

Expektations & Rules of Play

As of 7/01/2022

We play on reserved turf fields under lights, rain or shine, but will call it in cases of nearby lightning. Play at your own risk, we are a regular pickup group and hold no liability. We strive to have fun and be competitive at pickup but we highly encourage fair play and honesty with all our members, as we all have to get up and function the next day. Admins on duty reserve the right to make judgment calls, within reason. Players that do not adhere and/or challenge the Admins on the strict-set rules will not be invited to future pickup and events. Admins reserve the right to deny players due to lack of room on the pitch, poor sportsmanship/fighting, and lack of RSVP, and for other similar judgement calls.

While we do not specify ages, this is an ADULT LEVEL pickup, and can be physical and competitive, so we also reserve the right to limit age/size/skill accordingly. We do have Casual/Intermediate and Higher Intensity games, and while we do not typically dictate which players may play where, we reserve the right to suggest a player switch intensities. We do this for the sake of maintaining the consistency in the playing environment we have worked so hard to develop. We appreciate your understanding and support as we grow and learn how to best serve our wonderful players.

WHAT TO BRING

- We ask you to bring both dark color and white jerseys/shirt (no gray). Pinnies will be provided, but in case they are not available, come prepared.
- Plenty of liquids for hydration
- Gear and equipment is recommended but not necessary
- We will try to bring balls, but it never hurts to bring your own for extras and in case of equipment malfunction.

GAME PLAY

- Off sides are called if blatant, we are still on the honor system on that.
- Fouls are called by the individual players and the ball is given to the team which the foul was committed to and played from the keeper
- Absolutely no slide tackling
- Dead balls follow standard rules (throw-ins or short pass from sideline, goal kicks, corners with keepers/end is friend without keepers)
- For 9v9 and 10v10, we play white line to white line. For 7v7 and 8v8 we play white to blue side line. For 6v6 and smaller we play yellow lines and small goals. This can be adjusted at the field at player/admin discretion and consensus.

ARRIVAL

--RSVP is required. Those who have not RSVP'd or are on the waitlist, even if they arrive on time, will wait until other numbers have been set and will be placed if and where space is available. For more information on how this is handled, please see "RSVP Contingencies".

--Arrive at least by 8:45 to check in. Players arriving after 9:00 will be considered Late and may forfeit their spots and intensity level preferences. Players arriving after 9:15 will not be allowed to play.

--Teams are selected promptly at 9 pm (or as soon as possible based on the situation of the group reserving the field in the time slot before us). If players are there and ready to play, fields are then set up, games begin asap.

--9:15 is cutoff for players joining games unless previous arrangements have been made with the Admins.

--Players arriving after games begin get assigned to teams/games based on field space/numbers. They will be assigned to the field with the least number of players. This is why it is important to arrive before teams are being decided.

--Players arriving after games begin will start in goal unless a goalie is already present and is willing to remain in goal.

--Fields are locked at the max capacity, and will not be available for additions. No exceptions. You may wait to sub/until someone leaves if you want. General rule of thumb is that they are capped at 10v10 "small side"/half field play, or 13v13 for full field play when applicable.

RSVP CONTINGENCIES

(Added for clarification on 7/22/20)

-- RSVP'd players that show up between 9 and 9:15 may join in order of arrival on the field with least number of players, as indicated by the Admins. If possible, we will accommodate the intensity level preferred, but players forfeit this option by being late. The later the arrival, the more likely the player will forfeit their spot entirely and be replaced by those first on the Waitlist at 9:00, and then the non-RSVP'd players at 9:15 when the player is considered a No Show. These late-coming players will start in goal where applicable.

-- Players on the Waitlist that show up can join in place of no-shows, and must note their Check In time. If cap is met and there are not any late players or No Shows, they cannot play. If there are more Waitlist players than cap will allow, they will be allowed to play in order of Check In. They may jump on the field indicated by the Admins, with option for intensity level preference, if available. This starts as early as 9:00 if games are already going. These players get preference over non-RSVPers as they did make the attempt to RSVP, but were over the initial cap placed on Endalgo. These players will start in goal where applicable.

-- Those that have NOT RSVP'd but have shown up need to note their Check In time, and then must stand to the side and wait until 9:15 when final arrivals are considered No Shows. So long as the number of players on each field does not exceed the cap, they may then jump on to whatever teamfieldd as indicated by the Admin. If numbers exceed the allowed cap, it will be in order of check-in until cap is reached. If possible, we will accommodate the intensity level preferred, but players forfeit that choice by not RSVPing. These players will start in goal where applicable.

FIELD SPLITS

Our goal is to provide options for Casual Play and Higher Intensity play when numbers allow.

For numbers less than 66 people:

We plan to have one High Intensity field play full-field with a maximum of 13v13, large goals with goalies (players rotate in goal when full-time keeper is not available, late arrivals start in goal).

Second field will be split into 2 half-field games, one Casual and one Higher Intensity. These will be up to 10v10 (accommodating a max of 40 when allowed).

Small Field set up:

- 7 vs 7 and under - no keepers (small goals)
- 8 vs 8 - with keepers (medium goals)
- 9 vs 9 - with keepers (medium goals)
- 10 vs 10 - with keepers (medium goals)

Big Field set up:

- 10 vs 10 - with keepers (large goals)
- 11 vs 11 - with keepers (large goals)
- 12 vs 12 - with keepers (large goals)
- 13 vs 13 - with keepers (large goals)

Number splits for small-sided games:

Numbers of 20-26 players can choose to play full field or can play on half field/small field splits. Fewer numbers than that break into one small field game.

- 26: splits into 2 smaller games of 6 vs 6 (small goals) and 7 vs 7 - (small goals, no keepers)
- 28: splits into 2 smaller games of 7 vs 7 (small goals, no keepers)
- 30: splits into 2 smaller games of 7 vs 7 (small goals, no keepers) and 8 vs 8 - with keepers (medium goals)
- 32: splits into 2 smaller games of 8 vs 8 - with keepers (medium goals)
- 34: splits into 2 smaller games of 8 vs 8 and 9 vs 9 - with keepers (medium goals)
- 36-40: splits into 2 smaller games of 9 vs 9- with keepers (medium goals)

The above splits can be combined in any way that adds up to the numbers available in order to maintain a split of High Intensity and Casual, ie: 30 people = 6v6 + 9v9. The ideal game sizes for half field are 7v7 through 9v9.

If we are playing with more than 40 for the small-sided field, both fields will split to small-sided games with the same guidelines.

FIELD SPLIT CONTINGENCY PLAN

If the lights fail to work for both fields and we have the number for the night, we will play small-sided games and alternate every 10 minutes or first to 2 goals, whichever happens sooner. In event of a 0-0 or 1-1 tie at the end of 10 minutes, the team that was on longest will rotate out. Otherwise, winning team remains (ie team with 1-0 score stays on).