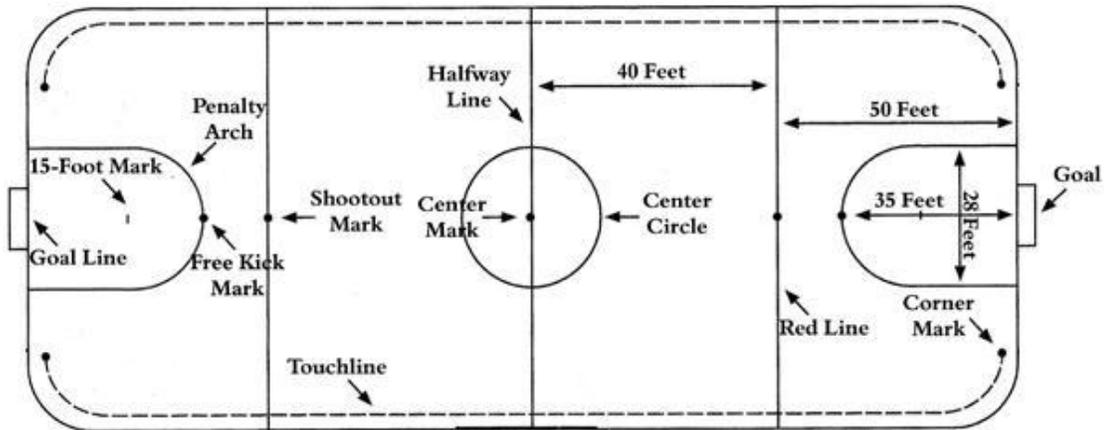


**City of Huntington Beach
Official Adult Arena Soccer Rules**

Rule 1 - Field of Play



Rule 2 – Players

1. 6 v 6 – League play will consist of two teams of six players each, including a designated goalie. Teams may have no more than 14 players on the roster.
 - a. Final rosters must be turned in prior to the first game.
 - b. Players must have a designated jersey number.
 - c. Players must sign their name and confirm their jersey number on the scorecard prior to each game at the sports complex office.
 - d. Players on the official roster must play in at least two games in the first six games to be eligible for the playoffs.
 - e. Roster changes must be confirmed with the league manager prior to game.
 - f. **Players may only play on one team each night of the week.**
2. Coed – Teams must have an equal number of men (3) and women (3) on the field at all times. Exception: If a team only has 5 players it may have 2 men or 2 women on the field. A maximum of 3 men can be on the field at any time, you may play with more than 3 women.
3. Minimum Player Requirements – Teams will be allowed to begin a league game with 4 or more players but no less. There will be a 5-minute grace period added to your game time for teams with less than 4 players.

4. Player Substitution – Players may substitute at any time during normal play or dead ball situations. Exception: Goalkeepers must report in to the official.
5. Entering the Arena - Players entering the field must wait for the exiting player to completely leave the field prior to entering the arena. Too many players on the field will result in a blue card. **At no time may any players jump or climb over the arena walls (RED card).**

Rule 3 – Equipment

1. Game ball – The City of Huntington Beach will provide a Fustal game ball for all league games.
 - a. The home team must bring a ball chaser to each game to retrieve any ball kicked out of bounds.
 - b. If all game balls are not retrieved by the end of the game the home team will be charged for the replacement of the missing balls and must pay prior to the following game.
2. Jerseys – All teams must have matching colored shirts (jerseys) with numbers on the back for player identification. Players may not switch jerseys (blue card). Exception: The designated goalkeeper must have a jersey color distinguishable from all other players.
3. Protective Equipment – All players must wear shin guards.
4. Shoes - Each player must wear regular soccer cleats, indoor soccer, turf, or tennis shoes. ~~No outdoor cleats are allowed.~~
5. Illegal equipment: All jewelry must be removed before playing. This includes earrings, necklaces, watches, and rings. Any equipment that in the official's judgment would be injurious to participants is illegal to wear. A blue card will be issued for a second equipment offence in the same game.

