

5 v 5 (Includes Goalie)

Minimum Number of Players: The minimum number of players for the start of the game is 4 players, one of which is a goalkeeper.

IMPORTANT*** If your team is a NO SHOW Your TEAM will be removed from the SCHEDULE. Contact me if have any concerns or questions.**

****The Referee

Stops, suspends or terminates the match, at his discretion, for any infringements of the Laws;

Stops, suspends or terminates the match because of outside interference of any kind;

Stops the match if, in his opinion, a player is seriously injured and ensures that he is removed from the field of play. An injured player may only return to the field of play after the match has restarted;

Allows play to continue until the ball is out of play if a player is, in his opinion, only slightly injured;

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.

Kicking: Inadvertently kicks an opponent while attempting to strike the ball.

Tripping: Inadvertently trips and opponent while attempting to play the ball.

Charging: Inadvertently charges into an opponent while attempting to play the ball.

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.

Pushing: Pushes a player in an attempt to prevent them from getting to the ball.

Dangerous Play: Playing in such a manner as to be out of control.

Charging the Goalkeeper: Charging into the goalkeeper.

Playing Ball While on 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 (3-point rule) on the ground.

Hand Ball: Intentionally plays the ball with the hand and gains control or an advantage from the handball.

Holding: Holds an opponent to prevent them from playing the ball or defending.

Jumping: Jumps at an opponent

Striking: Unintentionally strikes an opponent.

Advantage: Advantage is to be used at the referee's discretion and in the offensive end.

GK Handball: The goalkeeper may not reach outside the goal box and use their hands, even if they are standing inside the goal box.

GK Slide: If the goalkeeper begins a slide inside the box (allowed) and as a result of their slide goes outside the box they will be called for a foul.

Any forfeited game will be recorded as 3-0 loss against the forfeiting team in the overall league standings.