Adult Soccer

Indoor 6v6

League Rules

Keva Sports Center

KEVA Sports Center Officials will use IFAB Laws of the Game, with the exceptions listed below. All players and coaches are responsible for the knowledge and understanding of the Keva Sports Center. All referee decisions are final.

KEVA Sports Center is a Recreational sports facility and hopes all players have fun and play safe.

Team managers have the responsibility of informing team members of these rules and regulations and assuring Keva these rules will be followed.

Contents

1. Rosters and Players 2
2. Player's Equipment 2
3. Referees 3
4. The Duration of the Game 4
5. The Start and Restart of Play 4
6. Three Line Violation 4
7. Ball In and Out of Play 5
8. Goalkeepers 5
9. Coed & Age Specific Leagues 6
10. Fouls and Misconducts 7
11. Free Kicks 9
12. The Penalty Kick 10
13. Miscellaneous 11
14. Player Physicality Policies 12

1. Rosters and Players

1.1. Rosters are to be finalized two weeks after the start of each session. **Teams must have a minimum of 8 players on the roster.** Rosters are defined as players recorded on the specific team in the DaySmart scheduling system at KEVA Sports Center. Rosters will include:

- **Online Waiver**. Online waivers are included in the registration process and are to be submitted prior to the team's first game. Online waivers are valid for one (1) year increments and must be resigned annually.
- **Membership**. All players must have a valid KEVA membership to play in league games.
- Valid Age verification (see section 9 for age verification)

1.2. Players may only register to play on one team (on one roster) in the same division per session.

1.3. Teams who are short players for a given game may recruit player substitutes from other teams/rosters; however, the game will count as a forfeit for that team and the game will be played as a friendly.

1. Please let the ref and other manager know of the situation.
2. Look for other players on the other team.
3. Look for players in the same league
4. Look for players of the same age
5. You can look for players just to have a game

- Since the game is a forfeit, player substitutes of different ages may participate if approved by teams and the referee.
- The referee will note **forfeit** on the score sheet.

1.2. Substitutions are unlimited and made "on the fly." The players coming off the field must be adjacent to the door and within 5 feet before the incoming player enters the field.

1.3. The minimum number of field players a team must have is 3. If the team does not have this many ready to play within 5 minutes of the scheduled start, the game will be a forfeit and the opposing team may have the option of using the rest of the time for a practice or friendly. No refunds will be given for forfeits.

1.4. If a team is ahead by 6 goals, the losing team adds a player to the field until the goal differential is less than 4.

2. Player's Equipment

2.1. Shin guards must be worn by all players. If a player is found without shin guards on the field, a yellow card may be shown – No exceptions. Players without shin guards will not be allowed to play. Shin guards must be covered with socks.

2.2. Shin guards must be age and size appropriate and fit the individual player's physical dimensions.

2.3. Spitting on the field and bench is a red card offense. If a player is seen spitting on the field, they may be shown a red card. Therefore, the player will be asked to leave the current game and the team will face a 5 minute penalty.

2.4. Keva's cleat policy will be enforced. Bars, blades, or other modified cleats are prohibited. Visit www.kevasports.com for specific information or ask a Keva Sports Center associate.

2.5. Indoor soccer shoes are strongly recommended. Flat soled shoes, turf, or round molded cleats are allowed.

2.6. Kneepads are strongly recommended for players at all age levels.

2.7. Sweatpants, long sleeve jerseys, knee & elbow pads are strongly recommended for all goalkeepers.

2.8. Jerseys shall be similarly colored jerseys or T-shirts. In the event of a color conflict, the home team shall wear an alternate color.

2.9. Players may not wear dangerous equipment. This includes, but is not limited to, orthopedic casts, air-splints or metal splints, or hard casts – even if they are padded. The referee has the final decision.

2.10. All loose dangling and protruding jewelry, watches, and other dangerous equipment must be removed during games.

3. Referees

Decisions will be made to the best of the referee's ability according to the Laws of the Game and the 'spirit of the game' and will be based on the opinion of the referee, who has the discretion to take appropriate action within the framework of the Laws of the Game.

