# KICK CITY RULES AND POLICIES
# 2026

## OFFICIAL INDOOR SOCCER RULES

### The Ball

1) Size 5 soccer balls will be used for all adult games as well as 14 and Under and High School.
2) Size 4 soccer balls will be used for 11 and under, 9 and Under and Micro Leagues.
3) Teams must provide their own soccer balls for warm-up and practice sessions.
4) Home team must provide a game ball approved for play by the official.

### Number of Players

1) U-11 and under – 7 players, one of whom shall be the goalkeeper
2) U-13 and over – 6 players, one of whom shall be the goalkeeper
3) Main Field Adult – 6 players, one of whom shall be a goalkeeper
4) Coed – 3 male players and 3 female players, the goalkeeper may be of either gender.
5) Minimum number of players to start the game is 5 for coed (2 male and 2 females on the field) and U11 and younger, all other divisions are 4 players.
6) Unlimited number of substitutions allowed as follows:
    - During play – Player must be within 1 yard at his/her bench area or off the field before a substitute player can enter.
    - Guaranteed – After a goal is scored, after a time penalty is awarded or on an injury
    - For leagues that have a championship game: during the last minute of the game the clock may be stopped by the referee using his/her discretion if the game is within one goal to give the teams their guaranteed sub and to ensure that there is no delaying by either team.
7) Substitutions are allowed on FREE KICKS – not guaranteed. There may only be a keeper change on a dead ball, and the referee must be notified.
8) Players arriving late may be allowed onto the field on a dead ball, only with proof and the permission of the referee. Players entering the field without permission will be sent off and team shall serve a blue card penalty.
9) Game clocks will begin at the scheduled time regardless of team readiness. If one team is unable to start the match they will be penalized 1 goal per minute. Five minutes after game time is forfeit time. Team(s) unable to field minimum number of players as required by division or league shall forfeit the match. If teams decide to play a forfeited match, a referee is required to stay on the field. He/she will have the same authority as any other match. Forfeited games will result in a 5-0 score.

### Duration of the Game:

1) There will be an equipment check and a roster check-in before each match.
2) Adults play 22-minute halves, High School play 20-minute halves and U15 and under play 20-minute halves.
3) Halftime will be at least one minute and no longer than two minutes.
4) The official may stop the clock in the case of emergency or the playing field has become unsafe.
5) The clock shall be stopped only for serious injuries and official timeouts.
6) The referee may start play before one or both teams are ready if the referee thinks the team is not adequately preparing themselves for the game or simply stalling. Any goals scored after the referee's whistle count regardless of the team's readiness. If a team does not have the minimum number of players the clock will be started regardless of readiness.

### Start of Play:

1) All games need to be started with at least 4 or 5 players, depending on the league.
2) Home team will kick-off
3) Teams will change direction at half time and alternate kick-off.
4) A kickoff must be played within 6 seconds of the referee's whistle or the opposing team is awarded the ball. The kickoff is not required to go forward; it may be played immediately backward on the referee's whistle.

### Player Boxes:

1) Kick City will not be held liable for anyone who is injured in the player boxes. Children of players may be in the player boxes during games if the parents have signed a liability waiver for each child.
2) The home team is the first name listed on the schedule.

3) Jumping over the boards out of the player box will result in an automatic blue card.

### Ball In and Out Of Play:

1) The ball is out of play when it touches any protective netting, or leaves the field of play at any point. Play is restarted by the opposing team.
2) Any ball touching the side netting or entering the players/penalty boxes will be awarded as a “kick in”. The game is restarted from point on the side with a kick.
3) Any ball touching the netting behind the goals and/or red-painted boards above the goals and between the corner kick dots will be awarded as a “keeper throw” or a “corner kick”.
4) Any ball hitting the ceiling will be kicked from the red line on the side of the field from which the ball was first kicked. If it hits the side netting the ball will be kicked from the spot where it went out.
5) Players have 6 seconds to take a kick once it has been awarded by the referee.

