

# General Policies

## Rules and Regulations

### Contents

FACILITY INFORMATION.....	1
FACILITY GUIDELINES.....	2
LEAGUE GUIDELINES.....	2
RULES AND REGULATIONS.....	3
LARGE FIELDS (188' x 88').....	3
NUMBER OF PLAYERS.....	3
ROSTERS.....	3
AGE REQUIREMENTS.....	3
PLAYERS' EQUIPMENT.....	4
REFEREES.....	4
DURATION OF THE GAME.....	5
START OF PLAY.....	5
BALL IN / OUT OF PLAY.....	5
METHODS OF SCORING.....	6
SUBSTITUTION PROCEDURES.....	6
THREE-LINE VIOLATION.....	6
FOULS AND MISCONDUCT.....	7
LEAGUE STANDINGS.....	9
PROTESTS.....	10
LARGE FIELDS (188' x 88') - COED SPECIFIC.....	12
YOUTH FIELD (165' x 60').....	12
NUMBER OF PLAYERS.....	12

### FACILITY INFORMATION

GameTime Fields 1,2,3 and Mini Field: 530 Quality blvd. Suite C, Fairfield, OH, 45014 Call us at (513) 682-1118 Visit us online at [www.GameTimeTrainingCenter.com](http://www.GameTimeTrainingCenter.com)

### FACILITY GUIDELINES

1. GameTime has been built as a family-oriented sports complex. No FIGHTING, ABUSIVE

LANGUAGE, or any misconduct deemed to be detrimental to the family will be tolerated. GameTime reserves the right to immediately escort all patrons violating these rules from the field, the stands, or the entire facility at management's sole discretion.

2. Proper attire is required for all who enter the premises, both players and spectators. (Shoes / shirts, etc.)
3. Intoxicated persons will not be allowed to participate in any activity (i.e. game or practice) and may be escorted from the facility. This applies to all players, coaches and spectators.
4. NO FOOD, BEVERAGES or PETS may be brought onto the premises without special permission from GameTime Management.
5. No DRINKING or LOITERING in the parking lot.
6. Players and spectators are responsible for any damages caused to GameTime property. Management fully intends to enforce all violations of the law.
7. All fields are reserved for games, warm-ups, and pre-scheduled training / parties. FOR YOUR SAFETY, all other usage requires permission from GameTime Management. All players under 18 years of age must be supervised by a parent / legal guardian and assume all risks of participation.

## LEAGUE GUIDELINES

1. All TEAM FEES must be paid by the fourth game of every session. Teams not paid in full at or before their fourth game may be suspended and forced to forfeit all remaining games. All fees collected by Gametime to that point WILL NOT be refunded. Gametime may impose a \$25 late fee per game in leui of suspension. Coaches are held responsible for the collection and payment of all league fees, referees fees, and no show fees.
2. A separately charged Forfeit Fee will be charged in the event of a cancelled game with less than 48 hours.
3. HOME TEAM (First team listed on schedule) is responsible for: the GAME BALL, JERSEY CHANGE in case of color conflict, Sitting at the proper players' bench
4. FOR YOUR SAFETY: Only COACHES and ROSTERED PLAYERS will be permitted at the players' benches. All other will be considered spectators and must remain in the designated viewing areas. 5. All YOUTH TEAMS (under 18) must always have a responsible adult at the players' bench. High School Teams must always have a non-playing responsible adult over 21 at their players' bench. 6. It is the responsibility of all coaches and team managers to assist the referee and any GameTime staff in the enforcement of our rules so that we can provide a safe and enjoyable experience for our players and teams. This includes but is not limited to: providing the names of players who receive red cards, discussing concerns with referees or GameTime officials after serious fouls have been committed, and the communication of any longer term punishments or suspensions to players where appropriate. Failure to do so can result in the suspension of the coach or manager.

