



## *Sportsmanship*

*Love for the Game, Respect for All.*

### **Official Soccer Rules of Play**

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## 1. Ball Size

- 1.1 **Size #5:** U13 through adult
- 1.2. **Size #4:** U9 to U12
- 1.3. **Size #3:** U8 and under
- 1.4. **Game Ball:** Bladium provides the game ball

## 2. Number of Players

Players	Indoor	Outdoor
Men's / Women's Adult	7 players, one of whom is a goalkeeper	8 players, one of whom is a goalkeeper
Coed Adult	7 players: 3 men and 3 women goalkeeper of either gender (Recreational Leagues 2 women min)	8 players: At least 3 women as field players, a goalkeeper of either gender .
Youth	7 players, one of whom is a goalkeeper	8 players, one of whom is a goalkeeper

- 2.1. **Minimum Number of Players:** The minimum number of players for the start of the game is 4 players, one of which is a goalkeeper.
- 2.2. **Coed Leagues, Minimum Number of Women:** In Coed Leagues, at least 2 players must be women to start a game.
- 2.3. **Guest Player Policy:** A team is allowed to use guest players who are not on the roster as long as the player has a current Bladium Sports membership or pays the 1-day membership temp. fee. (No Guest players allowed when rosters are frozen)
- 2.4. **Play on Only One Team Per Division:** Players can only play on 1 team per division. Violations will result in a loss for the teams that the player plays for. Levels of play and weekday separate divisions. If leagues are combined and a player is currently on two rosters, he or she will be allowed to play on both teams for one season only then the following season he or she will have to choose one team.
- 2.5. **Bladium Sports Membership:** All players must have a current Bladium membership and be on their team's roster before the start of each game.
- 2.6. **Illegal Roster/Player:** Teams using illegal players, that is, players from other teams in the league, players not on the roster, or without a membership will forfeit the game and may be subject to a suspension.
- 2.7. **Adult Age Specific Leagues:** Adults must be the age of their league during the session (i.e. Over 30 League, must be 30 or older; etc.).
- 2.8. **Liability Waivers:** All players must have a signed waiver on file at Bladium Sports. Youth Players must have a parent or legal guardian sign on their behalf.
- 2.9. **Youth Age Deadlines:** The age group that a player is assigned depends upon the birth year of the player. A Player who has aged out of the league is not permitted to play in that division. For example, a player born in 2009 may not play in the 2010 league. Girls may play one birth-year younger in a boys division.

**2.10. Youth Age Verification:** Proof of age must be provided by the coach upon request. This request may only come from the Youth Soccer League Mgr., Field Supervisor or Bladium Mgr. Teams that cannot prove the age of their players will forfeit the remainder of their games and will be removed from the league without refund. Original or additional documents may be required upon request. Proof of age is one of the following:

- US Club Soccer issued player pass
- Cal North (CYSA) or NorCal issued player pass
- Copy of birth certificate
- Copy of passport

**2.11. Youth Aged-out Players:** Coach/Team will forfeit the season, and the full season team fee payments, if an aged-out (too old for league) player plays in their game. The Coach/Team is 100% responsible for maintaining their roster and ensuring that no aged-out players enter the team bench or field. Team Fee payments and Youth Sport Memberships will not be refunded.

**2.12. Ability Level Restrictions:** “A” and “B” level players cannot play at the “D” and can only play at the “C” level with permission from Arena management. “A” and “B” level players are defined as players that have professional, college, premier or who participate in “A” and/or “B” level leagues. Over 30 and Over 40 A and B players can play D level open age. The Soccer Director has the authority to identify players who are A and B level and remove them from the league at any time. The Soccer Director can determine at any time if a player is too skilled to play in a lower league and if they need to be removed from the roster.

**2.13. Coed Substitution Restrictions:** Male players may not substitute for female players, however females may play in place of males.

**2.14. Player Bench Rule:** Only rostered players and up to two coaches are permitted in the boxes or on the team bench. Spectators are not permitted in the players box, score box or outdoor field sidelines. Failure to comply will result in a suspension of the game, while time continues to run, and a two-minute time penalty.

**2.15. Roster Maximum:** Adult leagues: No more than 20 players are permitted on a roster per season in adult leagues. Youth Leagues: No more than 15 players, plus 2 coaches, are permitted on a roster in youth indoor leagues and 20 for youth outdoor leagues. All Rosters freeze for the last two games of the season.

### **3. Players' Equipment**

**3.1 Footwear:** Flat-soled or small rubber studded turf shoes. Outdoor cleats will be allowed but not are recommended. No metal cleats.

**Examples:**

**Allowed**

**Allowed**



**Allowed but not recommended**



**Allowed but NOT recommended**



**3.2. Team Uniform Policy:** The goalkeeper must wear colors that distinguish them from all other players. All team members must wear the same color jerseys (or t-shirts) to distinguish them from the other the opposing team and the referee. Players must bring an alternate shirt (dark and light). In the event both teams are the same color, the home

team must change. If a home team has matching uniforms and the away team does not have matching uniforms, the team with matching uniforms does not have to change.