### Three Line Violations:

1) When the ball crosses both red lines and the center line in the air towards an opponent’s goal, without being touched by another player or touching the perimeter wall, this is considered to be a three-line pass.
2) A three line violation will result in the opposing team receiving a free kick anywhere on the yellow line that was first crossed.
3) A goalkeeper can never propel the ball over all three lines in the air.
4) Teams playing two players short are not punished.

### Method of Scoring:

1) A goal is scored when the **whole of the ball** has passed over the goal line, between the goal posts, and under the crossbar, provided it has not been thrown, carried, or intentionally propelled by hands or arm by a player of the attacking side, except in the case of a goalkeeper who is within their own penalty area.
2) The team scoring the greater number of goals shall be the winner.

### Referees:

Referees Authority – The authority of the referee(s) and their exercise of the powers granted to them by the Kick City Officials Soccer Rule book shall commence when they enter the facility. The referees are responsible for the record of the game and the control of the timekeeper (when used).

### Referees Powers:

The referee’s power of penalizing extends to offenses committed when play has been temporarily suspended or when the ball is out of play. Referees’ decisions on point of fact and interpretation of these rules connected with play shall be final so far as the result of the game is concerned. Referees’ shall have the power to:

a) Enforce the Rules: Should a player commit two or more infringements of a different nature, the referee shall penalize the more serious offense.
b) Discretionary Power: The referee(s) have discretionary power to stop the game for any infringement of the rules, and to terminate the game by reason of the elements, interference of the spectators, or other cause that they deem such stoppage necessary. In such case, a detailed report shall be submitted.
c) Penalize and Caution: From the time they enter the field of play, penalize any player or non-playing team personnel guilty of misconduct, caution any players for unsporting behavior, and if he/she persists, eject the offending person from further participation in the game. In such cases, a report will be submitted to the management of the “Park”.
d) Illegal Entry: The referee(s) shall not allow any person other than the players to enter the field of play without permission.
e) Injury Stoppage: The referee (s) may stop the game if in their opinion a player has been injured.
f) Ejection: The referee(s) shall send off the field of play and/or out of the building any player or coach who, in their opinion is guilty of the following: violent conduct or serious foul play, foul or abusive language/behavior, persistent misconduct, gum chewing, after having received a caution, or spitting on the turf. On simultaneous red cards (red cards issued to players on opposing teams at the same time), players are ejected from play and each team must play down for 5 minutes.
g) Ball and Equipment Approval: Decide that the ball(s) and other equipment provided for a match meets requirements of these rules.
h) Non-Player Discipline: Caution or eject as set forth in these rules any coach or non playing team personnel, spectator, or anyone who enters the field of play without the referee’s permission.

General

a) There will be a least one official on the field of play.
b) When there are two referees on the field, they will have equal authority and responsibility during play. The senior referee shall be the referee of higher grade.
c) They shall keep a record of the game and act as a timekeeper.

## Other Game Officials:

There may be occasions when a timekeeper/scoreboard operator is present. The timekeeper shall assist the referees by operating the official clock and scoreboard. Referees may add or subtract time as deemed appropriate.

## Free Kicks:

1) All kicks on the main field and micro field are direct.
2) The following applies to restarts:
    a. Ball is in play once it is touched
    b. Opposing player shall quickly yield 5 yards from the ball. Dissent upon a request from the official shall result in a blue card being issued and the violating player being assessed a two-minute penalty.
    c. Player taking kick cannot play again until someone else touches the ball. This includes shots off the wall.
    d. If an opponent encroaches they shall be given a 2 minute penalty for unsportsmanlike conduct.
    e. If a player taking the kick delays for longer than 6 seconds, the referee will award the ball to the opponent.
    f. All free kicks in coed must be taken by a woman. Except in Coed Premier and Competitive, anyone may take the kicks.
3) Non penal-fouls (such as a pass back to the keeper) occurring in the penalty box, will result in a direct free kick at the top of the arc.

## Penalty Kicks:

1) Set Penalty Kick
    a. Ball will be placed at the top of the arc; goalie will start with heels on the goal line.
    b. All players not taking the kick will start behind the first red line.
    c. The player taking the penalty kick will start beside the ball.
    d. The ball will become live when the player takes the kick. The player taking the kick may not touch the ball again until someone else has touched it.
2) Additional time will be allowed for the taking of the penalty kick if the time expires before the kick can be taken.