Rule 4 – Referee

1. The decisions of the Referee regarding facts connected with play and interpretations of the Rules are final.

2. Enforce the rules of the game.
3. Stops, suspends or terminates the match, at their discretion.
4. Stops, suspends or terminates the match because of outside interference of any kind.
5. Provides appropriate disciplinary action necessary to keep players safe and the game in control.
6. Takes control of all actions prior, during and after game.
7. Uses the advantage rule wherever possible and still keep control of the game.
8. Stop the game clock for serious injuries or when they deem necessary.
9. The team manager or assistant manager is the only player allowed to discuss any issues or rule clarifications with the referee. Judgment calls by the referee are not up for discussion.

Rule 5 – Game Play

1. Regulation Game – A regulation game will consist of two 24-minute halves with a 4-minute break between each half.
2. Game Clock – The regulation game clock will run at all times except when the referee deems it necessary to stop the clock due to an unusual delay.
3. Tie Games – If a regular season game is tied at the end of the second half, the result of the game will be a tie.
4. Post-Season Overtime – If a post-season game is tied at the end of the second half, there will be 5-minute (running clock) overtime. The first team to score wins and will be declared the winner.
5. Shootout – If a post-season game remains tied after the 5-minute overtime, there will be a shootout to declare a winner. The rules for a shootout are as follows:
 - a. The Referee designates the goal at which both teams will shoot and which team shoots first (coin toss).

- b. Each team will choose 6 players for the shootout. Any players, including the goalie may take the shot. If one team has less than 6 players, the team with more players will choose the same number of players from their team to be involved (4 or 5).
- c. For Coed games at least 3 of the 6 players chosen must be women. Exception if only 4 or 5 people played in the game, all of them will be involved in the shootout, with at least 2 of the players being women, per the rules of Coed play on page 1.
- d. All players, except the shooter and the goalie are to remain at their team bench.
- e. Each team will take 3 alternating shots (all by different players) and the team who scores more goals at the conclusion of the 3 shots will be declared the winner.
- f. If, after both teams have taken 3 shots, neither has an advantage, the Tiebreaker continues, alternating one player at a time, until both teams have taken an equal number of shots and one team has scored when the other has not.
- g. After all chosen players have kicked the same players will continue to kick in the same order.
- h. Coed – The shooters must alternate male/female every shot. If there are less women than men each woman will shoot more often than each man as the rounds continue. A player of the same gender may not shoot again until all other players of that gender have shot.
- i. Refer to the last 2 pages for more on shootouts and tiebreakers.

Rule 6 - The Start and Restart of Play

1. All games will start as scheduled. Five minutes after the game start time is FORFEIT TIME. If a team does not have the minimum amount of players to start, the game will be counted as a FORFEIT. A Forfeit will count as a 2-0 loss for the offending team.
2. A Kickoff from the Center Mark starts play at the beginning of each Half and after every goal. A player who starts play may not again play the ball until it touches another player. Kickoffs can go backwards.
3. The Home Team takes the Kickoff for the First Half Kickoff and any Overtime Period, and the Visiting Team takes the Kickoff for the Second Half. The Referee designates the teams' defensive ends, according to

player boxes.

4. If a game is stopped due to weather or other reasons and must be postponed to a later date, play will begin at the beginning of the half when the stoppage occurred. All goals during the stopped half will not be counted. Major penalties will count as the league manager deem appropriate.
5. Restarts take place by a Kickoff, Free Kick, Goalkeeper Throw-In, or Dropped Ball. Other than for Kickoffs or as provided below, Restarts occur within three feet (3') from the spot of the ball at the moment of stoppage.
6. A team receives a Free Kick after stoppages other than when a Dropped Ball or Goalkeeper Throw-In is required. Before the team takes the Free Kick, the ball must be stationary. All opposing players must be at least 10 feet from the spot of the Free Kick on the field. If the ball is within 10 feet of the opponent's Goal, along the Goal Line and the team with the free kick requests the ref to give them 10 feet then they must wait until the ref blows the whistle to take the free kick.