## RULES AND REGULATIONS

### LARGE FIELDS (188' x 88')

#### NUMBER OF PLAYERS

League	Number of Players	Notes
U9 thru U19	7	One of whom must be dressed as goalkeeper
HS Boys & HS Girls & HS Coed	7	One of whom must be dressed as goalkeeper
Adult Coed	7	One of whom must be dressed as goalkeeper
Adult Men's & Women's	7 unless on field 2, then 6	One of whom must be dressed as goalkeeper

1. A team must be able to field at least 4 players from their roster to avoid forfeiture of that game. Those four players must be on the field and dressed to play at the published starting time or at a point deemed appropriate by the referee due to changes in the daily schedule. **ANY TEAM THAT FORFEITS A MINIMUM OF TWO GAMES** may be expelled from the league without notice. League fees paid to that point will NOT be refunded.

2. A MAXIMUM of 18 players per team may dress for any one game.

## ROSTERS

1. A team must have a minimum of seven (7) players and a maximum of eighteen (18) players on its roster.

2. A completed roster must be registered in the dash platform system before the FIRST GAME. Only those players listed on the roster, on file, will be eligible to receive a league championship shirt should their team win their division

3. Only players on the roster may play. Any use of non-roster players may result in a forfeit when challenged.

4. Roster Changes: The Management of GameTime must be notified of any roster changes prior to the FOURTH game.

5. Females may play in the male leagues. Males may NOT play in the female leagues. For all leagues, gender is defined by how a player identifies their gender when registering in the Gametime dash platform system. This will be the gender determination for that individual.

## AGE REQUIREMENTS

1. Youth players may participate in any division as qualified by each player's birthday. A player may play at a higher age bracket but never at a lower age without written consent of GameTime Management. GameTime reserves the right to deny a player's participation in a higher age group where it can be reasonably determined to be dangerous for that player.
2. "OPEN DIVISION" – All players 18 years and older are eligible for the Open league. A player under 18 may participate with prior, written approval from GameTime and a parent's / legal guardian's signature granting permission. GameTime reserves the right to deny any individual's participation in this league if their participation is deemed detrimental to the league.
3. Adult players may play at a competitive level younger than themselves in any Open league or older. However, each team in each league designated for a particular age may roster only two players younger than the age cut off.
4. Adult players must bring their photo ID with them and must verify their age with the referee if requested.

## PLAYERS' EQUIPMENT

1. All jerseys on a team must be of the same color. In the event of a color conflict between teams, the HOME team must change jersey colors.
2. Goalkeepers must wear a jersey that distinguishes themselves from the field players on either team.
3. Shin guards are REQUIRED for all YOUTH players and highly RECOMMENDED for all adults. GameTime is not responsible for any injury, including those as a result of not wearing the appropriate equipment.
4. No equipment may be worn that may pose a danger to any player. The referee, at his / her sole discretion, may send a player from the field for a substitution to remove the potentially dangerous equipment. (i.e. hats, rings, chains, earrings, watches, bracelets, etc.) That player may not return without first being approved by the referee. A two-minute penalty will be assessed if that player re-enters without prior approval. While it is ultimately up to the discretion of the referee, GameTime highly discourages the wearing of earrings, fitness watches, hats with brims, claw clips, etc.
5. All metal braces and casts medically required when playing must be covered by adequate padding that is fastened to the brace to the referee's satisfaction.

## REFEREES

1. The referee's authority commences as soon as he / she enters the field and remains intact until all participants have left the field and its surrounding viewing areas including the entire facility. The referee's ability to penalize, including but limited to ejection, includes all time-outs, dead balls, and immediate post game discussions.

2. During the game, the referee should

a. Enforce the laws of the game

b. Refrain from penalizing where it is determined that penalizing would take away advantage for the victimized team

c. Keep a record of the game including time, score, and any player ejections

d. Have the power to terminate or suspend a game for any major misconduct or serious injury. Any player or spectator entering the field without a legal substitution may result in an immediate termination of the game and potential future suspension. A team's coach is responsible for the actions of its players and spectators and may be cautioned or ejected if they fail to control either party.

e. Caution and / or eject any player guilty of violent behavior, abusive language, persistent misconduct, or any other act considered detrimental to the game.

f. Signal both the stoppage of play for all rule infractions as well as the recommencement of play with a direct kick or drop ball.