## Goal Keeper Play In:

1) When the whole of the ball passes over the end perimeter wall or hits protective netting or black-painted boards above the goals and between the corner spots, having last been played by one of the attacking team, play shall be restarted by a goal throw. Youth teams may punt the ball out of the box.
2) A throw can be taken by the goalkeeper from any point in the penalty box.
3) The three line rule will apply to goalies. A goal may be scored from such a throw if the ball touches down before the second red line.
4) The goalkeeper will have 6 seconds to play the ball once in control.

## Corner Kicks:

1) When the whole of the ball passes over the end perimeter wall (hits protective netting) between the corner spots, having last been played by one of the defending team, a corner kick shall be awarded to the attacking team.

2) A goal may be scored from a corner kick.

### Coed Soccer Rules:

1) Coed teams will consist of 3 male players, 3 female players and a goalkeeper of either gender.
2) Women take all free kicks, including kickoffs, except in Premier and Competitive when anyone can take them.
3) Any charges around the boards will be considered boarding and a free kick will be awarded, a time penalty may be awarded.
4) If a woman serving a penalty results in her team playing with less than two women on the field, a man can serve her two minute penalty. If the woman is ejected, which results in the team playing with less than two women on the field, the game is forfeited.
5) **Intimidation Rule**: If the referee feels that a player attempts to threaten or intimidate another player through aggressive or forceful play, a foul will be called and a direct free kick will be awarded. A two minute penalty MAY be awarded. This Includes:
    a. High/Hard kicks: any kicks (or goalkeeper throw) taken with excessive force in the direction of a player, and/or which rises above waist level in relation to that player. The ball need not make contact with the player in question for a foul to be called. If the woman is standing in the goalies crease then there will be no intimidation call.
    b. Physical or verbal intimidation which takes advantage of gender differences
    c. Male players may not substitute for female players; however females may play in place of males.
    d. In coed recreational and intermediate leagues if a man is deemed to be overplaying (playing aggressively against another player) a free kick or blue card may be awarded.
6) The intimidation rule does not apply to coed premier, competitive or advanced.

### Fouls and Misconduct:

Fouls: A free kick shall be awarded to the opposing team from the point of infraction, for a player who commits any of the following offenses:

1) Kicks or attempts to kick an opponent
2) Trips an opponent
3) Delay of game
4) Jumps at an opponent
5) Charges an opponent from behind
6) Plays the ball while on the ground
7) Plays in such a manner so as to be deemed out of control
8) Strikes or attempts to strike an opponent
9) Holds or pushes an opponent
10) Handles the ball (except the goalkeeper)
11) Charges an opponent into the wall
12) Slide tackles an opponent
13) Playing in a dangerous manner
14) Charges when the ball is not within playing distance
15) Obstruction
16) Indulges in tactics such as failure to distribute or play the ball outside the penalty area in 6 seconds. (No time penalty is awarded for this offense.)
17) Uses two hands against the boards in order to push off or push an opponent.
18) Uses hands to impede an opponent along the wall

All of the above calls may result in a time penalty (red, yellow or blue card) depending upon the degree of the violating player, as determined by the referee.

### Time Penalties:

1) Time penalties result in the violating player having to remove themselves from play for the designated time. The violating player's team may not replace that player on the field until the full time penalty has been served.
2) Red Cards = 5 minute penalty
3) Yellow Cards and Blue Cards = 2 minute penalties
4) On a yellow card the full 2 minute penalty must be served by the offending player.
5) A blue card penalty will end before the 2 minutes passes if the opposing team scores. The penalized player is free to take the field.
6) A time penalty of 5 minutes is awarded only at the time a player is ejected for a red card. Another team member serves the entire time penalty regardless of any goals scored.
7) The players who commit the infractions will serve all two-minute penalties.

