Vetta Sports Clubs
OUTDOOR LEAGUE Rules Adults

PLEASE READ THE BELOW RULES; THERE ARE MANY RULES THAT DIFFER FROM THE VETTA INDOOR RULES

Welcome to your Vetta Sports Clubs. This handbook provides an overview of the rules for recreational **outdoor soccer**. Many of the "house" rules are in place to foster safe play. Remember we're a soccer club and a soccer family, first and foremost. Good luck, have fun, be nice to the referees and opposing teams.

Please take a minute to read this handbook. There are probably things in here you didn't know, plus, some rules have changed.

Referee's have discretion on any of the "Black and White" rules. This means if they believe for the betterment of the game that black and white rule should be waived for purposes of customer service, they can make their own judgment call. We do this at Vetta because we believe you are CUSTOMERS first and PLAYERS second. This may at times seem inconsistent and we understand. The Referee must still keep games SAFE.

Inclement Weather

We almost always play, in the case of inclement weather, the best way to determine if games are on at your facility is to check our website at www.vettasports.com. Our website will be up to date and will give times of when we will update next. You may call your facility, however, many times people can't get through because of the high volume of calls. In most cases, our website is your best opportunity to get the most updated status.

Rosters

On-Line Rosters are to be completed prior to your team taking the field for your first game. Rosters may be changed prior to the start of your team's 4th game, but not after. Management Discretion.

- All Participants must sign the liability waiver or complete the on-line liability waiver prior to taking the field. No Exceptions!
- All participants must be rostered on the team in which they are competing.
- **A roster check must be requested before the start of the game. The MOD will check both teams' rosters before declaring a decision. Exception is if a player enters the field of play (not already on the bench when the game starts). In those cases a roster check may be asked for that player.**
- Due to limitations at outdoor games, the ref may just ask a player for an ID and take a photo to pass on to MGT. Game continues under protest.

- The responsibility to request roster checks is on your team.

Liability Release

You must read it and sign it in order to play. **Soccer is a hazardous activity** and bad things happen. You are contractually agreeing that you have signed the liability release and you are waiving your right to file a lawsuit. You accept the conditions of the field and any unforeseen situations that may occur. If this makes you uncomfortable, then choose not to play.

Player Eligibility

A team using a player who has not signed the liability waiver or completed the on-line liability waiver will forfeit that game. Management may request an ID on a player at any time. A team using an ineligible player will forfeit all games in which that person played. Since we are foremost a "club," we expect teams to only use eligible players.

Over 30 Leagues

A team may have 2 players under the age of 30, but each player must be 27 by the start of the 1st game of the session, therefore, a player cannot come in during the middle of the session.

Discretion

The referee's decision on "points of fact" (discretion, judgment) will stand as called. This is a common policy in all sports officiating.

Dissent

Referees miss calls just **as** we make bad passes, and miss "open nets." Vetta referees are instructed to penalize any dissent and unsporting behavior. Only the authorized captain may discuss a call with the referee provided it is civil and in between periods. Please help control your own teammates so we may all enjoy the game. A dissent penalty results in a yellow card. Two dissent infractions will result in a soft red card, in which the player is ejected. Excessive and abusive language or violent conduct are not tolerated. These actions may result in a yellow or red card depending on the severity and referee's discretion. We are a "club" for your enjoyment. Please help your teammates keep perspective.

Number of Players

	Including goalie	Minimum to play
Men/ Women / Coed	8	5

Field Players

- All jerseys on a team must be the same base color. Please avoid choosing white for your team color (too many). Adults must bring a light and dark color shirt each week.
- Shin guards are recommended and must be covered
- Braces must have the metal well covered.

Substitutions

- Teams are to substitute without referee involvement
- ALL substitutions MUST be made at the designated area, in the middle of the field
- A player may NOT enter the field of play without the other player off of the field first
- Persistent substitution violations may result in a yellow card

Outdoor Vetta House Rules

A. Games consist of (2) halves 25:00 each with a 2:00 halftime break
B. There will be NO off-sides called
C. The players are to assist the referee in calling "out of bounds"
    a. Remember…..the entire ball must cross the line to be out of play
D. Out of bounds, from the sidelines, will restart with a throw-in
    a. Foul throw-ins will be called ONLY if it is 100% obvious
E. The referee has the authority to add time to the clock for serious injuries and ***excessive delays*** in the game (ie lost balls)
F. Suspended games for unforeseen circumstances are considered completed once the game is past halftime.
G. Goalkeeper punts CANNOT go over the half-line in the air. Drop kicks and throws can go over the half-line in the air.
H. The clock will begin running at game time. If a team is unable to start the game, then the referee has the discretion to forfeit the game.

Restarts & Free-Kicks

In MOST cases, a one-whistle system is used.