## DURATION OF THE GAME

1. The duration of the game shall be two (2) twenty-two (22) minute halves. Games cannot end on a foul/violation when that foul is committed by a team either in a tie or winning position, and that foul occurs in the trailing team's offensive half. The Direct Kick will be taken with the opportunity to score until the ball deflects off the wall (or net), deflects off a striking player, is cleared by the defending team, or scores a goal as a direct result of the shot itself. If the shot deflects off an opposing player and goes directly in, the goal does count.

2. The clock shall not be stopped for any ball out of play. Only serious injury time outs will be assessed at the sole discretion of the referee. Any injury resulting in an extended delay of game may result in a suspension of the game. These games, where the injury occurred in the second half, may be considered complete with the current score recorded. Games that were suspended in the first half due to injury, will be rescheduled as soon as possible restarting at the point of stoppage with the same score and time remaining.

3. There are no team time outs.

## START OF PLAY

1. The first team listed on the schedule is the HOME team and should sit at the HOME players' bench. The HOME team is responsible for the game ball and any jersey changes if a color conflict should arise.
2. The GUEST team shall take the opening kick-off. Every player, except the player taking the kick-off, must be in his / her own half of the field. The opposing team must be outside of the 12-foot center circle until the ball is kicked. The player who initiated the kick-off cannot play the ball a second consecutive time. All free kicks at GameTime are DIRECT, including kick off.
3. After a goal has been scored, the opposing team shall have a kick-off
4. Drop Ball: After any stoppage of play not related to a goal scored, an end of period, or rule infraction, the referee shall restart play with a drop ball. The ball is dropped for the defending team goalkeeper in their penalty area if, when play was stopped: the ball was in the penalty area, or the last touch of the ball was in the penalty area. In all other cases, the referee drops the ball for one player of the team that last touched the ball at the position where it last touched a player. All other players (of both teams) must remain at least 4.5 yards away from the ball until it is in play. The ball is in play when it touches the ground. If a dropped ball enters the goal without touching at least two players, play is restarted with a goal kick if it enters the opponents' goal or a corner kick if it enters the team's goal. In Coed, all drop balls are dropped to a female player in the attacking half.

## BALL IN / OUT OF PLAY

1. The ball is considered out of play when:
  - a. it completely crosses the goal line
  - b. it crosses the dasher walls and / or touches any perimeter net along the sides or ceiling. For violation of this rule, the ball is placed straight down for a direct kick by the opposing team. For balls that hit the ceiling net inside the penalty area, the restart will be a direct kick at the top of the penalty box.
  - c. The referee has stopped the game for any injury or misconduct
2. The ball is considered in play at all other times including when it touches the referee and remains on the field of play.

## METHODS OF SCORING

1. A goal is scored when the ball COMPLETELY crosses over either goal line, between the goal posts and under the crossbar, during the game provided it was not propelled illegally by hand or arm by an attacking player.
2. A 2 POINT GOAL is awarded for any goal legally scored by the attacking team from within the neutral zone of the field provided the ball was not then touched by any attacking player in the offensive third. Any ball kicked from the white line defining the neutral zone or closer is determined to be only 1 point. If the

attacking team scores a goal from the neutral zone but it is deflected, intentionally or unintentionally, by any attacking player, it is worth 1 point. If a defending player, including the goalie, deflects the ball but the shot still results directly in a goal, it is worth 2 points.

3. A goal scored deliberately into your own defensive net will result in 1 point for the opposing team.

## SUBSTITUTION PROCEDURES

1. Substitutions may be made on an unlimited basis during play provided the player being substituted for is close to the players' bench before the replacement player enters the field of play. The exiting player is to make no attempt to play the ball or prevent an opponent from playing the ball once the replacement player has stepped on to the field. If the replacement player gains the advantage, by leaving the bench and becomes involved with play too early as deemed by the referee, play will be restarted with a Direct free kick by the opponent at the spot of the infraction.