8) On a Team 6$^{tth}$ foul per half, any player from the offending team may serve the 2 minute blue card penalty.
9) Goalkeepers will serve their own penalties when given a yellow card. A new goalkeeper must be assigned. On a blue card a field player may serve the time penalty.
10) All time penalties will be transferred from the first half to the second half.
11) If a player receives a blue or yellow card and they drop below the minimum number of players allowed on the field the game will not be a forfeit. If a player receives a red card and it means that they will have to play with less then the minimum number of players required the team must forfeit the game.

**Delay of Game:**

1) Goalkeepers shall not be considered in violation of this rule when they deflect the ball over the perimeter wall for a corner kick.
2) Kicking the ball away from referee or opponent in an attempt to slow the game or gain an advantage.

**Release of Player from the Penalty Box:**

1) At the expiration of their full time penalty.
2) (Blue Card Penalty) After a goal is scored against their team and they are shorthanded.
3) Only one player can come out per goal per team.
4) When three players from the same team are in the penalty box – four players must still be on the field, time for the third player starts when the first player time expires, and the first player may not leave penalty box until stoppage of play.
5) (Red Card Only) Substitutes for ejected players must serve the full five minutes. Team must play down one player for the entire 5 minutes of the penalty.

**Goalkeeper Restrictions:**

1) The following infractions shall cause the referee to stop play and award a free kick to the opponents at the top of the arc.
2) Once a goalkeeper has gained control of the ball with their hands they must release the ball into play within six seconds of controlling the ball. They cannot play the ball again with their hands until it has been touched by an opponent or goes out of play.
3) At no time may a goalkeeper use their hands to pick up a ball that is played back to them from a teammate's feet. A deflection with the foot or feet is permitted in circumstances where it is not deliberate (involuntary deflection or a miss-kick from a teammate). A player may use their head, chest, or thigh to pass the ball back to the goalie.
4) Illegal handball – when a goalkeeper dribbles the ball into the penalty area and places their hands on it, a hand ball will be called and a free kick will be awarded from the top of the arc.
5) There will be no time penalty awarded for any of the goalkeeper restrictions.

**Blue Cards:**

Bench, penal and unsportsmanlike conduct time penalties shall be indicated by the referees showing a blue card and announcing to the player that they will be serving a time penalty, as well as the nature of the penalty. A player receiving two blue cards in the same game will be issued a yellow card. Any player receiving three blue cards in the same game will be issued a red card.

**Blue Card Penalties:**

A player who commits any of the following offenses shall be penalized by the referee, issuing a blue card which will result in the player serving a 2 minute penalty. Once a blue card has been issued the penalty time will not begin until the player has entered the penalty box. Calls are at the referee's discretion.

1) Delay of game
2) Leaping over the dasher boards
3) Encroachment of 5 yards of a free kick – if in the opinion of the official the player has not made EVERY effort to get out of the way of play.
4) Illegal substitution
5) Player re-entering the game without making equipment adjustment
6) Unsportsmanlike conduct which includes but is not limited to:
    a. Persistent disregard for the rules
    b. Any dissent by word or action of a referee's decision
    c. Taunting the opposing team in a manner so as to cause confrontations
    d. Encouraging players by word or action to foul, harm or retaliate against the opposing team.
    e. Obstructing the goalie in any manner, as they attempt to distribute the ball with their hands

7) Slide tackling
8) A team committing a 6th foul in one half will be penalized 2 minutes. Any player may serve the 2 minutes. If the 6th foul is a blue card offense, the player will receive a blue card and the 6th foul will receive a blue card which bumps the time served to a yellow. Note: The player is not receiving a yellow but must serve the time penalty of a yellow.
9) Any of the fouls listed above under Fouls and Misconduct.

### Yellow Cards:

Cautionary time penalties shall be indicated by the referee showing a yellow card and announcing to the player that they will be serving a time penalty, as well as the nature of the penalty. A player who has received a yellow card as a result of having received two blue cards will not be required to serve two additional minutes in the penalty box. A player receiving any other penalties after a yellow card and a blue card has been issued will be issued a red card and ejected from the game.