**3.3. Shin guards:** Shin guards are REQUIRED for all players. Socks must be worn over shin guards and be pulled up to completely cover the shin guards. Goalkeepers or any other players wearing any kind of protective gear (i.e. knee pads) must be the soft cushioned type.

**3.4. Jewelry:** A player may not wear jewelry (watches, necklaces, earrings, bracelets, etc.) that may be dangerous to themselves or other players. The referee may disallow any accessories worn by players that are deemed dangerous at their discretion

#### **4. The Referee**

**4.1. Duties & Expectations:** Enforces all Bladium Sports rules; Controls the match; Ensures that the players' equipment meets safety requirements; Acts as a time keeper and keeps a record of fouls and points scored during the match;

**4.2. Authority to Suspend:** Referee may at their discretion Stop, Suspend or Terminate a match for rule violations, outside interference of any kind, or serious player injury.

**4.3. Serious Player Injury:** The referee will stop time in the event of a serious player injury and ensure that injured player is removed from the field of play. An injured player may only return to the field of play after the match has been restarted. Players suffering a serious head injury will not be allowed on the field for the duration of the match.

#### **5. Duration of Match**

**5.1. Game Start Times:** The game clock will be started at the scheduled game start time regardless of the number of available players on the field.

**5.2. Length of Halves:** All regular season games consist of two 25-minute halves for adult league games, and two 20-minute halves for youth league games.

**5.3. Half-Time Interval:** The half-time interval will be 1 minute. In the interest of time constraints the half time may be shortened to catch up on lost time due to injuries or other stoppages in play or lengthened to provide adequate time for the referee to perform their administrative duties.

**5.4. Playoffs:** Playoff games will consist of two 20 minutes halves. Play shall be extended to permit the taking of a penalty kick, if the infraction occurred immediately prior to the expiration of time..

**5.5. Overtime:** There are no overtime periods for regular session games. Play-off, Semi-final and Championship Final games if tied at the end of regulation time will be decided by a 5-minute sudden death overtime. If still tied, then the game will go into penalty kicks. (see rule 16.2)

**5.6. Time Stoppage:** The clock may be stopped for serious injuries or if the ball leaves the perimeter wall, at referees discretion.

**5.7. Substitution Required:** When time is stopped for an injury, the injured player must leave the game for a substitute. Any player who suffers a serious head injury will not be allowed to re-enter the game.

- 5.8. GoalKeeper Exception:** If it is the goalkeeper whose injuries require the clock to be stopped, and the goalkeeper is able to continue to play, they may forgo substitution and continue to play- except in the event that the goalkeeper suffers a serious head injury.
- 5.9. Re-start of Clock:** After all clock stoppages the game clock will be re-started regardless of the teams having returned to field or not.

## 6. Start and Stop of Play

- 6.1. Forfeit Declared:** A forfeit is declared when a team is unable to put the minimum number of players on the field within 10 minutes after the start of the game clock. The game clock will continue to run while the team is attempting to field their players and the time elapsed will not be reinstated.
- 6.2. Non-Payment Forfeit:** Teams that have paid their deposit but have failed to pay their team fees to one half by the first game of the season or, their total team fees before the 3rd week in a youth league season; 4th game of an 8 game adult league season, or before the 5th game of a 10 game adult league season will have their games declared a forfeit. Forfeits and late fees will continue after the third game of non-payment.
- 6.3. Forfeits Not Rescheduled:** Forfeits are rescheduled only if it was an administrative error. Weather conditions may cause Bladium Sports to close. If we are open, please make your scheduled game if possible. Any forfeited game will be recorded as 5-0 loss against the forfeiting team in the overall league standings.
- 6.4. Starting of the Game:** The away team will kick off first. All opponents must be outside of the center circle. The kicker may not play the ball a second time, including instances where the ball bounces off the perimeter wall back to the kicker, without first having touched another player.
- 6.5. Whistle Signals Start:** A whistle by the referee is necessary for taking kickoffs.
- 6.6. Five Seconds to Play Ball:** The ball must be played within 5 seconds after the referee has signaled for play to begin or the opposing team is awarded the ball. The referee will indicate the countdown with an obvious arm gesture.
- 6.7. Half Time Switch:** At each half, teams will switch sides and start the second half with the team having kicked off at the start of the match receiving the kick off.

## 7. Kick-offs

- 7.1. Kick-Off Direction:** On a kickoff the ball may be kicked in any direction
- 7.2. Kickoffs Are Indirect:** A goal cannot be scored directly from a kickoff.
- 7.3. Players' position:** All players must be on their own side of the field at the start of each kickoff.