2. Play will be held for substitutions only when the ball is already out of play and play has been stopped. This could include but not limited to injury time outs, after a goal has been scored, after a time penalty has been awarded, etc.

3. Any player, either on the field or at the players' bench, may substitute for the goalie provided that the referee is informed of the change before it happens. If the substituting goalie is from the field of play, that substitution must occur during a stoppage of play.

4. For any infringement of this law, the referee may assess a two- minute penalty to the player committing the illegal substitution. The opposing team will have a free direct kick from the place where play was stopped.

## THREE-LINE VIOLATION

1. A three-line violation has occurred when the ball is played through the air completely crossing all three of the white neutral zone lines without touching any player or dasher wall.

2. If a three-line violation has been declared, a direct kick is awarded to the opposing team from the point where the ball crossed the first neutral line. The ball is placed ON THE NEUTRAL LINE so any goal-scoring direct shot would result in a 1 point. If a ball is deflected by the opponent before it crosses the first line, but still crosses all 3 lines in the air, the ball goes back to the point where it crossed the first line and is the possession of the team who originally kicked the ball.

3. If the ball is played off the wall before it has crossed the third line, no violation has occurred.

## FOULS AND MISCONDUCT

1. Penal Offenses – A player who intentionally commits any of the following offenses shall be penalized

by the awarding of a free direct kick to be taken by the opposing team from the place where the offense occurred. If the offense occurs in the player's defending penalty box, a penalty kick will be awarded to the opposing team.

a. SLIDE TACKLING is not permitted at GameTime for any leagues, other than Tuesday & Wednesday Mens Open Leagues.

- b. Kicking or attempting to kick an opponent
- c. Tripping or attempting to trip an opponent
- d. Jumping at an opponent
- e. Charging from behind
- f. Charging violently
- g. Striking or attempting to strike an opponent (including head-butt)
- h. Pushing
- i. Touching the ball with any part of your hands or arms to gain an advantage
- j. Boarding (charging an opponent into or against the dasher boards)
- k. Placing both hands on the wall to gain an advantage
- l. Sliding within 6 feet of an opponent at any point of the slide

2. Any intentional violation of these laws could result in a two-minute or five-minute penalty at the discretion of the referee.

3. Any offenses normally defined as an indirect kick (i.e. dangerous play, impeding, goalie's illegal touch) are awarded a direct free kick from the spot of the infraction unless taking place inside your defending penalty box. A violation inside your own penalty box would result in a free direct kick (not penalty kick) from the top of the penalty box.

#### 4. FREE KICKS

a. When a free kick is taken from inside your own penalty box, all of the opposing players shall remain outside the box and be at least 15 feet away from the spot the kick is taken. The ball is considered in play after it has traveled half of its circumference and passed outside the penalty box. A goalie can not handle the ball until it has been played outside the box and then passed back in.

b. When a free kick is taken from outside the penalty box, opposing players must stand at least 15 feet from the spot the kick is taken unless the opposing team is already standing on their own goal line. Opposing players may not enter that 15-foot area until after the ball has been kicked. Any player may be cautioned or penalized if entering that area prematurely.

c. During a free kick, females may cross their arms over their chest and males may protect their groin area. However, in the judgment of the referee, any additional hand and arm movement resulting in an advantage may result in a handling violation.



d. A game may not end on a pending direct kick. Even if time has expired, a referee may allow the direct kick to take place when a foul/violation is committed by a team either in a tie or winning position, and that foul/violation occurred in the trailing team's offensive half, until the ball a) is played a second time by any offensive player, b) hits the netting, c) is defended by the opposing team, or d) scores a goal. The referee, at their discretion, may also add time back to the clock if they have determined that an opposing team has gained an advantage by delaying the game in any fashion. Intentionally delaying the game may result in a two-minute penalty to the delaying party.