The decisions of the referee regarding facts connected with play, including whether a goal is scored and the result of the match, are final. The decisions of the referee, and all other match officials, must always be respected. The referee may not change a restart decision on realizing that it is incorrect or on the advice of another match official.

3.1. The referee has the authority from the moment they enter the playing area until they leave the playing area.

3.2. The referee's decision is final. Player or manager dissent may result in a yellow card or red card being issued to the offending person. **Profane dissent will result in a red card and at least a one game suspension.**

3.3. Play is stopped when the referee's whistle is blown.

3.4. The game clock will start at the scheduled game time. This will occur whether teams are or are not ready to play.

3.5. Acts on the advice of other match officials regarding incidents that the referee has not seen.

3.6. **At no time are players, managers, team personnel, or supporters allowed to threaten or touch a referee. Players, coaches, and supporters who do commit such an act will be immediately removed from the facility.**

4. The Duration of the Game

4.1. The game will be divided into two 25-minutes halves with a 3-minute halftime in between.
4.2. There will be no overtime. Tied scores stand as such.
4.3. Time may be extended at the end of any period for the taking of a free or penalty kick (Ex: Delay of Game) **Up to one minute may be added for the free or penalty kick, Referee will have final say.**
4.4. The game clock is expected to begin running 5 minutes after the scheduled start time for EVERY match. We recommend teams to arrive early to avoid missing playing time.
4.5. Teams can expect shorter playing time if:
- One or both teams are not set to kick off at the scheduled time.
- An injury occurs in which medical attention is required.
- Any unforeseen event that temporarily interrupts the field or referee availability.

4.6. A facility manager on duty or the referee may terminate the game at any time due to the conduct or actions of either team or their supporters if the referee or facility manager deems that conduct or actions are detrimental to the game.

5. The Start and Restart of Play

5.1. Play starts from the center of the midfield circle when the referee blows the whistle. The ball is in play when it is kicked and clearly moves.
5.2. All players except the kicker must be in their own halves and must be outside the center circle. If the kicker touches the ball before another player touches it, a direct free kick is awarded.
5.3. The ball must be stationary on the mark.
5.4. A goal can be scored on a kick-off.
5.5. Teams may or may not switch sides if both teams agree. The referee has the final say.
5.6. **Drop ball.**
- The ball is in play when the ball touches the ground.
- All players from both teams must be about 10 feet away.
- The ball is dropped again if it touches a player before it touches the ground leaves the field of play after it touches the ground without touching a player.
- Drop balls are indirect.
- If the drop ball enters the opponent's goal without touching two players, a goal kick is awarded. If it enters the team's goal, a corner kick is awarded.
- If the drop ball enters the opponent's goal without touching two players, a goal kick is awarded. If it enters the team's goal, a corner kick is awarded.

5.7. The ball is in play at all other times when it touches a match official and when it rebounds off the wall and plexiglass and remains on the field of play.
5.8. All players have 5 seconds to play the ball on free kicks or other restarts.

6. Three Line Violation

6.1. A 3-line violation occurs when the ball moves forward in the air across all 3 lines without touching the floor, a player, or a wall before crossing the third line. The opposing team will be awarded a free kick from the mark on the first line it crossed.
6.2. **A 3-line violation also occurs when the goalkeeper throws the ball across all three lines.**

7. Ball In and Out of Play

7.1. The ball is out of play when it hits any of the netting above the wall and plexiglass to the ceiling. The ball is out of play if it is played into the players' bench. A direct free kick will be awarded to the opposing team from where the ball went out of play.
- The ball is placed about 2 feet away from the wall.
- If the ball hits the netting on the end, then either a corner kick or a goal kick will be awarded.

7.2. If the ball is cleared or intentionally kicked into the ceiling, the offending player may receive a yellow card. If the same player repeats this offense a second yellow card may be issued. The ball is spotted on the ground below where it hit the ceiling.

7.3. If the ball is deflected into the ceiling unintentionally, there will be no penalty, but the same restart procedure as above will occur.
- If the ball is cleared into the ceiling inside the penalty area. The restart will be a corner kick.