## 8. Ball In/Out of Play

- 8.1. Out of Bounds:** The ball is out of play when it touches the netting above the perimeter

wall or goes completely over the wall.

- 8.2. Kick In:** When the ball passes over the perimeter wall or the netting, it shall be kicked in from the point where it passed over the wall or hit the netting and within 3 feet of the wall. The ball cannot be moving prior to the kick in. The ball may be played in any direction by a player of the team opposite to that of the player who last touched it before it left the field. The ball shall be in play immediately after it has traveled half of its circumference.
- 8.3. Throw In:** When the ball hits the netting over the end perimeter wall between the corner marks (excluding when a goal is scored) having last been played by one of the attacking team, play shall be restarted with a goalkeeper throw in, from any point within the penalty arc. The ball must be distributed to another player outside the penalty box within 5 seconds.
- 8.4. Injury Stoppage:** Play will restart with the team in possession the moment the injury occurs. If neither team had clear possession, the game will be restarted with a drop ball.
- 8.5. Corner Kick:** When the ball hits the netting over the end perimeter wall between the corner marks (excluding when a goal is scored) having last been played by a player on the defending team, play shall be restarted with a corner kick. The ball will be placed on the corner spot nearest the point where the ball made contact with the netting. A goal may be scored directly from such a kick.
- 8.6. Ceiling Out of Bounds:** The ball is out of play when it makes contact with the ceiling, the building superstructure, or lights. Additionally the ball will be called out of bounds if it reaches a height surpassing the superstructure or lights but makes no contact. It is then placed on the nearest white line to where the ball was last kicked and a free kick is awarded to the opposing team. A blue card will be issued to the kicking player for a ceiling out of bounds. (Starting Fall 2014)

## 9. Three Line Violation

- 9.1. Defined:** A three-line violation is defined as the ball having crossed, in the air, over both red lines without touching a wall, the ground or a player between the two red lines.
- 9.2. Exceptions:** Passing the ball three lines toward your own goal is allowed. There is no violation for kicks taken from the red line.

## 10. Restarts

- 10.1. Indirect Free Kicks:** Kickoffs at the start of a half or after a goal and restarts after an injury time out are Indirect Free Kicks. All other re-starts are Direct Free Kicks.
- 10.2. Free Kicks:** The following apply to all restarts:
- 10.3. No Second Touch:** The player taking the kick cannot play the ball until someone else touches the ball.
- 10.4. Five Second Rule:** If a player taking a kick delays longer than 5 seconds after having placed the ball for restart, the ball will be turned over to the opposing team to take the restart.

## 11. Penalty Kicks

- 11.1. **PK Awarded:** Penalty kicks are awarded when a defensive Physical Foul takes place in the goal box or is an attempt to deny an obvious scoring opportunity. This will result in an automatic blue card or higher.
- 11.2. **PK Placement:** Penalty kicks shall be taken from PK spot.
- 11.3. **PK Time:** If the clock stops for half-time or the end of the game, prior to the penalty kick, then the kick will be immediately taken by one of the players on the field at that time (Rebounds will not be playable.)
- 11.4. **PK Player Positions:** All players, other than the goalkeeper and the kicker, must be behind the white line until the ball has been played. The goalkeeper cannot leave the goal line prior to the ball being struck, but may move side to side as long as they stay on the goal line. If the goalkeeper leaves the goal line early and a goal is scored the goal will count. If the shot is missed or blocked the shot is retaken.
- 11.5. **PK Start:** Once the ball has been spotted and the goalkeeper has stated that they are ready the referee will blow their whistle to signal the restart. The kicking player has five seconds to play the ball. Failure to play the ball within five seconds will result in a goalkeeper's throw in.
- 11.6. **Penalty Arc Restarts:** The following goalkeeper violations shall cause the referee to stop play and award a direct free kick to the opponents at the top of the arc.
  - 11.6.1. **Pass Back to Hands:** The goalkeeper may not use their hands when the ball is passed or intentionally deflected, with the foot, to them from a teammate.
  - 11.6.2. **5 Second Violation:** The goalkeeper with the ball in their hands has five seconds to distribute the ball outside the box. Just dropping the ball to their feet inside the box does not stop the count.
  - 11.6.3. **Play Ball into Box:** The goalkeeper may not, outside the box, play the ball into the box and then play it with their hands.

## 12. Substitutions:

- 12.1. **Defined:** Substitutions are made during the play of the game. The referee will not stop either the game or time for a substitution.
- 12.2. **Player Substitution Policy:** Substitutions must be made within 10 feet of your own player box area except in the case of injury. Player entering must wait for the player exiting the field to be within 10 feet of their box before they may enter the field of play. Only one substitution is allowed at one time except at a kickoff or approved stoppage of play.
- 12.3. **Illegal Substitution Penalties:** If a player enters the field of play before the exiting player is within 10 feet it will result in a blue card. If the player entering the field of play gets involved in playing the ball before the player exiting is off the field it will result in a



blue card.