### Yellow Card Penalties:

1) A yellow card of cautionary penalty shall be issued for the following infractions. Calls are at the referee's discretion.
2) In the opinion of the referee the incidental use of language requires a caution
3) In the opinion of the referee the call was required for game control.
4) The player persistently infringes the law.
5) The player shows by word or action dissent at any referee decision
6) The player is guilty of unsporting behavior.

### Red Cards:

Ejections shall be indicated by the referee showing a red card and announcing to the player that they are ejected from the game and the reason for the ejection. In addition, a red card results in a five minute penalty to be served by the alternate player. The full 5 minute penalty will be served regardless of scores. Players receiving a red card are suspended from all activities at Kick City until the case is ruled upon by Kick City management. The suspended player will be sent a letter regarding their actions and explaining their suspension.

### Red Card Penalties:

Red Cards are issued for the following infractions followed by ejection from the game. A player issued a red card is required to leave the building immediately. Any player refusing to leave after being asked by the person in charge, whether it is a referee or office personnel, will result in the police being called and a complaint filed.

1) Guilty of Violent Conduct
2) Guilty of Serious Foul Play
3) Persists in misconduct after being cautioned
4) They receive a third 2 minute penalty for a major or minor offense.
5) Guilty of receiving a second yellow card
6) Use of abusive language toward a player or official
7) Fighting.
8) Leaving the bench to become involved in a fight even if the intention is to break up the fight.
9) Gum chewing and spitting on the turf or building.
10) A hand ball in the box or outside of the box that results in loss of a goal for the opposing team will result in an automatic red card.

### Suspensions:

Blue and yellow cards have a point value (blue – 1, yellow – 2). Any player that receives five points in one season will be suspended for one game.

Upon receiving a red card, suspensions will be determined by the management team based off of all the information provided. Note: A players/teams actions after receiving a red card will be taken into account when determining a suspension. (Poor behavior will add additional time to the suspension).

Players/spectators/coaches need not receive a red card to be suspended.

Once a suspension has been determined the player is then suspended from all leagues at Kick City Sports Park for a pre-determined amount of time.

# Kick City House Rules

1) Goalkeepers will serve their own penalties when given a yellow card. A new goal keeper may be assigned. On a blue card a field player may serve the time penalty.
2) If a player(s) is deemed under the influence of alcohol or illegal substances prior to a match or during the match, the player(s) or team will be asked to leave the Park's premises immediately. Their membership will be suspended pending review by Kick City management team.
3) No chewing tobacco or smoking is allowed in the facility.
4) No Outside alcohol is allowed on Kick City property.
5) No chewing gum is allowed on the fields.
6) No animals except service animals are allowed in the facility.
7) No spitting in the players boxes or on the field.
8) We have the right to honor any other organization's sanctions against players, teams and officials.
9) No sliding or slide tackling.
10) There will be no warming up in the hallways, vacant fields or lobby area. No one is allowed onto the field more than 5 minutes prior to their game if they are the first game of the night.
11) Inter/Rec Goal Limit: in youth, recreational and intermediate leagues, if one team gains a 5 goal advantage over the opposing team, the opposing team may add an additional player on the field until the goal difference is less than 5. This includes coed over 30.
12) Kick City has no tolerance for fighting. The management team will determine suspensions based upon an objective assessment of each incident. BE FOREWARNED: Severe suspensions will be imposed for fighting. Any player who leaves the bench or the field to become involved in a fight, even if their intent is to break up the fight will be suspended also.

## Equipment:

1) Any player not properly equipped will not be allowed to play.
2) All players must wear indoor soccer or turf shoes, with the exception of youth classes, rentals, camps youth micro leagues and players with a shoe size larger than 15. **No cleats are allowed at any time.**
3) Goalkeepers must wear colors which distinguish them from all other players and referees.
4) Shin guards must be covered entirely by socks, playing without shin guards will result in a blue card for the player
5) A player shall not wear anything which, in the opinion of the referee, is dangerous. Dangerous equipment includes but is not limited to necklaces, watches, bracelets and dangling earrings
6) Any players with a hard cast will NOT BE ALLOWED TO PLAY.
7) Home teams will wear white shirts and, visiting teams will wear dark shirts. All teams must be wearing the same colored shirts and tie dye and camouflage jerseys are not allowed.
8) Home Team must provide a good game ball that is approved by the referee.