The spot of the Free Kick is that provided above, except:

7. Delayed Penalty: (i) according to the ensuing stoppage, as normally administered, or (ii) in case the defending team obtains possession of the ball during play, at the spot of the original offense. (See unabridged Rules where the original offense would have resulted in a Shootout.)
8. Within Own Penalty Box: from any spot therein.
9. Within Opponent's Penalty Box: at the Free Kick Mark ("Top of the Arch").
10. Kick-In: from the point on the Touch Line (white line) nearest where the ball hit the net.
11. Three-Line Violation: from the offending team's Restart Mark.
12. All kicks are direct.
Goal Clearance instead of goal kick (Referee throws ball to goalkeeper, goalkeeper must throw the ball in to play)
If neither team has clear possession of the ball at a stoppage, the Referee restarts play with a Dropped Ball. A Dropped Ball caused while the ball is inside a Penalty Box takes place at the Free Kick Mark.

Play restarts with a Goal Clearance, anywhere within the Goal Box after an attacking player has last touched the ball before crossing an end perimeter wall.

Rule 7 - The Ball In And Out Of Play

A Three-Line Violation occurs when a player propels the ball in the air across the two White Lines and the Halfway Line toward the opponent's Goal without touching the Perimeter Wall, another player or a Referee on the field of play.

Rule 8 - The Method of Scoring

A team scores a goal when the whole of the ball legally passes over the Goal Line. A goal may be scored directly from a Kickoff or Restart.

Rule 9 - Fouls and Other Violations

A Foul occurs if a player:

1. Holds an opponent
2. Handles the ball (except by the Goalkeeper within his Penalty Box)
3. Plays in a dangerous manner
4. Slide tackles
5. Impedes the progress of an opponent ("Obstruction"), or
6. Prevents the Goalkeeper from releasing the ball from his hands
7. Braces- placing one or both hands against the sidewall to brace you and push against an opposing player. It is allowed to use one hand to balance, and two hands to protect yourself if pushed against the wall; however, using your hands to brace yourself and push back against an opponent in order to gain an advantage is not allowed.

And when a player commits the following in a manner that the Referee considers careless, serious, reckless, or involving excessive force:

1. Kicks an opponent;
2. Trips an opponent;

3. Jumps at an opponent;
4. Charges an opponent;
5. Strikes or elbows an opponent; or
Pushes an opponent.

Unsporting Behavior: A Free Kick results for the following offenses:

1. Leverage: Using the body of a teammate or any part of the field to gain an advantage;
2. Encroachment: Entering the protected area of an opposing player taking a Free Kick (after initial Warning);
3. Dissent: (i) Referee Abuse; (ii) Breach of Penalty Area Decorum.
4. Other: Behavior that, in the Referee's discretion, does not warrant another category of penalty (e.g., taunting, foul language.)

Goalkeeper Violations: The opposing team receives a Free Kick for the following violations by a Goalkeeper:

1. Illegal Handling: Bringing the ball from outside of the Penalty Box to his hand within it, or receiving the ball again after a Goalkeeper Distribution without the ball's having first touched another player outside of the Penalty Box (e.g., no drop-kicking or bouncing the ball);
2. Pass Back: Handling the ball, having been passed deliberately and directly to him by a teammate; except that he may handle a ball which a teammate passes to him by the head, chest, or knee and without "trickery" (the use of a wall or foot to flick the ball to a head, chest, or knee before making the pass);
3. 5-Seconds: Controlling the ball with either his hand or foot inside of his Penalty Box for over five (5) seconds.