- 12.4. Goalkeeper substitutions:** A team can change its goalkeeper either during the play of the game as stated above or teams may request a goalkeeper change at the next dead ball. If this occurs the referee will hold play (when doing so will not take away an advantage for the opposing team) while the goalkeeper change is made within a reasonable time frame (10 - 15 seconds). A team may use a goalkeeper from another team only in regular season games but not in playoffs.
- 13. Fouls and Misconduct:** A player who commits any of the following offenses shall be penalized by the referee awarding a direct free kick to be taken by the opposing team from the point of infraction, at the referee's discretion. There will be no whistle to restart. All calls are at the discretion of the referee.
- 13.1 Kicking:** Inadvertently kicks an opponent while attempting to strike the ball.
- 13.2 Tripping:** Inadvertently trips and opponent while attempting to play the ball.
- 13.3 Charging:** Inadvertently running into an opponent while attempting to play the ball or running into the goalkeeper.
- 13.4 Obstructing:** When not playing the ball, intentionally obstructs an opponent by standing between the opponent and the ball so as to form an obstacle. Obstruction is not called when a player has a ball and is shielding so as to prevent an opposing player from stealing the ball or if the ball is kicked down the field and a player attempts to run through an opponent whose has established position.
- 13.5 Pushing:** Pushes a player in an attempt to prevent them from getting to the ball.
- 13.6 Dangerous Play:** Playing in such a manner as to be out of control.
- 13.7 Playing from the ground:** Except for the goalkeeper in his own goal box, playing the ball, offensively or defensively, while on the ground or while having a part of your body, other than your feet on the ground and a defensive player is within one foot in distance.
- 13.8 Hand Ball:** Intentionally plays the ball with the hand and gains control or an advantage from the handball.
- 13.9 Holding:** Holds an opponent to prevent them from playing the ball or defending.
- 13.10 Jumping:** Jumps at an opponent
- 13.11 Striking:** Unintentionally strikes an opponent.
- 13.12 GK Handball:** The goalkeeper may not reach outside the goal box and use their hands, even if they are standing inside the goal box.
- 13.13 GK Slide:** If the goalkeeper begins a slide inside the box (allowed) and as a result of their slide goes completely outside the box they will be called for a foul.
- 14. Time Penalties:** Penalties assessed to players during the game shall be divided into the following categories:

Card	Blue	Yellow	Red
<b>Duration</b>	2 minutes	4 minutes	5 minutes
<b>If Opponent Scores</b>	Team returns to full strength	Team remains short-handed for entire duration	Team remains short-handed for entire duration
<b>Individual Foul</b>	Servers duration off field	Serves duration off field	Ejected. Must exit building promptly
<b>Team Foul</b>	Player serving penalty may return	Player serving penalty may return	

**14.1 Time penalties applied:** Time penalties may be assessed against players regardless of whether or not play is in progress. Time penalties that do not expire by the end of the first half are continued in the second half.

**14.2 Multiple time penalties:**

If a player is serving more than one time penalty, he shall not be immediately released, when the opponents score a power-play goal. Rather, his first time penalty will be erased and his second time penalty will begin at the start of the place kick.

**14.3 All time penalties are cumulative:**

A player who receives a blue card, who later commits another time penalty occurrence, shall be shown a yellow card. If there is another time penalty occurrence by this same player, he will be given a red card ejection.

**14.4 Maximum time single incident:** Despite the number or nature of penalties assessed for a single incident, no player designated by a coach to serve the offenders ejection time, shall serve more than a maximum of a five (5) minute penalty. A *single incident* is defined as occurring from the moment of the original stoppage of play and continuing until play is re-started.

**14.5 Authorized penalty box exit:**

A player shall not leave the penalty box unless released at one of these occasions:

**14.5.1** At the end of a period of play (e.g. Half Time) to consult with his team, provided he returns to the penalty box before play is restarted to serve out any remaining time penalties.

**14.5.2** A power-play goal is scored against his team and the player had been issued a blue card. For an infraction of this section, an additional time penalty will be given to the player who exits before the appropriate time is allowed.

**14.6 Blue Card Penalties:** Players who commit any of the following offenses shall be issued a blue card that will result in the player serving a two-minute penalty. Once the blue card has been issued the penalty time will not begin until the player has left the field. Calls are at the referee's discretion. If a goalie receives a blue card, another player may serve the penalty.

**14.6.1 Intent:** Any foul defined in section 13, which in the referee's judgment was intentional, may result in a Blue Card or more severe penalty.

**14.6.2 Boarding:** Propels an opponent into the boards in a violent manner. A trip that inadvertently causes a player to make contact with the boards may not result in a

blue card.

