

Vetta Sports Clubs

OUTDOOR LEAGUE Rules

PLEASE READ THE BELOW RULES; THERE ARE MANY RULES THAT DIFFER FROM THE VETTA INDOOR RULES

Welcome to your Vetta Sports Clubs. This handbook provides an overview of the rules to **recreational outdoor soccer**. Many of the “house” rules are in place to foster safe play. Remember we’re a soccer club and a soccer family, first and foremost. Good luck, have fun, be nice to the referees and opposing teams.

Please take a minute to read this handbook. There are probably things in here you didn’t know, plus, some rules have changed.

Referee’s have discretion on any of the “Black and White” rules. This means if they believe for the betterment of the game that black and white rule should be waived for purposes of customer service, they can make their own judgement call. We do this at Vetta because we believe you are CUSTOMERS first and PLAYERS second. This may at times seem inconsistent and we understand. The Referee must still keep games SAFE.

Inclement Weather

We almost always play, in the case of inclement weather, the best way to determine if games are on at your facility is to check our website at www.vettasports.com. Our website will be up to date and will give times of when we will update next. You may call your facility, however, many times people can’t get through because of the high volume of calls. In most cases, our website is your best opportunity to get the most updated status.

Rosters

On-Line Rosters are to be complete prior to your team taking the field for your first game. Rosters may be changed prior to the start of your team’s 4th game, but not after. Management Discretion.

- All Participants must sign the liability waiver or complete the on-line liability waiver prior to taking the field. No Exceptions!
- All participants must be rostered on the team in which they are competing.
- A roster check must be requested before the game begins. The referee or MOD will check both teams’ rosters before declaring a decision. Exception (when a player arrives after the start of the game and enters the game)
- No player may be rostered on two teams in the same division. Please help us maintain this by having your captain ask the referee before the game starts, not to allow players from previous games to play.

- The responsibility to request roster checks is on your team.

Liability Release

You must read it and sign it in order to play. **Soccer is a hazardous activity** and bad things happen. You are contractually agreeing that you have signed the liability release and you are waiving your right to file a lawsuit. You accept the conditions of the field and any unforeseen situations that may occur. If this makes you uncomfortable, then choose not to play.

Player Eligibility

A team using a player who has not signed the liability waiver or completed the on-line liability waiver will forfeit that game. Management may request an ID on a player at any time. A team using an ineligible player will forfeit all games in which that person played. Since we are foremost a “club,” we expect teams to only use eligible players.

Over 30 Leagues

A team may have 2 players under the age of 30, but each player must be 27 by the start of the 1st game of the session, therefore, a player cannot come in during the middle of the session.

Discretion

The referee’s decision on “points of fact” (discretion, judgment) will stand as called. This is common policy in all sports officiating.

Dissent

Referees miss calls just as we make bad passes, and miss “open nets.” Vetta referees are instructed to penalize any dissent and unsporting behavior. Only the authorized captain may discuss a call with the referee provided it is civil and in between periods. Please help control your own teammates so we may all enjoy the game. A dissent penalty results with a yellow card. Two dissent infractions will result in a soft red card, in which the player is ejected. Excessive and abusive language or violent conduct, are not tolerated. These actions may result in a yellow or red card depending on the severity and referees discretion. We are a “club” for your enjoyment. Please help your teammates keep perspective.

Number of Players

	<u>Including goalie</u>	<u>Minimum to play</u>
Men/ Women / Coed	8	5

Field Players

- All jerseys on a team must be the same base color. Please avoid choosing white for your team color (too many). Adults must bring a light and dark color shirt each week.
- Shin guards are recommended and must be covered
- Braces must have the metal well covered.

Substitutions

- Teams are to substitute without referee involvement
- ALL substitutions MUST be made at the designated area, in the middle of the field
- A player may NOT enter the field of play without the other player off of the field first
- Persistent substitution violations may result in a yellow card

Outdoor Vetta House Rules

- A. Games consist of (2) halves 25:00 each with a 2:00 halftime break
- B. There will be NO off-sides called
- C. The players are to assist the referee in calling “out of bounds”
 - a. Remember.....the entire ball must cross the line to be out of play
- D. Out of bounds, from the sidelines, will restart with a throw-in
 - a. Foul throw-ins will be called ONLY if it is 100% obvious
- E. The referee has the authority to add time to the clock for serious injuries and *excessive delays* in the game (ie lost balls)
- F. Suspended games for unforeseen circumstances are considered completed once the game is past halftime.
- G. Goalkeeper punts CANNOT go over the half-line in the air
 - a. If this happens, an indirect free kick is taken from the center spot
- H. The clock will begin running at game time. If a team is unable to start the game, then the referee has the discretion to forfeit the game.