Team Violations: The Referee issues a Team Penalty for the following violations by a team or unidentified person:

4. Leaving team bench or penalty area: Players leave a team bench to join a fracas or confrontation with the opposition or a Game Official;
5. Bench Dissent: After an initial "Warning," one or more unidentifiable players verbally abuse the Referee.
6. Ineligible Player: The referee finds a team with a player that is not registered on the roster.
7. Other: Unsporting Behavior, which, in the Referee's discretion, does not warrant another category of penalty.
8. Entering the Arena: Players or fans that enter the field to join a fracas or confrontation with the opposition or a Game Official.

Advantage Rule: The Referee allows play to continue, notwithstanding the commission of an offense, when the team against which it has been committed will benefit from an existing offensive advantage.

Misconduct Rule: A misconduct penalty is typically assessed to a player who uses foul or abusive language toward an official or opponent. The offending player is sent to the penalty box for 10 minutes, but the team does not have to play short-handed. (misconduct penalty infractions include verbal obscenities directed at the referee, kicking a ball at the ref or an opponent, spitting on the field, etc.)

Flagrant Fouls: A Shootout is awarded for the following Fouls committed by a defender in his or her defensive half of the field:

1. A Foul within the Penalty Box or Goal for which he receives a Time Penalty;
2. A Foul from behind against an attacking player, having control of the ball and one or no defensive players between himself and the Goal;
3. Any Foul where he or she is the last player on the team between the attacking player with the ball and the Goal.

Blue Card Offenses: Unless otherwise provided below, the Referee issues a Blue Card for serious Fouls and for:

1. Deliberate Handball or Handball by a Goalkeeper;

2. Goalkeeper Endangerment;
3. Boarding (pushing a player into the side wall);
4. Unsporting Behavior by a player; and
5. Team Violations.

Cautionable Offenses: The Referee issues a Yellow Card for reckless Fouls and offenses described directly above, and for the following:

1. Second Blue Card;
2. Unsporting Behavior by any non-player personnel;
3. Provoking Altercation: Making physical contact with an opponent (e.g., pushing or poking), short of fighting, or using the ball in so doing.

Ejectionable Offenses: A person receives a Red Card for Fouls and offenses described directly above, which the Referee considers violent or use of excessive force, and for:

1. Third-Time Penalty;
2. Elbowing: Intentionally elbowing an opponent above the shoulder;
3. Vicious Slide Tackling: A tackle from the side or from behind directly into one or both legs of an opponent, seriously endangering him;
4. Fighting;
5. Leaving Team Bench or Penalty Area to engage in a fracas or confrontation with the opposition or a Game Official;
6. Extreme Unsporting Behavior: Committing particularly despicable behavior, including:
7. Spitting at an opponent or any other person;

8. Persistent use of extremely abusive language or behavior toward a Game Official;
9. Bodily contact with a Game Official in dissent.
10. Persistent use of extremely abusive language or behavior toward a fan, bystander or employee of the Huntington Beach Sports Complex.
11. Threatening the Ref: While players that verbally complain or swear at referees may only be given a misconduct penalty, players that threaten a ref either on or off the field will receive a red card, immediate ejection from the game, and will be banned from the facility for a minimum of 1 week subjected to further disciplinary action. The red card will also come with a 5 minute timed penalty to be served by another player on the team the team will play short for a full five (5) minutes.

Rule 10 - Time Penalties

The following penalties apply to offenses for which a Card is issued (subject to further action by the Administrative Authority):

1. Blue Card: 2-minutes (i.e., in the Penalty Area)
2. Yellow Card: 2-minutes for a second carded offense and 4-minutes for a straight Yellow;
3. Red Card: 2-minutes (for accumulation) or 5-minutes (other), plus ejection.

Players are designated by their teams to serve Time Penalties of their team, their Goalkeeper, non-player personnel, and of teammates who receive Red Cards. Otherwise, the person who commits a carded offense serves the penalty. Players serving Time Penalties serve their Time Penalties, seated, until their expiration and the Referee permits their release.