**14.6.3 Sliding:** Any slide, whether offensive or defensive, where a player slides toward the ball or another player in an attempt to gain possession or kick the ball is not allowed. This also applies to a goalkeeper who begins their slide outside the box. A reach for the ball by going to one knee could be considered a slide.

**14.6.4 Unsportsmanlike conduct:** Unsportsmanlike conduct includes, but is not limited, to the following:

**14.6.4.1** Persistent disregard for the rules.

**14.6.4.2** Any dissent by word or action about a referee's decision.

**14.6.4.3** Taunting anyone in a manner so as to cause a confrontation.

**14.6.4.4** Encouraging players by word or action to foul, harm or retaliate against anyone.

**14.6.5 GK Obstruction:** Obstructing the goalkeeper in any manner, as they attempt to distribute the ball.

**14.6.6 Distracting:** Making a loud noise or action intended to distract an opponent.

**14.6.7 Illegal Substitution:** Making an illegal substitution. (as defined above)

**14.6.8 6th Foul in a Half:** A team will be issued a 2-minute bench penalty for the sixth foul committed in a half.

**14.6.9 GK Protection:** Kicking or striking the goalkeeper while the keeper has possession of the ball.

**14.6.10 Failure to Yield:** Fails to retreat 10 feet from the ball by the time it is put into play. If after giving 10 feet, the player moves towards the ball and is struck by the ball, they will serve a penalty.

**14.6.11 Failure to leave Field:** If a player does not immediately leave the field after receiving a blue card, they will receive a second blue card, which will be accompanied by a yellow card. If the player continues to refuse to leave the field or delays the game further they will be issued a third blue card accompanied by a red card and ejected from the game.

**14.6.12 Goal Box Foul:** A player will receive an automatic blue card if they are whistled for a foul in the defensive goal box.

**14.6.13 Ceiling Out of Bounds:** A player kicking a ball above the height of the lights and superstructure. (see 8.6)

**14.7 Yellow Cards Penalties:** A player who commits any of the following fouls shall be issued a yellow card that will result in the player serving a 4-minute penalty. A player receiving a second blue card will be shown a yellow card and must serve 4 minutes instead of 2 minutes. Any player receiving any other time penalties after a yellow card will be issued a red card and ejected from the game. (If a goalie receives non violent yellow card, another player may serve the penalty for him.)

**14.7.1 Persistent Rule Infringements:** A player persistently infringes on the rules after receiving a blue card for persistent rule disregard.

**14.7.2 Persistent Dissents:** A player persistently dissents by word or action any

referee's decisions.

**14.7.3 Persistent Unsportsmanlike Conduct:** A player persistently conducts them self in an unsportsmanlike manner.

**14.7.4 12th Foul in Half:** A team will be issued a 4-minute bench time penalty for the twelfth foul committed in a half.

**14.7.5 Aggravated Manner:** Commits any act defined in section 13 intentionally and in an aggravated manner that is more likely to cause harm to an opposing player.

**14.8 Red Card Penalties:** Red cards are issued for the following infractions followed by ejection from the game. Any player issued a red card will be required to leave the premises and will be subject to a one-game minimum suspension. Any player refusing to leave the premises after being asked by the referee in charge, or any other authorized Bladium Staff Member, may result in the police being called, a complaint filed and potential permanent suspension.

**14.8.1 Violent Kick:** Intentionally kicking or attempting to kick an opponent in a violent manner when not attempting to play the ball or in retaliation.

**14.8.2 Spitting:** Spitting anything from the mouth at an opponent or on the field intentionally.

**14.8.3 Strikes:** Intentionally striking or attempting to strike an opponent with a closed fist, open hand, forearm, elbow, shoulder or any other body part either as the aggressor or in retaliation.

**14.8.4 Violent Conduct:** Behavior that the referee believes to be intentionally violent or dangerous and likely to result in injury.

**14.8.5 Inappropriate Language:** Using foul or abusive language in a confrontational/disrespectful/intolerant manner.

**14.8.6 Fighting:** Fighting in any form regardless of the reason.

**14.8.7 Leaving the Bench:** Any player who leaves the bench to become involved in a fight, regardless if their intent is to break up the fight or if they actually fight.

**14.8.8 Abandoning the Bench:** If more than one player from a team leaves the bench, the players who left the bench will be issued red cards. The game will be stopped and the team whose players left the bench will be assessed a forfeit for the game.

**14.8.9 Dual Abandonment:** In the event that players from both teams leave the bench, the players that left the bench will be issued red cards and the game will be stopped. Both teams will be issued forfeits for the game.

**14.8.10 Referee Abuse:** Physically or verbally abusing the referee including, but not limited to, swearing, threatening, disputing a call in an overly aggressive manner, attempting to intimidate, and all intentional malicious physical contact.

**14.8.11 18th Foul in a Half:** A team will be issued a red card for the 18th foul committed in one half. They will then play down a player for 5 minutes regardless, even if a goal is scored.