7.4. The ball is out of play if it touches the referee and remains on the field of play and a team starts a promising attack, a goal is scored, or the team in possession of the ball changes. The play will be restarted with a drop ball.

8. Goalkeepers

8.1. Goalkeepers are not permitted to retrieve the ball outside the penalty area, bring the ball back into the area, and then pick up the ball with their hands.

8.2. Pass back rule:
- If the ball is intentionally passed to the goalkeeper by a teammate's ankle or foot, the goalkeeper may not pick up the ball.
- **An indirect free kick will be awarded on top of the arc.**

8.3. Substitutions for the goalkeeper can only occur when:
1. The new goalkeeper is completely outfitted & ready to play.
2. During stoppage of play when the substituting team has the ball.
3. The referee had clearly been notified & acknowledged the substitution.

8.4. The goalkeeper may slide for the ball inside the penalty area.
- **The referee will determine if the slide was reckless, and if a card is shown.**

8.5. A goalkeeper may pick up the ball only after the ball is completely inside the penalty area.

8.6. A goalkeeper is considered to be in control of the ball with the hand(s) when:
- The ball is between the hands or between the hand and any surface (e.g., ground, own body) or by touching it with any part of the hands or arms, except if the ball rebounds from the goalkeeper or the goalkeeper has made a save.
- Holding the ball in the outstretched open hand.
- Bouncing it on the ground or throwing it in the air

8.7. A goalkeeper cannot be challenged by an opponent when in control of the ball with the hand(s).

8.8. The goalkeeper may not punt or drop kick the ball at any time.

8.9. An indirect free kick on top of the arc is awarded if a goalkeeper, inside their penalty area, commits any of the following offences:
- Slides in a reckless manner
- Controls the ball with the hand/arm for more than six seconds before releasing it. Touches the ball with the hand/arm after releasing it and before it has touched another player.
- Touches the ball with the hand/arm, unless the goalkeeper has clearly kicked or attempted to kick the ball to release it into play, after:
  - It has been deliberately kicked to the goalkeeper by a team-mate.

- Receiving it directly from a free kick taken by a team-mate.

9. Coed & Age Specific Leagues

9.1. The High & Hard rule will be enforced in Coed Recreational, Coed Intermediate, and Women's leagues.

- Teams will not have the ability to waive the High & Hard rule.
- In Coed Intermediate, Coed Intermediate (4 Males), and Women's League, High & Hard will be penalized and a direct free kick will be awarded to the opposing team from where it occurred.
- In Coed Recreational and Coed Recreational (4-Males), High & Hard may result in a Yellow Card upon the referee discretion.

9.2. Indoor Coed Recreational/Intermediate League Rule:

- Maximum 3 males playing including the goalkeeper. (Minimum 3 females, including the goalkeeper)

9.3. Indoor Coed Recreational/Intermediate 4 Males League Rule:

- Maximum 4 males playing including the goalkeeper. (Minimum 2 females, including goalkeeper)

9.4. Outdoor Coed Recreational/Intermediate League Rule:

- Maximum 3 male field players. (Minimum 3 female field players) Goalkeeper can be either gender.

9.5. Outdoor Coed Recreational/Intermediate 4 Males League Rule:

- Maximum 4 male field players. (Minimum 2 female field players) Goalkeeper can be either gender.

9.6. Men's Over 30 League teams must have 100% of roster age 30 or above. **NO EXCEPTIONS.**

9.7. Men's Over 40 League teams must have 100% of roster age 40 or above. **NO EXCEPTIONS.**

9.8. Men's Over 50 League teams must have 100% of roster age 50 or above. **NO EXCEPTIONS.**

9.9. Referees will have final say over age restrictions. If a team has questions regarding the eligibility of a player, they will be able to follow a process to resolve the issue.

1. Team must bring it up to the referee prior to the start of the game – the game clock will start when the referee sees fit and may continue to resolve issues as play clock runs.
2. Referee will have the right to check the ID of the player(s) in question. If the player(s) does not have or does not wish to share the ID, that player will not be allowed to play. The ID and age may also be verified at the front desk by the player. *See section one regarding rosters and player substitutes.*
3. If the player is not eligible, the player cannot play unless the team with the underage player forfeits and both teams & referee agrees to play a friendly. *See section one regarding rosters and player substitutes.*
4. The referee will record the information on the score sheet.