## Schedules and Championships:

1) Schedules will be available a week prior to the first game and can be found in your Dash account.
2) Competitive and Premier leagues will have championship games. If there are two leagues in the same division the top team from each league will play each other for the championship.
3) If a competitive or premier team forfeits more than one game in the season they will not be allowed to play in the championship game, regardless of final standings.
4) Championship Tie Procedure – In the case of a tie during a championship game, there will be a penalty shoot-out. Players will take their shot from the top of the arc.

## League Standings Point System:

1) 3 points are awarded for a win, 1 point for a draw. Any league divisions ending in a tie at the end of the league season shall be governed by the following tie breaking system: ($1^{st}$) head to head competition (unless it is a 3 way tie and the teams have not all played each other equal times) ($2^{nd}$) goal differential (goals for/against). ($3^{rd}$) coin toss
2) Goal Differential – If a team outscores another team by more than 5 goals, the goal differential in the standings will only be entered as winning by 5 goals. This will help to determine playoff standings and to place all teams on a more equal playing ground. If a team outscored another by more than 10 goals they will be sent a letter about their team conduct.
3) 3 Goal Rule – In coed intermediate and all recreational leagues no player may score more than 3 goals per game. It does not include advanced, competitive or premier leagues or Men's Intermediate.

### Protests:
Protests regarding the incorrect application of the rules of Indoor Soccer or player eligibility must be in written form and submitted to Kick City no later than 24 hours after the end of the disputed game. The ruling will be made by the Kick management team prior to the protesting team's next game.

### Ages:
1) There are age restrictions for the different levels of play. Adults must be the age of their league before their first game of the session.
2) Players may be required to show proof of age before or at any time during the season. Any player that gives false age will be suspended from all participation at Kick City.

### Age Limits for Adult Soccer Leagues:
- Premier Leagues – 16 years old
- Competitive Leagues – 15 years old
- Advanced Leagues – 14 years old
- Intermediate Leagues – 14 years old
- Recreational Leagues – 13 years old
- Women's and Men's Over 30 – 30 years old
- Women's and Men's Over 40 – 40 years old

**Micro Field Rules:**
1) Center Line free kicks will be direct.
2) You cannot score a goal directly from your own defensive side of the field.
3) 3-goal rule will apply to adult coed leagues and all youth leagues.
4) Women's and men's leagues consist of 4 field players and one goalie.

## POLICIES

### Membership
All participants need to have a Kick City Sports Park Membership. Membership is good for all sports and classes offered at Kick City Sports Park. No individual will be allowed to participate in any league game, tournament, clinic or camp until a Waiver and Release of Liability Form has all the necessary information and signatures. If a participant is under the age of 18 they must have a parent or legal guardian signature in order to participate in any activities at KCSP. Anyone who looks under the age of 21 is subject to an ID check in order to obtain a membership.

### Team Registration
For the Main Field a non-refundable $150 deposit is required to register a team along with a signed registration form. For the micro field a non-refundable $100 deposit is required to register a team along with a signed registration form. Full payment is required prior to the start of the second game. If payment is not made the team will not be allowed on the field until the full payment has been received. No refunds of credits will be given to teams after the schedules have been made and posted. Teams may pay in full at the time of registration.

### House Team Registration
Full payment and a membership are required to register for a house team. Players cannot be added to a house team without payment. Players may choose to drop from a house team or transfer to a normal team until the deadline for the season. Once a deadline has passed no refunds or credits will be given to house team players unless Kick City is unable to find a team for the players or form a house team, in this case a full refund will be given.

### Withdrawing from a League:
1) If a team must withdraws from the league for their own reasons or if they are suspended for violating Kick City rules and/or policies, the league fee will not be refunded and they will be held responsible for all remaining payments.
2) Once the schedules have been made and posted teams will no longer be allowed to withdraw from the league without being held responsible for the full payment amount. If they have paid in full there will be no refund given. If a team has not paid in full all players on the roster will be suspended until the full payment has been collected or a player pays their portion of the fees as determined by management.