## 15. Serving Penalties

- 15.1 Individual Penalties:** All players, including the goalkeeper, must serve their own penalties of yellow cards and above.
- 15.2 Score by Opponent:** If a goal is scored against a team that is playing shorthanded, ***except when a red card was issued***, then that team may return one player to the field. However, the player who was penalized (***including the goalkeeper***) must continue to serve their penalty.
- 15.3 Team Penalty:** A team that has committed 6/12/18 fouls in a half and has received a blue/yellow/red card as a result may pick the player who will serve the penalty; it does not have to be the player who committed the last foul. The person serving the penalty may return to the field if the opposing team scores a goal.
- 15.4 Playing Short by 2:** When a team has two players who have received cards and the opposing team scores a goal, only the first player penalized can be replaced. If another goal is scored then the second player may also be replaced. However, both players must serve out their penalties.
- 15.5 Both Teams Serving Penalties:** If one player from each team is serving a penalty or an equal number of time penalties are being elapsed when a goal is scored, teams continue to play shorthanded until the penalties are served.
- 15.6 Simultaneous Penalties:** A maximum of two penalties against one team shall be served simultaneously. If a player is penalized while two players on the same team are serving penalties, then the penalty time of the next player(s) shall not commence until the first penalty time of the two players expires. However, the player(s) assessed the third etc. penalty must leave the field and be replaced by a teammate until their time begins.
- 15.7 Play Shorthanded:** In all cases where a 2-minute penalty is issued the team will play shorthand.

## 16. Ejections and Suspensions

- 16.1. Automatic Ejection:** A person receiving a red card will be ejected from the game and must leave the Bladium premises (including parking lot) immediately. The ejected player will be suspended for at least one additional divisional game (at least one full week). Players are not permitted on Bladium property during the suspension term. The suspension includes all play, including play with other teams, for the duration of the suspension.
- 16.2. Simultaneous ejections:** In situations where two (2) or more simultaneous ejections occur, other players shall serve them and the number of field players shall not be lowered beyond (4).
- 16.3. Delay of restart after an ejection:** Play shall not be started again until the ejected player, substitute, non-player personnel, spectator, etc., has completely left the playing area, bench area, facility spectator area, etc. Ejected players or other non -player personnel are to go to the front lobby area of the facility without delay.
- 16.4. Player Identity:** When a player receives a red card they must give the referee their full name. Failure to do so will result in a forfeit of the game for the team on which the player was playing.

- 16.5. 1 Year Suspension:** A person receiving a red card for fighting will be suspended from all play at all facilities for, at minimum, a period of one year.
- 16.6. Referee Intimidation:** A person who makes an attempt to intimidate the referee by threat of physical abuse or attempting to make contact with the referee will be suspended from all play at all facilities for a period of at least one year.
- 16.7. Striking a Bladium Sports Employee:** A person who strikes or attempts to strike any Bladium employee or referee shall receive a permanent ban from all facilities and will be excluded from any event at Bladium Sports Club, including tournaments. Bladium Sports Club will also file a criminal complaint with the police whenever an employee is assaulted and/or battered in the conduct of their duties.
- 16.8. Suspensions Carry Over:** In all instances, where necessary, suspensions will carry over into the next session.
- 16.9. Discretionary Suspension Terms:** Suspensions can, at the discretion of Bladium Sports, be extended or modified other than what is prescribed above for repeat offenders and/or other specific circumstances.

## **17. Tie Games**

- 17.1 Regular Season:** Games resulting in a tie during regular season play end in a tie.
- 17.2 Playoffs and Championship:** Playoff and Championship games resulting in a tie after a 5-minute sudden death overtime, will be settled by Shots for the Mark Rules. Shots from the penalty spot are used to break the tie. Penalty kick rules apply except as follows:
  - 17.2.1 Shooters:** Each team must declare 3 shooters in order.
  - 17.2.2 Shooting Order:** A coin flip is used to determine which team shoots first
  - 17.2.3 Shooters:** Teams alternate shooters.
- 17.3 Conclusion:** The game is over when one team cannot catch up with the remaining shots left.
- 17.4 Extension of Shoot-out:** If the game is still tied the remaining players including the goalkeeper alternate shots in a defined order until one team makes one more shot than the other after an equal number of shots.
- 17.5 Number of Players:** Both teams must have an equal number of players participating in the extended shootout. If one team has more players than the other, the team with more players must exclude the number of players necessary to equate to the second team's head-count. No players can join in the shootout unless they have played in the game.

## **18. Co-Ed Rules:**

- 18.1 Players:** Coed teams are comprised of three women and three men plus a goalie of either gender. Exception: if women are serving a two-minute penalty or if a team has only two or one women present the team will play shorthanded. In the Friday Coed Rec A, B and C, a team may play with two women and four men plus a goalie. Any number of women may play as long as one man is fielded. A team may never play more than three men not counting the goalie.