5. PENALTY KICKS: Any violation of these laws inside one's own penalty box would result in a penalty kick. During a penalty kick, the ball is placed at the marked spot on the field for a direct kick. The penalty box is to be emptied of all other players besides the goalkeeper and the player taking the kick, all other players must be behind the kicker. Should the initial kick be deflected, the original kicker can only play the ball after any other player has touched it.

## 6. CAUTIONABLE OFFENSES

Blue Card - 2 minute penalty, releasable. Examples: persistent infringement, dissent, encroachment, deliberate time wasting, delay of game.

Yellow Card - 3 minute penalty, releasable. Examples: 2nd blue card, inappropriate language directed toward officials, unintentional violent contact.

Red Card - 5 minute penalty, non-releaseable. Examples: 2nd yellow card, abusive language toward an official, deliberate violent contact (punching, kicking, fighting).

a. A cautionable offense may result in a verbal warning or a blue card. When a blue card is issued, the offending player will be sent to their bench for two minutes. This may or may not result in their team playing down a player at the referee's discretion. If a team is playing short and the opposing team scores, then a teammate may come back on the field.

b. A cautionable offense may also result in a yellow card three-minute time penalty (the offending player and his/her team will play down a player for the entire three minutes. If a team is playing short and the opposing team scores, then a teammate may come back on the field.

. A player could be cautioned for:

i. Dissent – a player, by words or actions, shows dissent about any decision given by the referee.

ii. Unsporting Behavior – any actions deemed by the referee to be inappropriate during play

iii. Persistent infringement – a player persistently violates any of the above regulations

c. A second caution (red card) in the same game by the same player or coach will result in an ejection for that player/coach. That player/coach will also be required to leave the players' bench immediately. Failure to do so will result in immediate forfeit. A referee, at their discretion, may also penalize the team a five-minute penalty to be served by another player on the team.

d. EJECTIONS may occur if the referee has determined that any of these offenses are of a violent nature. No fighting, over-aggressive behavior or abusive language in any fashion will be tolerated.

## 7. GOALKEEPING RESTRICTIONS

a. Once a goalkeeper puts the ball into play from his/her hands, a goalkeeper can not then touch the ball with his/her hands until an opposing player has touched it.

b. A goalkeeper must distribute the ball within five (5) seconds of gaining possession. A referee may extend that period if there has been some minor injury to the goalie.

c. A goalkeeper may not set the ball down nor bounce it and then pick it up again.

d. If a team is determined to have gained possession in the neutral zone, it can not be played to their goalkeeper's hands until being touched by an opponent. This includes a series of passes originating from the neutral zone where an opposing player has never touched the ball including a pass to the goalkeeper that was deliberately played to him/her from their teammate's head.

e. A goalkeeper may use their hands after dribbling the ball themselves into the penalty box unless they have previously used their hands without an opposing player touch.

f. For any violation of an unlawful touch within the penalty box, the opposing team will be awarded a free direct kick (not a penalty kick) from the top of the penalty box.

## 8. SUSPENSIONS

a. Any ejection may carry a potential game suspension at the discretion of GameTime Management. Players may be suspended for more than one game, including lifetime banishment, depending on the offense. Any suspension will be imposed for that team's next scheduled game, whether it is in league play, tournament play, or even the following session. A team that changes names will not constitute a new team and thus the suspension will still be served. The suspended player will not be allowed in players' bench or on the field of play during their suspension. That player however may be permitted, at the discretion of GameTime Management, to participate in all normal activities for any other team in which they appear on the roster.

