

Naperville Yard Adult Soccer League Rules

General

- Referee(s) serve as the field authority and/or field judge for all games. All decisions are final.
- Schedules are posted on napervillyard.com. Teams are responsible for knowing game times.
- The league accepts both women and men.
- Shin guards and socks are mandatory. Officials may remove players without shin guards.
- Cleats, Indoor or Turf shoes are allowed. Metal studs are prohibited.
- No jewelry allowed (earrings, necklaces, bracelets, etc.)
- Medical devices are permitted with referee approval.
- No gum, food, or spitting in the field or in penalty box areas.
- Games use a running clock on the field unless otherwise stated.
- Teams have 2 minutes to take the field and be ready to play.
- If both teams wear the same color, the home team must change (first team listed). Teams should bring two jersey colors. Pinnies are provided for Free Agent teams.

Team Fees and Balances

- All team balances must be paid in full prior to Week 3. Failure to meet this deadline will result in immediate removal from the league with no refunds issued for prior payments.
 - If a team is removed from the league, any wins will be reversed to a forfeit with a 3-0 win for the opposing team.
- All teams must be paid in full prior to the team's second game. Unpaid balances will be charged automatically at the end of the night.
- A \$100 non-refundable deposit is required at registration to hold a team's spot.

Laws

- USSF rules apply, except for the following modifications
 - **6 v 6 (including keeper)**
 - No slide tackling
 - No offside
 - Kick off is Indirect
 - **All free kicks are direct** from the spot of the foul. Defensive players in a wall or around the ball will need to be 3 yards away
 - All players in the wall must make an effort to move back 3 yards or may be carded.
 - All throw-ins are taken as pass-ins (will be indirect)
 - **Goal kicks may not travel past the half line in the air unless touched first by a player or the referee.**
 - Restart: Direct free kick from the center circle (kick off spot)
 - Goal kicks can be taken anywhere inside the box, cannot be played till the ball crosses out of the goal box, and may not travel past the half line in the air unless touched first by a player or the referee
 - Substitutions are unlimited and on the fly.
- **Forfeits:** Teams have 5 minutes to field a minimum of 5 players (4 field + 1 goalie).
 - Teams that forfeit without at least a 24 hour notice will be fined \$75.00. Captains may notify the league manager via email or by calling the facility.
 - For playoffs, the fine is worth \$100.
 - Captains are responsible for paying all fines before the team's next game.
 - The non-forfeiting team is awarded a 3-0 win.
 - If a team has 2 forfeits in a session, they will be removed from the league.

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Player Eligibility

- All players must be 18 years or older; ID may be requested.
- **All players and team coaches must have a valid Player Card - \$5.00 and good for 1 year.**
 - **The Player Card is submitted to the referee before every game.**
 - If a player loses their Player Card, they must purchase a new one.
- **All players and team coaches must check-in at the front desk before every game via their Bond ID QR code.**
- Players must appear on the team's roster and have a Bond Sports waiver on file.
- The maximum roster size is 18 players.
- Use of underage or unregistered players results in a forfeit.
- **No roster additions will be allowed after the 4th week.** Captains may request a copy of the team's roster at any time.
 - Captains may also view their roster from their Bond Sports account.

Keepers

- No punts or drop kicks
 - Restart: Penalty is a direct free kick from the center spot (kick-off spot).
- Balls placed down and kicked may travel past the half-line in the air.
- If the keeper throws the ball into any goal, it is a goal.
- Goalkeepers are allowed to bring the ball from outside of the penalty area back into the box and pick the ball up as long as it wasn't passed back from their team.
- The keeper must release the ball within 6 seconds.
- Goalie is not allowed to use hands when ball is passed back from teammate.

Penalties

- **Blue Card: 2 minute penalty.**
 - The team plays down 1 until time expires or a goal is scored.
- **Yellow Card: 5 minute penalty**
 - The team plays down 1 for the full 5 minutes regardless if either team scores.
 - **2 Blue cards equal a yellow card.**
- **Red Card: Team plays down 1 for the remainder of the game**
 - The carded individual(s) must leave the facility.
 - Player is suspended for the next game (or first game of next session if last game).
 - A fine may be imposed.
 - The referee will turn the individual's player card into the League Manager.
 - **2 Yellow cards equal a red card**

Fighting

- The player(s) involved will be ejected from the game and will be suspended for one year from the date of the fight. No refunds
- If the player(s) are involved in a second fight after the first offense, they will be banned from the facility.
- The same rules apply to any coach or fan that enters the field for a fight.
- The Yard reserves the right to eject players, teams, and/or spectators from the facility.

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Playoffs

- The number of teams qualifying for playoffs is determined each session based on division size and field availability.
- Referee has discretion to stop the clock with under 1 minute in a close game for time wasting.
- Games ending in a tie immediately moves to PK's
 - 3 Kickers per team, alternating teams
 - If still tied, 1 and 1
 - All team players must take a PK before anyone goes again

Scoring

- Win: 3 points
- Tie: 1 point
- Forfeits: the non-forfeiting team is awarded a 3-0 win
- All scores and standings are posted online

Tie Breakers (for playoff standings)

1. Head to head
2. Goal differential, capped at 3 goals per game
3. Coin flip

The online standings do not always accurately reflect the actual standings as they don't take into account a capped goal differential.