

TURF SOCCER

League Rules



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1. COORDINATORS

A Games Coordinator (GC) is a part time employee hired by the ESSC to facilitate games. **The GC is not a trained referee.** Players are expected to respect the GC, their opponents and the rules of the sport.

ROLES OF THE GC

- **Facility Liaison**
 - Act as the onsite contact, set-up and take-down required equipment
- **Game Facilitator and Mediator**
 - Start and end the game on time
 - Host pre-game and half-time meetings
 - Call violations and fouls that are missed by players, enforce the rules of the sport
 - Ensure both teams are abiding by the Sportsmanship policy, mediate disputes
- **Player Liaison**
 - Represent the ESSC and act as a link between the players and the league
- **Game Reporter**
 - Record and announce the score throughout the game, report back to the ESSC
 - Collect a sportsmanship rating at the end of the game from each team

GC NO-SHOWS OR ABSENCES

Although the ESSC strives to have a GC present and on-time for all games, there could be rare instances where a GC is unexpectedly late or does not show up to their shift. If this occurs;

- Work with the facility manager or caretaker to find the required equipment
- Start, play, and end the game as scheduled
- Ensure that the facility is left tidy and unharmed
- Email the score and sportsmanship ratings to info@edmontonsportsclub.com
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2. COURT REQUIREMENTS

League	Total # of Players Required on the Court	Minimum # of F Required on the Court	Maximum # of M/X Allowed on the Court
6 on 6	6 (5 + Goalie)	2	3

- The ESSC welcomes people of all gender identity or expression. Minimum female requirements are inclusive of *anyone* who identifies as a female (i.e. players who identify themselves as M and X will not count towards female minimums).
- If a goalkeeper is injured during the game the team will be given a short timeout to replace the goalkeeper with another player



3. DEFAULT MINIMUMS & SCORES

League	Minimum Players to Avoid Default	Default Score
6 on 6	4 (1 Female)	0-7

4. FORMAT & EQUIPMENT

GAME FORMAT

- Players should arrive 15 minutes prior to the scheduled game time
- Teams will play one 60-minute game per night:
 - 5-minute warm-up
 - 5-minute half-time
 - 25-minute halves
- **Regular Season:** Ties are allowed
- **Playoffs:** Ties are not allowed
 - Halves are shortened to 23-minutes to allow for the possibility of an overtime
 - If a game is tied with 5 minutes (or less) remaining in regulation, the game proceeds to a shoot-out
 - 5 different players from each team will shoot, 2 of which must be female
 - If the score is still tied after 5 shooters, teams will alternate shooters until the tie is broken (sudden death, per pair of shooters)
 - A player can only shoot a second time once all players of that gender have shot

SCORING

- Mercy is called and the score freezes if a team gains a 7-goal lead

EQUIPMENT

- Players must wear clean, non-marking, indoor shoes
- **Cleats** are permitted at certain facilities as long as they do not have metal spikes:

Facility	Policy on Footwear
Commonwealth Foote Field Turf Training Centre	Indoor shoes or non-metal cleats
Phillet	Indoor shoes only, no cleats



Players should bring a light and dark shirt to each game

- Shin pads are not mandatory, but if used, must be fully covered by socks
- The Games Coordinator will provide the turf soccer balls

5. GAME PLAY

STARTING & RE-STARTING PLAY

PLAYING AREA

- Turf Soccer is played on a lined field
- The ball is out of bounds anytime that it crosses the side or end lines
- **Goal Crease:**
 - A player can pass, shoot or dribble the ball while in the crease
 - Goals can be scored while in the crease
 - A player can remain stationary while in the crease, but cannot interfere with the goalkeeper

START OF PLAY

- Captains will use any suitable means to determine who starts the first half with the ball, or pick a side
- The team that does not kick-off to start the game will kick-off to start the second half

KICK OFFS

- Are used at the beginning of each half and to restart play following the scoring of a goal
- All opposing players must be a minimum of 10 feet from the ball until it has been put into play
- The ball does not need to travel forwards
- The ball may not be touched by the kicker again until another player has contacted the ball
- A goal cannot be scored directly from a kick off

THROW-INS

- Throw-ins are used to re-start play after the ball goes out on the sideline
- Defenders must be at least 5 feet from the ball
- The offensive player must put the ball into play within 5 seconds of gaining possession of the ball
- The thrower must have both feet on the ground, and both hands behind the head when throwing-in
- The ball may not be touched again by the thrower until another player has contacted the ball
- A goal cannot be directly scored from a throw-in

CORNER KICKS

- Are awarded to the offensive team when the ball crosses the end line (last touched by a defender)
- Are awarded to the opposing team after a goalkeeper violation (excluding handballs)
- Defenders must be at least 10 feet from the ball



- The offensive player must put the ball into play within 5 seconds of gaining possession of the ball
- The ball may not be touched by the kicker again until another player has contacted the ball
- A goal can be scored from a corner-kick

GOAL KICKS

- Are awarded to the defending team when the ball crosses the end line (last touched by an attacking player)
- Any player on the team is permitted to take the goal-kick
- Opposing players must stand a minimum of 10 feet back from the spot of the goal-kick
- The ball is considered 'live' once the ball leaves the crease area

SUBSTITUTIONS

- Substitutions can be made on the fly or during stoppages in play
- The player leaving the field must reach the bench before the replacement player enters the field
- A goalkeeper substitution can only be made during a stoppage in play
- Pulling the goalkeeper for an extra attacker is not permitted in ESSC Leagues