10. Fouls and Misconducts

10.1. **A direct free kick** is awarded if a player commits any of the following offences against an opponent in a manner considered by the referee to be careless, reckless or using excessive force:

- Jumps at an opponent.
- Holds an opponent.
- Pushes an opponent.
- Strikes or attempts to strike an opponent. (including head-butt)
- Charges an opponent.
- Tackles or challenges an opponent.
- Kicks or attempts to kick an opponent.
- Trips or attempts to trip an opponent.
- Sliding (other than goalkeeper)
- Spits at an opponent.
- A handball offence (except for the goalkeeper within their penalty area)
- Holds an opponent.
- Impedes an opponent with contact.
- Bites or spits at someone on the team lists or a match official.
- Throws an object at the ball, an opponent or a match official, or contacts the ball with a held object.

10.2. Careless is when a player shows a lack of attention or consideration when making a challenge or acts without precaution. No disciplinary sanction is needed.

10.3. Reckless is when a player acts with disregard to the danger to, or consequences for, an opponent and must be cautioned.

10.4. Using excessive force is when a player exceeds the necessary use of force and/or endangers the safety of an opponent and must be sent off.

10.5. A player attempting to win the ball back must be parallel or nearly parallel to the player in possession and win the ball cleanly. No tackling from behind or attempting to win the ball when not parallel will not be allowed. If this occurs and the attacking player goes down, or if the action is deemed dangerous by the referee, a foul will be called—even if the defender makes contact with the ball first. Depending on the severity of the play, and if it takes place inside the penalty area, the referee may award a penalty kick. **Less severe actions of this nature considered dangerous may result in an indirect free kick.**

10.6. An indirect free kick will be awarded if:

- Plays in a dangerous manner.
  - Sliding
- Impedes the progress of an opponent without any contact being made.
- Is guilty of dissent, using offensive, insulting or abusive language and/or action(s) or other verbal offences.
- Prevents the goalkeeper from releasing the ball from the hands or kicks or attempts to kick the ball when the goalkeeper is in the process of releasing it.
- Initiates a deliberate trick for the ball to be passed (including from a free kick or goal kick) to the goalkeeper with the head, chest, knee etc. to circumvent the Law, whether the goalkeeper touches the ball with the hands; the goalkeeper is penalized if responsible for initiating the deliberate trick.
- Commits any other offence, not mentioned in the Laws, for which play is stopped to caution or send off a player.

10.7. **An indirect free kick** on top of the arc is awarded if a goalkeeper, inside their penalty area, commits any of the following offences:

- Controls the ball with the hand/arm for more than six seconds before releasing it.
- Touches the ball with the hand/arm after releasing it and before it has touched another player.
- Touches the ball with the hand/arm, unless the goalkeeper has clearly kicked or attempted to kick the ball to release it into play, after:
  - It has been deliberately kicked to the goalkeeper by a team-mate.
  - Receiving it directly from a free kick taken by a team-mate.

10.8. For the purposes of determining handball offenses, the upper boundary of the arm is in line with the bottom of the armpit. Not every touch of a player's hand/arm with the ball is an offence. It is an offence if:

- Deliberately touches the ball with their hand/arm, for example moving the hand/arm towards the ball.
- Touches the ball with their hand/arm when it has made their body unnaturally bigger. A player is considered to have made their body unnaturally bigger when the position of their hand/arm is not a consequence of, or justifiable by, the player's body movement for that specific situation. By having their hand/arm in such a position, the player takes a risk of their hand/arm being hit by the ball and being penalized.
- Scores in the opponents' goal:
  - Directly from their hand/arm, even if accidental, including by the goalkeeper.
  - Immediately after the ball has touched their hand/arm, even if accidental.

10.9. **High & Hard:** Any hard kick that is **made above chest height** when opposing players (other than the goalkeeper) are near the path of the ball will be ruled illegal. This rule does not apply when the kicking player is shooting directly on goal with only the goalkeeper in the path of the ball.

