**SoccerZone Rules 2018-19**

1. **Administration**

   (i) Squads will consist of a maximum of ten and a minimum of six players, all of whom **MUST** be registered. New players can be ‘signed’ up at any point, but must play a minimum of 4 league fixtures to be eligible to play in the Cup competition. Weekly records will be compiled to make sure this is not circumvented.

   (ii) Only students, staff and alumni at the University of Kent are eligible to play within the SoccerZone leagues.

   (iii) It is recommended that all team members wear the same colour strip, with the exception of the goalkeeper. If a clash of colours occurs, the second named team (away team) is expected to wear bibs.

   (iv) Footballs and bibs are available for hire from The Pavilion. Membership cards will be left as a deposit and will be returned in exchange for the item(s). Any equipment which is not returned is the responsibility of the team in question and a fine may be issued.

   (v) Shin guards for all players must be worn at all times. *Kent Sport accepts no responsibility for injuries to those found not wearing the appropriate protective attire.*

   (vi) All matches must be played on the date and time stipulated. Rearranged fixtures are totally at the discretion of the organiser and will only be rescheduled in extenuating circumstances.

   (vii) Points will be awarded as follows:

   - Win = 3 points
   - Draw = 1 point
   - Loss = 0 points
   - Walkover = 5 – 0

   (viii) Positions within the leagues will be calculated by:

   - Number of points
   - Goal Difference
   - Goals Scored
   - Result of match between two teams

   (ix) Match officials will be responsible for reporting the final score to SDT/Reception staff at The Pavilion.

   (x) Teams who turn arrive later than XX:20pm will be considered AWOL and a 5-0 win awarded to the opposition. If your team is AWOL on more than 1 occasion, without notifying a member of the sports development team within 2 hours of KO, they will be replaced by a team in reserve.

   (xi) Teams who field unregistered players or more that their quota of Kent FC/ICFL players shall receive a 10 point deduction in the first instance.

   (xii) Teams may have **one** of the following combinations of Kent FC/ICFL players on their team-sheet:

   - 1 x Kent FC/2 x ICFL
   - 2 x Kent FC/1 x ICFL
   - 0 x Kent FC/3 x ICFL
2. **Game Rules**

*All matches will be played to the laws of association football, with the exception of those stated below.*

(i) The duration of all matches will be **20 minutes each way**, with up to 2 minutes for half time.

Cup matches will be shorter and depend on the total number of teams entered. Extra-Time (3 minutes) will decide draws in the Cup competition. If this does not settle the fixture, a best of five penalty shoot-out will be used. Following this, should the tie still be level then Sudden Death penalties will ensue.

To ensure games start promptly, teams and officials should arrive no later than **5 minutes prior to kick off**. Captains should make themselves known to the designated referee.

(ii) There must be a minimum of 4 players (per team) on the field of play in order for the match to be played.

(iii) The game will start with a kick off, with teams alternating between who kicks off.

(iv) The offside law **does not** apply to SoccerZone.

(v) The ball **may** go overhead height.

(vi) All throw-ins are roll-ins, and will be under arm only. **The ball must touch and remain on the ground.** A foul throw will result in the thrower being asked to re-take the throw. If a player continually infringes then the decision will be reversed and a throw will be awarded to the opposition.

(vii) All free kicks are direct.

Opponents must stand **three yards away at free kicks, corners and throw-ins.**

(viii) If a penalty kick is awarded, the player taking the penalty may only take one step before striking the ball. The ball should be placed on the edge of the “D”.

In the event of the whistle blowing for full time, if a penalty has been awarded then it shall still be taken.

(ix) Goal areas are **not** restricted and players may shoot in the area.

(x) The goalkeeper is allowed to swap with another player after first notifying the referee.

Goalkeepers **can** leave their areas un-penalised.

Goalkeepers **can** throw or kick the ball out once gathered from open play.

The ball may be passed back to the goalkeeper but he/she may not handle the ball. If the goalkeeper does pick the ball up a penalty will be awarded to the opposition.

If the ball goes out of play for a ‘goal kick’ the keeper must **roll the ball out, underarm and below head height,** anywhere from within the area. If he/she fails to do this, the ball will be called back and they will be asked to perform the correct action.
(xi) **SoccerZone uses the same misconduct system as 11 a-side football with yellow and red cards being issued for misconduct.** If a player receives a red card they must leave the field of play immediately and no substitute shall replace them. If a player receives to yellow cards/cautions the same sanctions as a red card will be implemented.

(xii) Substitutions are performed on a roll-on-roll-off basis.

Teams may substitute players when the ball is out of play. The captain must notify the referee before a change is made.

There is no limit to the amount of substitutions permitted per game.

All matches will be played according to the referee’s interpretation of the rules of the league. The referees’ ruling is final. Any decisions made by the referee during the game will stand and cannot be disputed after the final whistle. Any complaint from a referee regarding hostility toward them shall be dealt with by Kent Sport SDT or Pavilion staff members at the facility.

When your game has finished, please ensure you leave the pitch **PROMPTLY** to allow staff enough time to prepare for the following kick off.

**Please note:** Players enter into SoccerZone understanding that some referees are **not** FA qualified.