



BOARDED TURF SOCCER

Cheat Sheet

ROSTERS

- There are 6 players on the field (including goalie) with a minimum of 2
- The minimum number of players required in order to not default is: *4 total players including at least 1 female*

GAME PLAY

- Games Coordinators (GCs) are present to facilitate the gameplay and monitor the action
- A game is 60 minutes in length:
 - Two 25-minute halves
 - A 5-minute warm-up and half-time
- **Regular Season:** Ties are allowed
- **Playoffs:** Ties are not allowed
 - A 5-person penalty shoot-out will act as the tie-breaker
- Mercy will be called if one team gains a 7-goal lead
- Players cannot wear any form of cleats (plastic, metal, etc)

- The field is boarded and all of the boards are considered live
- The ball will only be out of bounds if it travels above the boards (into the mesh or benches)
- A kick-off will start the game and also occur after a goal is scored
- Players can enter the penalty-area (large crease box) at any time, and score a goal
- Players cannot remain stationary in the goal-area (small crease box) or play the ball in the goal-area
- A corner-kick is awarded when the ball crosses the end-line, above the boards, last touched by a defender
- A goal-kick is awarded when the ball crosses the end-line, above the boards, last touched by the offense
 - Goalies can roll, throw, or kick the ball back into play
- A free-kick (kick-in) is awarded when the ball goes out of play (above the boards) along the sideline
- A free-kick is awarded after a violation, foul or penalty, from the spot of the foul
 - All free-kicks are indirect (a goal cannot be scored before the ball is touched by another player)
- A penalty-kick is awarded anytime a foul occurs within the goal crease
- All play restarts must occur within 5 seconds of taking possession of the ball, or else a turn-over will occur

PENALTIES AND VIOLATIONS

- **Violations** are rule infractions that result in a loss of possession and a free-kick for the opposition
- Players and teams are expected to call their own violations and fouls; although the GC will also confirm or deny violations and fouls
- **Advantage Rule:**
 - Allows play to continue when the fouled team was not adversely affected by the play
 - Can be called by the GC or the offensive team
- Common violations include;
 - Handballs, Body Contact, Shoulder-to-Shoulder challenges, Delay of Game, Three-line violation
- **Penalties** temporarily or permanently remove a player from the game, teams will not be short-handed
- Can be categorized as **Minors** (2-minutes), **Majors** (5-minutes), or **Game Misconducts**
- Common penalties include;
 - Reckless Play, Slide Tackling, Unsportsmanlike Conduct, Disrespecting a GC