A. ALL restarts are DIRECT with the exception of:
    a. ALL throw/ kick-ins (if applicable)
    b. Restart after illegal goalie punt over half line
B. Ball must be stationary before the free kick is taken
C. Same player who takes a restart may not again make contact with the ball until touched by another player
D. For restarts, including Goal Kicks, by a team within its own goalkeepers box, the ball is "in play" once the kick is taken
E. Players will not receive a second whistle unless the referee specifies. If the referee stops

play to move the wall, the play can only restart with a second whistle

F. If a "quick restart" is attempted by the offense, any defender still inside the required **8 yards** may not attempt to play the ball (e.g. stick a foot out to block it)

G. Only the player taking the restart may request **8 yards**, not other teammates.

H. When there is a 'wall' of three or more defenders, the attackers are not allowed within 1 yd of the wall; an attacker less than 1yd from the 'wall' when the kick is taken will be penalized with a free kick from the spot where the kick is being taken from.

Dangerous Play

- High kick - called when the foot or leg endangers an opponent
- Playing with the sole of your foot up, facing the opponent
- Going into a play with your back turned
- Sliding/ slide tackling
- Playing the ball on while on the ground

Sliding/Slide Tackling/Playing on the Ground

Slide tackling is NOT allowed!! Any slide tackle or tackles from behind may warrant a YELLOW or RED card, depending on the severity

- Players can slide to play the ball as long as the "play" is in an open area and the slide is not dangerous to them self or other players
- If a player plays the ball first and then falls to the ground it may be considered "no foul" provided the player did not endanger an opponent.

Playing the ball from behind (the opponent)

- Unlike Vetta-Indoors, a player MAY play the ball from behind the opponent so long as there is NO (ZERO) contact to the body
- A foul will be called **IF** the defending player makes **ANY** contact to the player with the ball.

Handling the Ball

This is FIFA's interpretation of the "Handling the Ball" rule. Vetta instructs all of our referees to follow the guidelines below:

Handling the ball involves a deliberate act of a player making contact with the ball with his hand or arm, where the hand/arm plays the ball.

It is a handball offense if a player:

- Deliberately touches the ball with their hand/arm, including moving the hand/arm towards the ball
- Touches the ball with hand/arm when their hand/arm has made their body unnaturally bigger
- Scores in the opponents' goal directly from their hand/arm, even if accidental

- After the ball has touched their or a team-mate's hand/arm, even if accidental, immediately:
    - scores in the opponents' goal
    - creates a goal-scoring opportunity immediately

The above offenses apply even if the ball touches a player's hand/arm directly from the head or body (including the foot) of another player who is close.

Except for the above offenses, it is not an offense if the ball touches a player's hand/arm:

- If the hand/arm is close to the body and does not make the body unnaturally bigger
- When a player falls and the hand/arm is between the body and the ground to support the body, but not extended laterally or vertically away from the body

The Exceptions, to FIFA's interpretation of "Handling the ball," for Vetta use only are as follows:

- If you are protecting your face or body or with your hands and the ball hits them, no foul shall be called as long as you did not direct the ball to you or your teammates intentionally.

Goalkeeper Rules

1. Goalkeepers must start their slide in the box ***and*** make contact with the ball inside the box.
2. Goalkeepers have 6 seconds to distribute the ball from their hands. They **may** bounce the ball while in their possession.
3. Goalkeepers may dribble the ball into the box and pick it up.
4. Some of the Vetta outdoor fields MAY NOT have lined 18 yd boxes; please ask for each field
5. A deliberate handball by the keeper, outside the penalty box, may result in a YELLOW or RED card BUT not a penalty kick
6. There has been some confusion about a handball outside the goalkeeper's box.
    a. What matters is if the ball and hands are inside or outside of the box. If they are on the line or inside the box at the moment of contact it cannot be a handball. If the goalkeeper's entire body is lying outside the box, but his hands are on the ball, which is in the box or on the line, it is NOT a handball
7. Goalkeepers ***cannot*** use their hands on intentional passes from their teammates feet
    a. They ***can*** use their hands on passes using the head or any non-intentional pass backs (ie deflections)
    b. A direct free kick, at the top of the box will be awarded
8. Goalkeeper punts CANNOT go over the half-line in the air. If this happens, an indirect free kick is taken from the center spot

Fouls

- A foul, resulting in a free kick, is assessed to a player who commits any of the following offenses:

•Kicking	•Goalkeeper using hands on intentional pass backs
•Holding	•Pushing
•Charging	•Jumping
•Handling the ball	•Obstruction
•Dangerous play	•Elbowing
•Tripping	

Drop Balls & Referee Interference

- If play is stopped and a dropped ball is required, then:
  - Ball will be dropped for a player from the team that last touched it, where the last touch happened
  - All other players must be at least 10 feet away.
  - If play is stopped inside the penalty area, the ball will be dropped for the goalkeeper.