Restarts & Free-Kicks

In MOST cases, a one-whistle system is used.

- A. ALL restarts are DIRECT with the exception of:
 - a. ALL throw/ kick-ins (if applicable)
 - b. Kicks to begin the 1st & 2nd half
 - c. Restarts after goals
- B. Ball must be stationary before the free kick is taken
- C. Except for a drop ball, the same player who takes a restart may not again make contact with the ball until touched by another player
- D. For restarts, including Goal Kicks, by a team within its own goalkeepers box, the ball is “in play” once the kick is taken
- E. Players will not receive a second whistle unless the referee specifies. If the referee stops play to move the wall, the play can only restart with a second whistle

- F. If a “quick restart” is attempted by the offense, any defender still inside the required **15 feet** may not attempt to play the ball (e.g. stick a foot out to block it)
- G. Only the player taking the restart may request **15 feet**, not other teammates.
- H. When there is a ‘wall’ of three or more defenders, the attackers are not allowed within 1 yd of the wall; an attacker less than 1yd from the ‘wall’ when the kick is taken will be penalised with a free kick

Dangerous Play

- High kick - called when the foot or leg endangers an opponent
- Playing with the sole of your foot up, facing the opponent
- Going into a play with your back turned
- Sliding/ slide tackling
- Playing the ball on while on the ground

Sliding/Slide Tackling/Playing on the Ground

- Slide tackling is NOT allowed!! Tackles from behind may warrant a YELLOW or RED card, depending on the severity
- Players can slide to play the ball as long as the “play” is in an open area and the slide is not dangerous to them self or other players
- If a player plays the ball first and then falls to the ground it may be considered “no foul” provided the player did not endanger an opponent.

Playing the ball from behind (the opponent)

- Unlike Vetta-Indoors, a player MAY play the ball from behind the opponent so long as there is NO (ZERO) contact to the body
- A foul will be called **IF** the defending player makes **ANY** contact to the player with the ball.

Handling the Ball

This is FIFA’s interpretation of the “Handling the Ball” rule. Vetta instructs all of our referees to follow the guidelines below.

Handling the ball involves a deliberate act of a player making contact with the ball with his hand or arm. The referee must take the following into consideration:

- the movement of the hand towards the ball (not the ball towards the hand)
- the distance between the opponent and the ball (unexpected ball)
- the position of the hand does not necessarily mean that there is an infringement
- touching the ball with an object held in the hand (clothing, shinguard, etc.) counts as an infringement
- hitting the ball with a thrown object (boot, shinguard, etc.) counts as an infringement

The Exceptions, to FIFA’s interpretation of “Handling the ball,” for Vetta use only are as follows:

- If you block your face with your hands and the ball hits them, no foul shall be called as long as you did not direct the ball to you or your teammates intentionally.
- A deliberate handball (for example, a player knocks the ball out of the air with his/her hand purposely) may result in YELLOW or RED card, depending on the intent

Goalkeeper Rules

1. Goalkeepers must start their slide in the box **and** make contact with the ball inside the box.
2. Goalkeepers have 6 seconds to distribute the ball from their hands. They **may** bounce the ball while in their possession.
3. Goalkeepers may dribble the ball into the box and pick it up.
4. Some of the Vetta outdoor fields MAY NOT have lined 18 yd boxes; please ask for each field
5. A deliberate handball by the keeper, outside the penalty box, may result in a YELLOW or RED card BUT not a penalty kick
6. There has been some confusion about a handball outside the goalkeeper’s box.
 - a. What matters is if the ball and hands are inside or outside of the box. If they are on the line or inside the box at the moment of contact it cannot be a handball. If the goalkeeper’s entire body is lying outside the box, but his hands are on the ball, which is in the box or on the line, it is NOT a handball
7. Goalkeepers **cannot** use their hands on intentional passes from their teammates feet
 - a. They **can** use their hands on passes using the head or any non-intentional pass backs (ie deflections)
 - b. A direct free kick, at the top of the box will be awarded
8. Goalkeeper punts CANNOT go over the half-line in the air. If this happens, an indirect free kick is taken from the center spot

Fouls

- A foul, resulting in a free kick, is assessed to a player who commits any of the following offenses:

•Kicking	•Goalkeeper using hands on intentional pass backs
•Holding	•Pushing
•Charging	•Jumping
•Handling the ball	•Obstruction
•Dangerous play	•Elbowing
•Tripping	

Yellow / Red Card System

- A YELLOW or RED card is assessed when any of the above offenses is careless, reckless or **involves** excessive force.