**18.2 Free Kicks/Kick ins:** In Co-ed B, C, and D games, a woman must take all free kicks that originate in the offensive half of the field. A man may restart play if the kick originates in the defensive third and is being kicked by the defensive team. However, the 3-line violation is in effect at all times.

**18.3 Scoring:** There is a 3-goal limit for all Co-Ed players.

## 19. Administrative Rules:

### 19.1. **Team Fees:** Membership, Deposits and Placement

- 19.1.1 In order for returning teams to secure a spot in the next league they are required to have their deposit in by the returning team deadline. After which time they will not be guaranteed a spot.
- 19.1.2 New teams must pay half of the full league fee prior to the start of the league.
- 19.1.3 Teams that do not get placed in a league will be issued a refund for their initial deposit.
- 19.1.4 Individuals who register to play in a league will be required to pay the entire free agent registration fee at the time of sign-up.
- 19.1.5 Any individuals who are not placed on a team will be issued a refund for their registration fee.
- 19.1.6 Any player who plays on a team is responsible to pay the team fee. Players on teams dropping out of the league with unpaid team fees will have their memberships cancelled, and cannot return to the current season, and may not be permitted to return to the leagues.
- 19.1.7 As team coach/captain you have assumed the role of Financial Manager for your team. This means you are responsible for the collection of team fees.
- 19.1.8 All Players must maintain a current Membership in order to play in the league. Players who participate in any portion of a league game with no membership, a suspended membership, or an expired membership, will cause their team to forfeit the game, losing 5-0. Offending players may also be suspended for the remainder of the season, and may not be permitted to return. It is the Team Captain's responsibility to ensure his players are on the roster and have current memberships. Check your game roster, or send players to the front desk for confirmation if needed.
- 19.1.9 **Player ID Card - Adult Leagues:** Each Player must obtain a Player ID Card from the front desk with the purchase of a Sport Membership. Player ID Cards must be handed to the Referee by each individual player prior to playing in the game. Captains may not hand a stack of cards to the Referee. Players may not remain on the bench without handing the Referee his/her Player ID Card. Players who forget their player card must proceed to the front desk with a photo ID (not a Bladium player card) in order to obtain a replacement card (fee applicable) in order to participate in a league game. Players who receive a red card will not be given their player card back until the suspension term ends. Upon the suspension term ending, players can obtain their card at the fitness front desk if the card has not already expired.  
**Youth Leagues:** Player ID Cards are not used for Youth Leagues. Coaches/Teams are responsible to ensure that their players are of the correct

age group, and not too old or aged-out of the birth-year league before the player enters the team bench area or field. Coaches must provide the age-verification for every player before the season, and every new player added to the roster before their first game. Youth players may be age-verified by the Youth League Manager. Players must stop by the front desk to have his or her photo taken for their DASH profile. Youth player rosters will include player photos at time of game check-in. Coaches must carry proof of age for each player for every game. See **Rule 2.11** for valid youth ID's.

**19.1.10 Forfeit Policy Fee:** If you can't field a team for a particular game, follow the reschedule procedure with no less than 72 hours before the game so we can arrange for a reschedule if possible. With proper notice we are able to communicate to the other team so that they are aware of the situation and can plan their schedule accordingly. Any teams forfeiting a game without giving at least 48 hour notice will be assessed a \$50 fine. This fee must be paid no later than 48 hours prior to the team's next game. Failure to pay the fine will result in 5-0 loss for your next game. The goal is to ensure that we provide teams with their full season of games.

**19.2. Season Tie-breaking rule:** In the event of a tie in record at the end of a season the order of finish will be as follows:

**19.2.1** Head-to-Head record

**19.2.2** Goals against

**19.2.3** Goals for

**19.2.4** Mini-Game

**19.3. Eligibility:** The league administrator reserves the right to determine the eligibility of any player or team playing in any league and may, at their sole discretion, reassign said player or team as needed for parity and balance.

**19.3.1** For Men's leagues: Players playing A and B level cannot play in D level

**19.3.2** For Women's leagues: Players playing Women's A and Women's B level cannot play in D level.

If B and C are combined, C level players can still play in D level.

**19.3.3** For Coed leagues: Player playing in Coed A and B cannot play in D level. Due to shortage of women, a Coed A and B team may pick up a D level player in the women's league not affecting her eligibility for the Women's league.)

**19.4. Two-Point Goal:** A two-point goal is awarded for goals made outside the two-point arc with the following exceptions:

**19.4.1** When the ball is contacted by another offensive player prior to entering the goal, only 1 point will be awarded.