## 9. EJECTIONS

a. Anyone receiving a red card will be ejected from the game and must leave the surrounding areas immediately. The team may play down a player for the entire 5 min penalty at the referee's discretion.

b. Any time a team has 2 players ejected from the same game, a referee may terminate that game (and award a forfeit victory to the opposing team with the maximum 4 goal differential) at the time the second player is ejected.

c. If a player leaves the players' bench to join in an altercation on the field, that player will be ejected, and the game becomes a forfeit at that point with the maximum 4 goal differential. If members from both teams enter the field, the game will be terminated with both teams forfeiting the game. NOTE: Teams

with forfeitures of this type may be subject to expulsion from GameTime without refund.

d. Any player/coach who has been ejected from a game, may NOT participate in any other matches on that day, including games in a different division or league.

## 10. HEADING THE BALL RESTRICTIONS

a. For u11 players and younger, per OSYSA 20.2 & 20.7, all players who are registered on or participate with any u11 or younger team are prohibited from deliberately striking a soccer ball with any portion of their head, (a.k.a. heading). The restart will be an indirect free kick to the opponent from the spot of the infraction. If the infraction occurs within the goal area, the indirect free kick will be taken on the goal area line parallel to the goal line at the point nearest to where the infraction occurred. Referees will NOT be assessing the age of the individual players on the field, they will only be enforcing the rules for this age group. {Any u11 player or younger participating in a u12 league or older will be officiated as if they are u12 or older and therefore this rule would not apply}.

## LEAGUE STANDINGS

1. A win results in three points for the league standings, including winning forfeitures of any kind.
2. A loss results in zero points in the league standings
3. A tie is an official game result, except in final championship play or tournament finals. Each team is awarded one point in their league standings.
4. A forfeit will result in a 4 - 0 score line.
5. Tie Breaker: Should there be two or more teams with the same point total, the tiebreakers to determine League Champs will be as follows. Once a team has been eliminated from the tie breaking guidelines, they are then excluded from the remaining steps of the tiebreaker and cannot be considered League Champs.
  - a. Head to Head - The team with the highest winning percentage of each team in games matching each team with only those opponents also involved in the tie within the respective session. A tied does not compute in winning percentage. If still tied, then
  - b. The team with the highest number of wins. If still tied, then
  - c. Goal differential - The maximum number of goals awarded for differential per game is 4. Even winning a game by 5 or more goals will still only result in a maximum of a 4-goal differential. Please use proper sportsmanship if your team is more skilled than your opponent. If still tied, then
  - d. Least amount of goals given up. If still tied, then
  - e. Most amount of goals scored. If still tied, then
  - f. Flip of a coin

## PROTESTS

1. GameTime believes in the integrity of the game and the necessity to provide the most appropriate competition. While skill is sometimes hard to quantify, a player's birthday and their inclusion/exclusion on a team's roster is quite concrete. In order to police a player's appropriate participation in a game, a coach/manager may protest an opponent's player(s) based on roster eligibility or age. This protest will be handled differently depending on the circumstances defined below to avoid embarrassment to any player participating under proper qualifications but to also attempt to ensure the safety of all participants of the

game.

2. Any team that continues to use an ineligible player will forfeit any and all games in which that player participates. Continued infringement may also result in expulsion from GameTime without refund.

3. The referee will simply record the protest, not determine its validity except in cases of adult age. All protests besides adult age are decided upon by GameTime Management and all management decisions are final.

4. All protests must be made either to the referee before the start of or at a stoppage of play during the game of concern.

#### 5. PROTESTING A YOUTH PLAYER (youth through High School leagues)

a. If a coach is concerned about an opponent's roster eligibility (that player is not listed on the opponents roster) or if a player(s) is challenged by an opposing coach or manager because they are believed to be too old, the coach should notify the referee of their concern stating the player of concern's identification by name, uniform number, or physical description if either of the first two identifiers are not possible. The referee is to note the protest and inform GameTime management. If a player is challenged by an opposing coach or manager, that player may continue to play in that game, but the game is played under protest. That team / player has until the beginning of the team's next game to meet with GameTime Management to determine that player's eligibility based on their inclusion on the team roster and/or provide GameTime Management with adequate proof of age. GameTime will accept any legal ID such as a birth certificate or driver's license. It is the protested coach's responsibility to ensure that the player(s) meets with GameTime management immediately after the game to satisfy the requirements above. ANY failure to do so will result in awarding the protest to the protesting team, resulting in a forfeiture win for the protesting team and a forfeiture loss to the team that neglected their responsibility.