Yellow card is issued for:

- An deliberate or serious foul
- Unsporting Behavior & Dissent

Red card is issued for:

- 2nd yellow card
- Fighting, spitting on or striking an opponent
- Vicious or an extremely dangerous play

Suspensions for Red Cards:

The referee has the right to eject a player, coach, or spectator, before, during, or after the game and request they leave the premises.

In all cases, Management has the discretion to issue a more severe suspension than listed below.

- A **soft red card** is a minimum 2 game suspension, for that particular league
- A **hard red card** is a minimum 8 game suspension
- A **red card for fighting is a minimum 8 weeks.**

FOUL AND/OR ABUSIVE LANGUAGE

- A. Foul or Abusive language, clearly heard by a referee or Vetta Staff, directed towards a player, referee, or customer will not be tolerated.
- B. Verbal Attacks (Racial, Ethnic, or gender related) or threats will result in an immediate ejection and suspension

FIGHTING/ ALTERCATION SUSPENSIONS

- A. ALL players involved in an altercation on the field, will be reviewed
- B. Any person who strikes (open or closed fist) (or blatantly attacks...ie, kicking, elbowing, headbutting etc..) another person will be suspended for a minimum of 8 weeks
- C. Any player defending him or herself, without striking an opponent will be reviewed

Penalty Kicks

A penalty kick will be awarded when:

- A YELLOW or RED card is issued to a defensive player for a foul that was committed inside the box
- The ball is placed at the dot inside the box
- **For a PK to be awarded, a YELLOW or RED card must be issued 1st**

Coed Rules

- Teams can have more than 3 females playing but never more than 4 males on the field (excluding goalie)
- A *female* must take **ALL** restarts (including throw/kick-ins) in the offensive half. Anyone may take the restarts in the defensive half
- Penalty kicks can be taken by either gender regardless of who was fouled
- **DIFFERENT RULES THAN VETTA-INDOORS:**
 - The ball is ALWAYS “Live”. It does NOT need to be touched by a female in the offensive half

Bench Behavior

- Any player leaving the bench during an on field altercation will receive a minimum of a 5 minute yellow up to a maximum of forfeiture for their team. **Do not leave the bench even if the other team makes this mistake.**
- No *un-rostered* players are permitted, in the bench area
- Suspended players may not enter the bench area during their suspension period.

Protests

A protest must be submitted in writing, and accompanied by \$50, from the coach or captain within 48 hours of the game. The \$50 is nonrefundable if the decision goes against the protesting team.

Standings

- 3 points for a win
 - 1 point for a tie
 - 0 for a loss
- Most leagues have a playoff game for each team. The 1st and 2nd place teams play, with the winner determining the championship. 3rd and 4th place teams play for 3rd place and so on... It does not matter how many times you beat the other teams below you during the season, the final game determines the league winners.
 - If a league has an uneven number of teams, a credit will be issued to those team(s).
 - If the championship game of an adult league ends in a tie, 10-minute “golden goal” overtime will be played. If the game is still tied after the overtime, penalty kicks will determine the winner.

Forfeits

Every team pays to play 8 games and forfeits are not good for any team or the league.

If your team has to forfeit, the team captain must notify management at least 48hrs in advance. This will allow us time to try to reschedule the game or find another team to take your place.

If your team fails to notify us at all or less than 48hrs, then your team will be charged \$100. A portion of that money will go to the opposing team for the missed game and the other to the referee for that game.

Order of determining playoffs

- A. Most points
- B. Direct head to head
- C. Least goals against all opponents during league play
- D. Number of shutouts in that session (including forfeits)

E. Coin Toss(Rock/Paper/Scissors)

Please check with your Vetta League Manager for any rules, which may be specific to your field and/or league