**19.4.2** Two-point goals are not allowed for games played on the outdoor fields.

**19.4.3** Two-point goals are not allowed for U8 and U9 youth leagues.

**19.4.4** If the ball hits the wall and then deflects into the goalkeeper into the goal.

**19.5. Outdoor Rule Amendments:** Rules for play on the outdoor field are the same as above



with the following exceptions:

**19.5.1** A goal **may not** be scored on a kick-in from the sideline but **may** be scored on a corner kick.

**19.5.2** A drop kick, punt or throw by the goalkeeper may not pass the center line while traveling through the air. A goalkeeper drop-kick or throw that makes contact with the playing surface prior to, and then passes, the center line is allowed. Violations will result in a kick-in from the nearest side of the half-line

**19.5.3** Penalty kicks are taken 8 yards from the goal line at the mid-point.

- 19.6. Rainout Policy:** To determine if your outdoor game is affected by inclement weather, please call our outdoor field hotline at **510-814-4991**. Information on rainouts will be available by 8am on game day. Games that are rained out will be rescheduled. The rescheduled game time will be posted on Bladium's website - <https://apps.dashplatform.com/dash/index.php?action=Auth/start&company=bladium> - within 48 hours of your original game time. If it begins to rain after a game has started, the referee will determine all continuances or stoppages. If more than 75% of the game has been played when it is stopped, the game will be considered official and the score at the time of stoppage will be recorded in the standings. If less than 75% of the game was played, Bladium will reschedule the game completely. Outdoor Team Practices will be played as scheduled rain or shine and will not be rescheduled.
- 19.7. Bladium Rights and Reservations:** Bladium Sports reserves the right to change, amend, or interpret any of the above-mentioned rules and regulations at any time for whatever reason they deem necessary. Bladium Sports reserves the right to refuse admission to any person for any reason it deems necessary.
- 19.8. Protest Policy:** If at any time during a game a team wants to file protest, the captain must first make a verbal announcement during the next stoppage of play describing the reason for the protest. If you leave or forfeit the game in protest it will count as a loss against the your team's record. Following the verbal protest, only the team captain may discuss the situation with the referee after the completion of the game for any policy clarification. Discussions must be maintained professionally without any verbal abuse, yelling, or interference by anyone else, in which case the referee will deny any further dialog. Bladium Sports must receive a written protest letter within 24 hours of the completed game for review. The captain will be notified of Bladium Sports' decision within five business days. **All feedback must be in writing.** Incidents are reviewed by the Suspension Review Board. Verbal accounts of incidents are not presented in the decision process. As players may be emotional after a close game or incident, players must wait 24 hours (**24 hour cool down rule**) if you want to speak with the Soccer Manager. You will be asked to send your feedback in writing prior to speaking with the Soccer Manager. You may file a feedback form at the front desk, provide your [feedback online](#), and/or email [alamedasoccer@bladium.com](mailto:alamedasoccer@bladium.com) for adult leagues and [alamedaYS@bladium.com](mailto:alamedaYS@bladium.com) for youth leagues. If more information is necessary, the Soccer Manager will email you for more information or to set up a time to talk about your feedback or the incident.
- 19.9. Youth Modified Rules:**
- 19.1.1 Mercy Rule:** Goal differentials of more than 10 will not be posted on the electronic scoreboard or recorded in the standings. Teams winning by 5 or more goals remove one player from the field, until the goal difference is less than 5.

## 20. Zero Tolerance Rules:

- 20.1. **Player, Coach and Spectator Conduct:** Captains/Coaches are responsible for all players and spectators behavior, before, during and after the game.
- 20.2. **Playing Under the Influence:** Any player found to be playing under the influence of alcohol or drugs will automatically be ejected from the game and the case will be reviewed by the suspension review. Reinstatement will be subject to Bladium Sports Club Suspension Board review.
- 20.3. **Penalty of Suspension or Forfeit:** Failure of team coaches/captains in controlling their players or spectators may be deemed as grounds of forfeiture of play and suspension from leagues permanently.
- 20.4. **On Bladium Property while Suspended or Banned:** Players entering Bladium property while suspended are considered as trespassing and will be subject additional disciplinary suspension term, permanent suspension and/or intervention by the Alameda Police Department.
- 20.5. **Playing while under Suspension:** Any player attempting to play while suspended will cause his/her team to lose by forfeiture. The offending player will receive an additional suspension term. Players receiving a red card will, at minimum, serve a full one-week automatic suspension from Bladium property.
- 20.6. **Illegal Player:** Any team using, or attempting to use, a non-registered player, non-rostered player, youth aged-out player, or player too young for an age restricted adult league, may cause his/her team to lose by forfeiture and may incur a suspension of the team captain/coach. The non-registered player in question will be suspended and may not be permitted to purchase a Bladium Membership.
- 20.7. **Alcohol:** Any player giving alcoholic beverages to a minor will be permanently banned from Bladium
- 20.8. **Vandalism:** Any player vandalizing Bladium property will be banned from Bladium/