## Team Managers and Coaches:

The team manager is the representative for the team and is responsible for passing on any information that Kick City needs to communicate to each team. The team manager is also responsible for seeing that all team fees are paid on time and ensuring that his or her team is aware of the rules of the game, as well as all Kick City Policies and Rules. The team manager must be at least 18 years of age.

## Refereed Games

Kick City will recruit the best referees from the area and is committed to educating, training and assessing all referees at Kick City. Referees all go through a detailed training program at Kick City. They are evaluated on a regular basis which includes regular, documented observations as well as customer feedback. Kick City appreciates feedback on referees, both good and bad.

Players, spectators, parents and coaches who yell derogatory comments to the referees, may be asked to leave the facility. Referees have complete authority and their decisions on points of fact connected with the game are final.

## League Policies

All leagues may be scheduled on various days to meet scheduling needs. Most games will be on the days listed on the information sheet. Kick City reserves the right to move teams to the league they deem appropriate.

## Rosters:

1) All current players must be on the team's roster to be eligible to play. Players can be added at anytime during the regular season. However, players must play in at least **two regular season games** to qualify to play in championship game. Players cannot be removed from a roster after the first game. Players not listed on the roster will be considered illegal players. All games played with illegal players must be forfeited.
2) Players are not allowed to play on more than one team in each division. Failure to comply will result in forfeiture of all games played with illegal players.
3) Coed teams must consist of male and female players. A coed team must have at least two male and two female players on the field at all times, plus a goalie of either gender.
4) Male players may not play in female leagues and female players cannot play in male leagues.
5) Forfeits will be declared for games involving ineligible players, suspended players, or players without a current membership. The score of a forfeited game will be 5-0. Any team that accrues three no shows in one season will be expelled from the league.
6) Any individual posing as another person or using false information when joining Kick City will be considered an illegal player and all games involving that player will be a forfeit. The guilty player will also be suspended from further activity at Kick City pending a management team ruling.
7) Playing while knowingly suspended will result in a forfeit of the game and the guilty player will be suspended from further activity at Kick City.
8) Any person signing a waiver for a minor who cannot legally do so, will cause the team with that minor player to forfeit the game and the person who signed the waiver on behalf of the minor and the minor will be suspended from further activity at Kick City pending a decision by the KC Management team.
9) Main field rosters may only have 20 players listed, Micro field rosters may only have 15 players listed.
10) Players cannot be removed from the roster after they have played in a game for that team.

## Forfeits:

1) Teams will be penalized $75 for no-call no-shows, which means having less than the required 4 or 5 players to field a team. $50 of that fee will be applied as a credit towards the other team. If teams know they will not be able to field a minimum of four or five players for a scheduled game, we ask that the team manager notify Kick City management at least 48 hours in advance. Teams that notify Kick City 48 hours ahead will not be charged. Teams that notify Kick City less than 48 hours in advance will be charged a $30 forfeit fee.
2) The winning team in a forfeited game may conduct a closed practice, share players and scrimmage, or let the other team pick up non-rostered players for a scrimmage. All players who participate in an activity during a forfeited game must have a current Kick City membership. The referee will remain on duty during a forfeit and may participate in the scrimmage if the teams would like the referee to play.

**Rescheduling Games:**
Games will be rescheduled only as available. Requests must be made at least 7 days prior to the game day and be accompanied by all the correct information. The cost is $30 to reschedule a game. If the game cannot be rescheduled the team must accept a forfeit.

**Sportsmanship:**
1) Individuals are expected to play under control within the rules of the game and to the best of their ability will avoid causing injury to themselves and other persons using the facility.
2) Players, spectators, parents and coaches who yell derogatory comments to the referees, may be asked to leave the facility. Referees have complete authority and their decisions on points of fact connected with the game are final.

**Termination of Participation:**
The Kick City management reserves the right to terminate an individual's participation at the facility for violation of any of the Kick City's Policies.