Short-Handed Play: For each Time Penalty being served by a player, his team plays with one fewer field player until its expiration; provided that a team may not have fewer than the minimum required, regardless of the number serving Time Penalties. Should a player receive a Time Penalty, while two or more teammates are already in the Penalty Area, his team

continues to play with the minimum while he joins his teammates in the Area.

Red Card Ejection: Any player who receives a red card must leave the arena area. He is also ineligible to play in the next game. A second red card in the same season will mean a 3 game suspension.

Suspensions for Red Cards will be a minimum of one game, but can be longer if the league director determines further disciplinary actions are required.

Exceptions: Under the following circumstances, Time Penalties either expire prior to their completed countdown, or have the beginning of their countdowns delayed:

1. **Power play Goal:** If a team is scored upon having fewer players on the field of play, due to one or more players serving Time Penalties, a player from the team is released from the Penalty Area into the field of play, unless otherwise prohibited, and the player's Penalty or Penalties are wiped out. If the team has two players in the Penalty Area, only the player whose Time Penalty or Penalties are recorded earlier is affected.
2. **Multiple Penalties:** If two teammates are serving Time Penalties when another teammate is penalized, his Time Penalty does not begin to count down until at least one of the teammates Time Penalties has expired and his Time Penalty is next to begin.
3. **Simultaneous Ejections:** When two simultaneous Red Cards carrying the same Time Penalties are assessed to opposing players, their Time Penalties are not served.
4. **End of Game:** All Time Penalties carry over between periods and expire at the end of the game.

Delayed Penalty: In instances where the Referee would issue a Blue Card or a Yellow Card, but for the Advantage Rule, he acknowledges the offense by holding the Card above his head until the earlier to occur of the following:

1. Opponent's Possession: The team of the offending player gains control of the ball;
2. Stoppage: The Referee stops play for any reason.

Once play is stopped, the offense is recorded and assessed, as customary. In the event of a power play goal, the Time Penalty is not served and the provisions above regarding early release from the Penalty Area remain applicable.

Rule 11 - Shootouts and Penalty Kicks

Shootout:

1. Any player may take the Shootout;
2. All players serving Time Penalties are seated in the appropriate Penalty Area. All players of the attacking team stand behind the Halfway Line and outside of the Center Circle. Players of the defending team stand behind the Halfway Line and inside of the Center Circle;
3. The ball is placed at the Restart Mark nearer the attacking Goal;
4. The Goalkeeper has at least one foot on his Goal Line and may not move off of it until after the Referee whistles the Shootout to begin;
5. Once the Referee whistles the Shootout to begin, the ball is "in play" and the player taking the Shootout plays the ball.
6. Refer to page 3 for more on playoff shootouts.

Penalty Kick: A Penalty Kick precedes the same as a Shootout except:

1. The ball is placed at the Penalty Kick Mark;
2. The Goalkeeper has at least one foot on his Goal Line until the ball is in play; and
3. The player taking the Penalty Kick may not touch the ball again until after touching another player.

Tiebreaker: A Tiebreaker proceeds by Shootouts, except that:

1. The Referee designates the Goal at which both teams shoot and the team

that shoots first (coin flip);

2. All players, other than the player taking the shot and the defending Goalkeeper, remain within their Team Bench area;
3. Each team chooses 6 players to compete in the Tiebreaker.
4. Both teams have up to 3 shots for each round, with players from each team kicking alternately;
5. If, at any time, a team obtains a 2-goal advantage, the Tiebreaker ceases and the winner is declared;
6. If, after both teams have taken 3 shots, neither has an advantage, the Tiebreaker continues, alternating one player at a time, until both teams have taken an equal number of shots and one team has scored when the other has not;
7. The player has 5 seconds to score after the Referee's whistle.
8. Refer to page 3 for more on tiebreaker and shootouts.

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