- Rule in effect for Adult Leagues involving Coed Intermediate, Coed Recreational, and Women's leagues.

10.10. **Any of the following fouls committed by a defensive player inside their penalty area will result in an indirect free kick from the top of the arc outside the penalty area**. A wall may be used to defend the free kick.

- Dangerous play (high kick, sliding, etc.).
- Obstruction.
- Handling of pass-back by the goalkeeper.
- Handling the ball by the goalkeeper again after it has been released from their possession & has not touched any player.
- High and Hard

10.11. Denying an Obvious Goal Scoring Opportunity (DOGSO):

- The following must be considered:
  - distance between the offence and the goal
  - general direction of the play
  - likelihood of keeping or gaining control of the ball
  - location and number of defenders
- The offender is cautioned if the offence was an attempt to play the ball or a challenge for the ball.
  - in all other circumstances (e.g., holding, pulling, pushing, no possibility to play the ball etc.), the offending player must be sent off.
- If a player slides to deny a goal scoring opportunity, then:
  - The player is issued a yellow card.

- **An indirect free kick is awarded to the other team. If occurred inside the penalty area. The indirect free kick is awarded on top of the arc.**

10.12. **Yellow card** is a warning. It will result in a 2-minute penalty to be served by the offending player(s) and their respective team(s) playing shorthanded for the duration of the penalty. That team will play shorthanded until 2 minutes has passed, or a goal has been scored against them.

- **Goal keepers must come off the field for 2 minutes if they receive a yellow card, teams cannot take another field player off.**

Red card will result in ejection from the current game, the offending player's team(s) playing shorthanded, *and* a minimum one-week suspension regardless of the number of teams that player is on. The team will play shorthanded for no more or no less than five minutes, regardless of the number of goals the other team may score. The ejected player must leave the bench area and may be asked to exit the facility. If a player on the bench receives a red card, the team must remove a player from the field and continue to play shorthanded for 5 minutes. Substitutions can continue as normal.

10.13. **Any player that received a yellow or red card must give his first and last name to the referee.**

- **Players persistently carded may receive longer suspensions**.

10.14. No spitting on the field or in bench areas. Players or managers seen spitting on the field or bench areas will be ejected from the current game. Please use trash cans provided in bench areas.

10.15. **Fighting will not be tolerated**: Violators will be issued a red card, may be escorted out of the facility, and any future participation at KEVA Sports Center may be prohibited. **Any physical altercation may result in a suspension or ban from the facility.**

10.16. Any player or manager that must be removed from league play or the building because of misconduct will not be refunded for league fees.

11. Free Kicks

11.1. The opposing team must quickly allow a distance of 10 feet.

11.2. If, when a free kick is taken, an opponent is closer to the ball than the required distance, the kick is retaken unless the advantage can be applied; but if a player takes a free kick quickly and an opponent who is less than 10 feet from the ball intercepts it, the referee allows play to continue. However, an opponent who deliberately prevents a free kick being taken quickly must be cautioned for delaying the restart of play.

12. The Penalty Kick

12.1. The ball is placed on top of the arc.

12.2. The player taking the penalty kick must be clearly identified.

12.3. The defending goalkeeper must remain on the goal line, facing the kicker, between the goalposts, until the ball is kicked. The goalkeeper must not behave in a way that unfairly distracts the kicker, e.g., delaying the taking of the kick or touching the goalposts, crossbar or goal net.

12.4. The players other than the kicker and goalkeeper must be behind the line between the goalkeeper penalty arc and the center of the field.

12.5. The player taking the penalty kick must kick the ball forward; backheeling is permitted provided the ball moves forward.

12.6. When the ball is kicked, the defending goalkeeper must have at least part of one foot touching, in line with, or behind, the goal line.