- If the ball touches the referee or another match official and goes into the goal, or results in a change of possession or a promising attack, then:
  - a dropped ball will be awarded to the team who played the ball originally from when the last touch occurred.

Yellow / Red Card System

- A YELLOW or RED card is assessed when any of the above offenses is careless, reckless or **involves** excessive force.

Yellow card is issued for:

- ➢ An deliberate or serious foul
- ➢ Unsporting Behavior & Dissent
- ➢ Yellow cards result in players having to sub out & sit for 5 minutes (team does NOT play short). If the team does not have a sub though, the ref may waive the 5 minute rule. **excludes goalkeepers receiving yellow cards*

Red card is issued for:

- ➢ 2nd yellow card
- ➢ Fighting, spitting on or striking an opponent
- ➢ Vicious or an extremely dangerous play
- ➢ Hard Red cards result in player having to leave the facility premises & team will play short handed for 5 minutes (team plays short for the full 5 minutes, even if opponents score)

Suspensions for Red Cards:

The referee has the right to eject a player, coach, or spectator, before, during, or after

the game and request they leave the premises.

In all cases, Management has the discretion to issue a more severe suspension than listed below.

- A **soft red card** is a minimum 2 game suspension, for that particular league
- A **hard red card** is a minimum 8 game suspension
- **A red card for fighting is a minimum of 8 weeks.**

FOUL AND/OR ABUSIVE LANGUAGE

A. Foul or Abusive language, clearly heard by a referee or Vetta Staff, directed towards a player, referee, or customer will not be tolerated.
B. Verbal Attacks (Racial, Ethnic, or gender related) or threats will result in an immediate ejection and suspension

FIGHTING/ ALTERCATION SUSPENSIONS

A. ALL players involved in an altercation on the field, will be reviewed
B. Any person who strikes (open or closed fist) (or blatantly attacks...ie, kicking, elbowing, headbutting etc..) another person will be suspended for a minimum of 8 weeks
C. Any player defending him or herself, without striking an opponent will be reviewed

Penalty Kicks

A penalty kick will be awarded when:

- A YELLOW or RED card is issued to a defensive player for a foul that was committed inside the box
- The ball is placed at the dot inside the box
- **For a PK to be awarded, a YELLOW or RED card must be issued first**

Coed Rules

- Teams can have more than 3 females playing but never more than 4 males on the field (excluding goalie)
- A *female* must take **ALL** restarts (excluding throw-ins & corner kicks) in the offensive half. Anyone may take the restarts in the defensive half
- Penalty kicks can be taken by either gender regardless of who was fouled
- **DIFFERENT RULES THAN VETTA-INDOORS:**
    - The ball is ALWAYS “Live”. It does NOT need to be touched by a female in the offensive half

Bench Behavior

- Any player leaving the bench during an on field altercation will receive a minimum of a 5 minute yellow up to a red and/or maximum of forfeiture for their team. **Do not leave the bench even if the other team makes this mistake.**
- No *un-rostered* players are permitted, in the bench area
- Suspended players may not enter the bench area during their suspension period.

Protests

A protest must be submitted in writing, and accompanied by $50, from the coach or captain

within 48 hours of the game. The $50 is nonrefundable if the decision goes against the protesting team.

Standings

- 3 points for a win
- 1 point for a tie
- 0 for a loss
    - Most leagues have a playoff game for each team. The 1st and 2nd place teams play, with the winner determining the championship. 3rd and 4th place teams play for 3rd place and so on... It does not matter how many times you beat the other teams below you during the season, the final game determines the league winners.
    - If a league has an uneven number of teams, a credit will be issued to those team(s).
    - If the championship game of an adult league ends in a tie, 10-minute "golden goal" overtime will be played. If the game is still tied after the overtime, penalty kicks will determine the winner.

Forfeits

Every team pays to play 8 to 10 games and forfeits are not good for any team or the league.

If your team has to forfeit, the team captain must notify management at least 48hrs in advance. This will allow us time to try to reschedule the game or find another team to take your place.

If your team fails to notify us at all or less than 48hrs, then your team may be charged $100. A portion of that money will go to the opposing team for the missed game and the other to the referee for that game.

Referees will start their game clocks at the start time of the game. (As renters of these facilities, we have to stay on time) If after 10 mins, a team does not have enough players to field a team, said team will be issued a 4-0 forfeit loss. The field will still be available for the players/teams for that game time slot.

Order of determining playoffs

A. Most points
B. Direct head to head
C. Least goals against all opponents during league play
D. Number of shutouts in that session (including forfeits)
E. Coin Toss(Rock/Paper/Scissors)

Please check with your Vetta League Manager for any rules, which may be specific to your field and/or league