will qualify to the quarterfinals
 - ii. If there is a tied at the end of the match, the game will go to penalty kicks to define the winner. Each team will choose 5 players to shoot penalty kicks.
- b. If the league is formed with 5 to 9 teams in the competition:
 - i. Only 4 teams will qualify to the semifinals
 - ii. If there is a tied at the end of the match, the two halves the game will go to penalty kicks to define the winner. Each team will choose 5 players to shoot penalty kicks.
- c. If the league is formed with 4 teams in the competition:
 - i. Only 2 teams will qualify to the finals.
 - ii. If there is a tied at the end of the match, the game will go to penalty kicks to define the winner. Each team will choose 5 players to shoot penalty kicks.



GARDEN CITY
PARKS & RECREATION

OFFICIAL LEAGUE OR TOURNAMENT ROSTER WAVIER AND RELEASE OF LIABILITY

TEAM NAME: _____ SPORT: _____ LEAGUE: _____

MANAGER NAME: _____ MANAGER EMAIL: _____

ADDRESS: _____ CITY/STATE/ZIP: _____

PHONE (HOME): _____ CELL PHONE: _____

READ BEFORE SIGNING

In consideration of being allowed to participate in any way in Garden City Parks and Recreation (GCPR) athletic/sports activities, events, leagues, and tournaments, the undersigned acknowledges, appreciates, and agrees that:

1. The risk of injury from the activities involved in the program is significant, including the potential for permanent paralysis and death, and while particular rules, equipment, and personal discipline may reduce the risk, the risk of serious injury does exist;
2. I knowingly and freely assume all such risks, both known and unknown, and assume full responsibility for my participation;
3. I willingly agree to comply with the stated and customary terms and conditions for participation. If, however, I observe any unusual significant hazard during my presence or participation, I will remove myself from participation and bring such to the attention of the nearest official immediately;
4. I, for myself and on the behalf of my heirs, assigns, personal representatives and next of kin, hereby release and hold harmless the GCPR and the City of Garden City, Kansas, its officers, elected officials, employees, agents and volunteers, and, if applicable, owners and lessors of premises used to conduct the event, with respect to any and all injury, disability, death, or loss or damage to person or property.

I have read this waiver, release of liability, and assumption of risk, and I fully understand its terms. I understand that I have given up substantial rights by signing it, and I sign it freely and voluntarily without inducement.

| TYPE OR PRINT NAME | PLAYER SIGNATURE | ADDRESS | CELL # | Receipt # |
|--------------------|--------------------------|---------|--------|-----------|
| 1 | I HAVE READ THIS RELEASE | | | |
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SPONSOR FEE: _____ DATE PAID: _____ RECEIPT #: _____

MANAGER'S VERIFICATION

This is to certify that to the best of my knowledge that this roster does not include any assumed names and that each player is eligible to participate in this program. MANAGER'S SIGNATURE: _____