12.7. The kicker must not play the ball again until it has touched another player.

OUTCOME OF THE PENALTY KICK

	Goal	**No Goal**
Encroachment by attacking player	Penalty is retaken	Indirect free kick
Encroachment by defending player	Goal	Penalty is retaken
Encroachment by defending and attacking player	Penalty is retaken	Penalty is retaken
Offence by goalkeeper	Goal	Not saved: penalty is not retaken (unless kicker is clearly impacted) Saved: penalty is retaken and warning for goalkeeper; caution for any further offence(s)
Goalkeeper and kicker offend at the same time	Indirect free kick and caution for kicker	Indirect free kick and caution for kicker
Ball kicked backwards	Indirect free kick	Indirect free kick
'Illegal' feinting	Indirect free kick and caution for kicker	Indirect free kick and caution for kicker
Wrong kicker	Indirect free kick and caution for wrong kicker	Indirect free kick and caution for wrong kicker

13. Miscellaneous

13.1. Keva Sports Center management reserves the right to expel a player or manager from league play for gross violations of the Laws of the Game, the League Rules, or damages to the property of Keva Sports Center.

13.2. Management reserves the right to change League Rules at any time to make the game of soccer safer and more enjoyable for all participants and spectators.

13.3. A $300 deposit must be paid prior to the registration deadline to register a team into a league. The deposit will be credited toward the registration fee. Fees will not be refunded to any team canceling within 3 weeks of league starting.

13.4. League fees include Wisconsin state sales tax.

13.5. All league fees to be paid in full before the team's first game. A late fee of $25 will be assessed to the team if the balance is not paid prior to the first game. The team will not be allowed to play until the balance is paid.

13.6. Game day requests must be emailed to dfreitag@kevasports.com on or before the registration deadline of the upcoming session in order to be considered.

- If needed, each team will be allowed 1 reschedule to be used in the regular season. After the reschedule is used, any no show or cancellation will result in an automatic forfeit and will NOT be rescheduled. If you are rescheduling, you will need to contact KEVA at 608-662-7529 by 12pm the day before your scheduled game (please plan accordingly if your game is after a Holiday as the reschedule request needs to come in on a day we are open) in order to accommodate the reschedule. KEVA does reserve the right to reschedule on an alternate day of play based on availability. Teams must be prepared to play games on days/times that were not specified.

13.7. If games need to be canceled because of weather or other uncontrollable circumstances, each team manager will be called at least two hours prior to your game. After that time, the decision will be made at the field by the referee depending on the conditions.

- Games canceled due to weather or other uncontrollable circumstances will be rescheduled. These rescheduled games may be played on days and times that were not specified.

13.8. No refunds will be given instead of re-scheduled games.

13.9. Games that are forfeited will not be rescheduled nor will refunds be given.

13.10. Should a team forfeit two games within one season they will be expelled from the league without refund or credit of registration fees. All remaining games will be forfeited to opponents who may utilize the scheduled field times for practice or scrimmage purposes.

13.11. **Fighting or vandalism will not be tolerated** on the premises. Violators will be escorted out of the facility and any future participation at Keva Sports Center can be prohibited.

13.12. Any supervisor, manager, or referee has the right to remove players, coaches, teams or spectators from the facility.

Player Physicality Policies

Disclaimer:

The enforcement of these policies will rely on judgments made by the officials and by the managerial team at KEVA Sports Center.

Contact and semi-contact sports will always have a physical aspect that fluctuates in every game due to many factors. Therefore, determining what is inappropriate is a judgment call that the officials and KEVA are required to make.

We cannot, and will not, promise that we will be able to discover every nuance upon investigation. We will rely on the information we are able to obtain and the records that we keep on team behavior to come to final decisions.

We suggest that teams err on the side of caution to reduce the likelihood of creating a situation where we disagree on the severity of an altercation.

These policies will not negate or nullify other player-conduct expectations outside of the ones listed here.

Summary of policy updates:

1. **Teams will receive zero tolerance for any violent and inappropriately physical behavior displayed by their players.**

0. **Teams are expected to walk away and disengage from provocation. Retaliation will also not be tolerated.**

0. **Reported behavior displayed by a team or player prior to an altercation may be used as the determining factor for suspensions if an altercation has gray area or if there is a he-said, she-said scenario.**

0. **An excessive accumulation of yellow cards for physical violations, and red cards for any reason throughout a season will result in team suspensions.**

Teams will receive zero tolerance for any violent and inappropriately physical behavior displayed by their players.

