

Milwaukee Yard Adult Soccer League Rules

General

- Referee(s) serve as the field authority and/or field judge for all games: their calls and decisions are final regarding all game rulings.
- Schedules are posted on milwaukeeyard.com. Teams are responsible for knowing when their games are scheduled.
- Shin guards and socks are mandatory.
- Cleats, Indoor or Turf shoes are allowed-NO metal bottoms.
- No jewelry allowed.
- No gum, food or spitting in the field area.
- Duration of the game is 50min, running clock, 2 minute warmup and 2 minute halftime. Guaranteeing 46 minutes of play. If an injury stops play for more than 20 minutes, then the game will be canceled and a makeup game will be rescheduled.
- After each game, the clock resets to 50 min. Teams have 2 min to get on the field and get ready to start.
- Games start on time – please be on time and ready to go, and please leave the field right after your game is over.
- Each team needs 2 different colored shirts; in the event of color conflict, the HOME team will change-NO pinnies will be given out.
- Team balances must be paid off before Week 3 -balances not paid off result in all wins being changed to forfeits.
- The Milwaukee Yard is a zero-tolerance facility. The zero tolerance policy prohibits any form of discrimination or harassment. This includes (but is not limited to) racism, sexism, ageism, and homophobia. Physical or verbal abuse is strictly prohibited and warrants immediate removal from the facility/field without warning. Additional suspensions may be enforced, such as, but not limited to, suspended for the remaining of season. Milwaukee Yard will have a tight foul allowance. Captains are responsible for your players' behavior.

Laws

- **USSF rules apply**, except for the following modifications:
 - o 7 v 7 (including keeper).
 - o No slide tackling.
 - o No offside.
 - o Kick off is Indirect; the ball may be played in any direction on the first touch.
 - o All free kicks are indirect - defending players must be 5 yards away from the ball.

- o All players in the wall must make an effort to move back 3 yards. No aggressive play against wall/glass. Any aggressive play near the wall/glass will result in an automatic Yellow card; a Red card may be handed at the ref's discretion if they deem it necessary.
- o All throw in's are taken as kick in's (will be Indirect).
- o Goal kicks may not travel past the half line in the air unless touched first by a player or the referee.

● **Substitutions:** No stoppage of game is required to substitute; a player may sub "on the run" "on the fly" (enter the field of play after the player being substituted is off the field of play) at the halfway line and must not interfere with play.

● **Forfeits:** Teams will have a 5 minute grace period to produce minimum required players. Minimum to play is 5 players for 7v7.

Player Eligibility

- All players must be 18 years or older-ID may be requested to verify age.
- All players must sign the roster each session.
- Teams will forfeit the game if using underage or non-registered players.
- No additions will be allowed after the 3rd week.
- All players must be signed by Week 3 or they will be removed.

Keepers

- Opponents must be 5 yards from the ball when the keeper has the ball in hand.
- The goalkeeper may NOT handle the ball if intentionally passed to him from the feet of his own teammate.
- No punts or drop kicks-results in an indirect free kick outside the penalty area. The ball must be distributed by a throw, normal placekick or kick from a dribble.
- Balls placed down and kicked may travel past the halfline in the air.
- If the keeper throws the ball into any goal, it is a goal.

Penalties

- **Blue Card:** 2 minute penalty. Your team will play down 1 until penalty is up or the opposing team scores a goal. You will receive a blue card for persistent fouling, repeated foul language, not giving 3 yards for the wall or a hard foul.
- **Yellow Card:** 5 minute penalty and your team will play down 1 until penalty is up 2 blue cards equals a yellow card.
- **Red Card:** equals 1 game suspension plus a possible fine which will be determined by spitting, extreme language, flagrant fouling, etc. Ejection without replacement for the duration of the match, and the offender must leave the complex.

- League/Facility Manager may increase suspensions and have final say.

Fighting

- The player(s) involved will be ejected from the game & will be suspended for one year from the date of the fight.
- If the player(s) are involved in a second fight after the first offense, they will be banned from the facility.

Tie Breakers (for playoff standings)

- Head to head
- Goal differential
- Coin flip

Playoffs

- Games may be played on one night during the week
- Games will have a 40-minute running clock.
- All teams will get either a consolation game or a playoff game-depending on the number of teams and standings
- The 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 Penalty Kicks
 - o 3 kickers per team, alternating teams
 - o If still tied, 1 and 1, PKs become sudden death.
 - o All team players must take a PK before anyone goes again.
 - o First penalties must be taken by players on the field when the game concludes, then other players are allowed to kick.

All rules stated above are subject to change at the discretion of the Sports Manager, given proper notice. Any concerns or questions feel free to reach out to sportsmanager@milwaukeeyard.com