

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.
- Only players and coaches playing in the game may be allowed on the sidelines. No bystanders, suspended players or non-rostered individuals will be allowed on the field - no exceptions. All coaches will need to sign the rosters, have a player card and will be counted towards a roster spot
- 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:
 - 7 v 7 (including keeper).
 - No slide tackling.
 - No offside.
 - Kick off is Indirect; the ball may be played in any direction on the first touch.
 - All free kicks are indirect - defending players must be 5 yards away from the ball.
 - 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.
- All throw in's are taken as kick in's (will be Indirect).
- 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.
 - A forfeit is recorded as a 0-3 loss for the team who forfeited.
 - Forfeited games will not be rescheduled.

Player Eligibility

- All players must be 18 years or older-ID may be requested to verify age.
- All players must sign the paper roster each session.
- Teams will forfeit the game if using underage or non-registered players.
- No roster additions will be allowed after the 3rd week.
- All players must be signed by Week 3 or they will be removed.
- Players are only eligible to play on one team per league
- All players must have an active Milwaukee Yard Player Card to participate in any game. Players without a valid card will not be permitted to play.
 - Player Cards must be presented to the referee before the start of their game.
 - Player cards can be purchased at the front desk for \$5 each and are good for 6 consecutive sessions.

Keepers

- Opponents must be 5 yards from the ball when the keeper has the ball in hand.
- The goalkeeper has 6 seconds after gaining possession with their hands to release the ball.
- The goalkeeper may NOT handle the ball if intentionally passed to him from the feet of his own teammate.
- Goalkicks: awarded when the whole of the ball passes over the goal line, on the ground or in the air, having last touched a player of the attacking team, and a goal is not scored.
- Goalkick: The ball must be stationary and is kicked from any point within the goal area by a player of the defending team.
- Goalkick: The ball is in play when it is kicked and clearly moves.
- Goalkick: Opponents must be outside the penalty area until the ball is in play.
- No punts or drop kicks - ball must bounce 3 times before it is kicked. Infraction results in a direct free kick from the center spot (kick off location).
- Balls placed down and kicked may travel past the halfline in the air.
- If the goalkeeper throws the ball into any goal, it is a goal.
- 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)

1. Head to head
2. Goal differential (+ or - 3 max/min per match)
3. Record vs common opponents
4. Coin flip

Playoffs

- Games may be played on one night during the week
- Games will have a 40-minute running clock.
- The top teams in each division will qualify for the playoffs. The number of qualifying teams depends on total league size. Final structure will be posted once the schedule is released.
- The referee has discretion to stop the clock with under 1 minute in a close game for time wasting during playoffs only.
- Games ending in a tie immediately moves to Penalty Kicks
 - 3 kickers per team, alternating teams
 - If still tied, 1 and 1, PKs become sudden death.
 - All team players must take a PK before anyone goes again.
 - 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