- Any team that has a player that attacks or assaults another player will result in immediate termination of the current game and a suspension for the entire team.
- Players and teams contributing to inappropriate physical escalation prior to an assault may also be subject to suspension.
- The length of the suspension will vary depending on the severity of the altercation, but may be issued for up to a year.
- Video evidence and unbiased reports of teammates attempting to prevent the altercation will be taken into consideration for the length of the team suspension.
- Violent and inappropriately dangerous behavior includes, **but is not limited to**, punching, slapping, kicking, headbutting, elbowing, checking, and any behavior that is part of typical gameplay but has exceeded appropriate levels.

Teams are expected to walk away and disengage from provocation. Retaliation will also not be tolerated.

- Teams and players are expected to disengage rather than retaliate when dangerous behavior is displayed by opponents to prevent altercations from occurring.
- Teams with players who retaliate will also be subject to a penalization that will be dependent on the details and severity.
- Teams that believe their opponents are behaving dangerously have a responsibility to report to the official and request a termination of the current game.
- The referee will confirm this decision with the team manager and the remaining members of the team and will end the game immediately when this occurs.
- The official's report of the player's behavior, video footage, prior altercations, and previously issued red/yellow cards will all be used to determine the next steps.
- Teams will not lose out on game time for ending games early for **legitimate** safety concerns. After the game has been reviewed, reschedule arrangements will be made for the reporting team if their claims have been verified. However, any teams found to be misconveying any information or weaponizing this reporting system will not be tolerated.
- Games that have ended early due to safety concerns but did not result in penalties for either team will also be rescheduled for both teams. Again, any teams found to be misconveying any information or weaponizing this reporting system will not be tolerated.

Reported behavior displayed by a team or player prior to an altercation may be used as the determining factor for suspensions if an altercation has gray area or if there is a he-said, she-said scenario.

- Altercations will be investigated as best as possible. We will review surveillance footage and obtain as many unbiased reports on the altercation as we can to make a determination.
- If a clear conclusion cannot be reached through these reports, then the official's report on the behavior displayed by the teams preceding the altercation will become the determining factor.

An excessive accumulation of yellow cards for physical violations, and red cards for any reason throughout a season will result in team suspensions.

- Once a team has cumulatively surpassed a set threshold for red or yellow cards issued for physical reasons in a single season, the team will be considered overly physical and a potential safety risk and will receive a one-game suspension for the entire team.
- The maximum number of yellow cards a team can receive for physical infractions without incurring a team suspension is four. Once a team has received a 5th yellow card, regardless of which player(s) received the yellow cards, the entire team will be suspended from their next game.
- The maximum number of red cards a team can receive for any reason without incurring a team suspension is two. Once a team has received a 3rd red card, regardless of which player(s) received the red cards, the entire team will be suspended from their next game.
- Individual consequences for red and yellow cards will still be in effect regardless of if the team has reached the threshold or not.
- The number of accumulated violations will reset at the end of each season.

No refunds or credits will be given to teams that have been suspended due to poor behavior. Future opponents of suspended teams will be found a replacement team either during the original game time or at a rescheduled time (this will not affect a team's seasonal reschedule request). If KEVA cannot find a replacement team for the opponents, then a refund or credit will be issued to the team. It is never our intention for respectful and in-control teams to also be penalized due to the suspension of their opponents.

Why are teams responsible for the actions of individuals?

- Private teams have all of the power to choose the players representing their team. If a team is perfect except for one reckless individual, the responsibility is on the team to stop allowing them to poorly represent you. Failure to do so is a failure of the team.
- KEVA will never be as effective at preventing player misconduct as an individual's teammates are. We will never know your teammates as well as you or be able to influence their behavior as well as you can. Therefore, we must structure our policies to encourage the individuals with the most power to control their players to do so.
- Rarely is it the case that a player suddenly and individually creates a serious altercation. Typically, tension builds throughout the game due to many actions and behaviors from multiple players until an altercation eventually erupts. It is much more common that multiple players contributed to the ultimate outcome and so it is frequently more fitting that the whole team bears responsibility.