GOALKEEPERS

- Can only use their hands to play the ball while inside of the crease area
- Must put the ball into play within 5 seconds of gaining possession of the ball
- May throw, kick or drop-kick the ball from their crease back into play
 - If the goalkeeper opts to throw the ball, and the ball crosses half before it is touched by any player, play will be blown dead and will result in an indirect free kick at half for the opposing team
- Cannot pick up a pass (with their hands) from a player on their team
 - This is considered a handball and the opposing team will be awarded an indirect free kick
- May not travel over the half-line
- Are permitted to score a goal

FREE KICKS

INDIRECT KICKS

- All free-kicks are to be indirect (except penalty & corner kicks)
- All indirect free-kicks are to be taken from the point where the foul occurred
- Defenders must be a minimum of 10 feet from the ball
 - If there is less than 10 feet between the ball and the goal, defenders can stand on the goal-line
- The ball must touch at least one other teammate before it can count as a goal



PENALTY KICKS

- A penalty kick is awarded anytime a foul (major or minor) is committed within the goal crease
- A penalty kick is taken from the penalty-mark
 - The kicker is only allowed to stand back a maximum of 5 feet from the ball before kicking
 - All other players must stand at least 10 feet from the penalty mark
- The goalkeeper must remain stationary on the goal-line until contact has been made with the ball
- The ball is live off the penalty kick
 - The kicker cannot touch the ball a second time until it has been touched by another player

VIOLATIONS AND FOULS

Violations and fouls are intentional or unintentional rule infractions. Players are expected to call violations and fouls committed by themselves or their team. The GC will also call, confirm, or deny a violation or foul against a player or team.

- If the GC confirms a call, the violating team will lose possession and the opposing team will be awarded an indirect free-kick

ADVANTAGE RULE

- The advantage rule allows play to continue when the team fouled against was not adversely affected or put at a disadvantage by the play
- The advantage rule can be called by the team fouled or at the GC's discretion
- If the GC decides that the Advantage Rule applies, they will yell 'Play On'

HANDBALL

- When a player deliberately handles the ball, or gains a favorable outcome as a result of the ball touching any part of the arm
- Includes the top of the shoulders to the fingertips

USING THE BODY TO ADVANCE

- Advancing in any direction, backside-first, in an attempt to shield defenders from the ball
- Players are allowed to shield the ball temporarily if moving, with the ball, in the direction that they are facing
- Stationary players are only allowed to shield the ball for up to 5 seconds
 - The GC will call a violation if the offensive player fails to turn around within 5 seconds

SHOULDER-TO-SHOULDER CHALLENGE

- Players cannot challenge opponents with their shoulder

TOO MANY PLAYERS ON THE FIELD

- When a player enters the field to their advantage, before the replacement reaches the sideline



DELAY OF GAME

- When a player or team intentionally shoots the ball out of bounds, or impedes the play from re-starting in anyway
- The GC can call a delay of game on any re-start in which the offensive team does not put the ball back into play within 5 seconds

PENALTIES

Penalties temporarily or permanently remove players from the game who are contributing to an intense, unsportsmanlike or dangerous environment. Players and teams are expected to call their own penalties, although the GC will also confirm and deny penalty calls. **Although most first-time offences result in a minor penalty, GC's may use their discretion to call a major penalty or game misconduct at any time, if a serious or malicious infraction occurs.**

- **Warning:**
 - Given for very minor offences or first-time occurrences (new players)
- **Minor Penalty:**
 - 1st offence, results in the player sitting off for **two minutes**
 - The team is not short-handed
- **Major Penalty:**
 - 2nd offence, results in the player sitting off for **five minutes**
 - The team is not short-handed
- **Game Misconduct:**
 - 3rd offence, results in the player being ejected from the game
 - The team is not short-handed
- An indirect free kick will be awarded to the opposing team from the spot of the penalty
- A **penalty kick** is awarded should there be a defensive violation, foul or penalty that occurs in the crease area, including a handball
- If a team calls a penalty against themselves and a goal is then scored on the play, the goal will stand, and the player will still serve the penalty

RECKLESS PLAY

- Incidental body contact, tripping, holding, high-kicks

SLIDE TACKLING

- No player (goalkeeper included) can slide feet first at the ball or another player
- The first offense will result is a **major penalty**
- The second offense will result in a **game misconduct**

UNSPORTSMANLIKE CONDUCT

- The first offense will result is a **major penalty**
- The second offense will result in a **game misconduct**
- Examples of unsportsmanlike conduct:
 - Attempting to make calls for the opponent, petitioning the GC to make calls, swearing, throwing equipment



THREATENING BEHAVIOR

- The first offense will result in a **game misconduct**
- Examples of threatening behavior:
 - Verbal abuse, physical threats, fighting, instigating, retaliation, intent to injure

DISRESPECTING THE GC

- Depending on the severity, the first offense can result in a **minor or major penalty, or a game misconduct**
- Examples of disrespecting a GC include:
 - Challenging calls, negatively discussing the GC while on the court or bench, swearing at the GC, questioning the integrity of the GC, ignoring GC feedback

PENALTIES & PLAYERS ON THE FLOOR

- For both **minor** and **major** penalties, the offending player is required to sit off for the full duration of the penalty, regardless of whether a goal is scored or not
 - The offending player will be replaced on the field by another player at the time of the penalty
 - **Minor Penalties:**
 - If the team is playing with the minimum female roster requirement, a player of the opposite gender may serve the penalty to prevent a short-handed situation
 - If the team is playing with the minimum roster requirement overall, they will be forced to play short-handed while the offending player serves the penalty
 - **Major Penalties and Game Misconducts:**
 - The offending player (including goalkeepers) must serve the penalty, even if it will result in a short-handed situation
- No team will be forced to play two players short due to penalties
 - Penalties that would result in a team playing two players down will be served one after the other
 - The exception is if a team is already playing short-handed (minimum roster requirement) and receives a penalty