b. If the protest is made and the opponent removes the ineligible player prior to the start of the game, the game would be played as usual. If the protest is made after the start of the game and the team with the player being protested acknowledges that the questioned player is a sub and/or not listed on their roster and/or too old, the protesting team can either a) opt to continue the game allowing the protested player's participation but then must accept the actual outcome of the game as the recorded result; b) ask the game to continue without the protested player but then must accept the actual outcome of the game as the recorded result; c) select options a or b but continue to play the game as a friendly where the recorded result will favor the protesting team 4-0; d) take the forfeit win and vacate the field. All games where a protest is filed is considered a completed game and the results will be recorded accordingly. Sometimes asking for the removal of a player(s) may result in the opponent not having enough players to field a team and fulfill their obligation as a viable opponent thus costing the protesting team an actual game. These games will not be rescheduled.

#### 6. PROTESTING AN ADULT PLAYER

a. PROTESTING THE ROSTER ELIGIBILITY OF AN ADULT PLAYER: If a coach is concerned about an opponent's roster eligibility (that player is not on the opponents roster), the coach should notify the GameTime management of their concern by pointing out the player. GameTime management is to inform the opposing coach. If the team being protested against believes that the player is eligible, the referee is to check a photo ID of the player. If a player is challenged by an opposing coach or manager

BASED ON ROSTER ELIGIBILITY (ASSUMING THE QUESTIONED PLAYER IS OF APPROPRIATE AGE), that player may continue to play in that game, but the game is played under protest. If it is determined by management that the questioned player was not listed on the roster, the protesting team is awarded a 4-0 forfeit win. ANY failure to provide photo identification will result in awarding the protest to the protesting team, resulting in a forfeiture win for the protesting team and a forfeiture loss to the team that neglected their responsibility.

b. PROTESTING AN ADULT PLAYER BELIEVED TO BE TOO YOUNG: If a player(s) is challenged by an opposing coach or manager BASED ON AGE (TOO YOUNG), that player must provide proof of age before re-entering the field of play. Once adequate proof is provided, the questioned player may continue their participation in the game.

7. PROTESTING A RULE or A REFEREE'S INTERPRETATION OF A RULE: Judgment calls may NOT be protested however knowledge or interpretation of GameTime rules certainly may. While GameTime takes great strides and pride in the training of our referees, an occasion may arise where the interpretation of a rule may be challenged. Should a team encounter a situation in a game where they disagree with the knowledge or interpretation of a rule by the referee on the field, the team intending to protest must respectfully try to gain an understanding of the referee's point of view at the time of the incident. If there is still a discrepancy, the protesting team must inform the referee that they would like to protest the game from that point. The referee is to best describe the circumstances on an incident report located at the scorer's box and present it to the protesting team's coach / manager for agreement on the circumstances. If the description accurately depicts the events leading to the protest, the protesting manager must sign the incident report simply stating that they agree with the circumstances as described. The game will then continue until its completion "under protest". The incident report will then be turned into Gametime Management for review at Management's earliest convenience. Should the protest be granted and the misinterpretation could have had an impact on the results of the game, the game will be rescheduled at a reasonable time as determined by GameTime Management based on facility availability starting at the point in the game when the incident occurred.

## LARGE FIELDS (188' x 88') - COED SPECIFIC

All policies and regulations stated above apply plus the following clarifications:

1. To start a game, each team must have a minimum of four (4) players, of which at least one must be female. For all leagues, gender is defined by how a player identifies their gender as noted on the GameTime roster. This will be the gender determination for that individual until the gender as noted on the roster is revised by the individual (gender identification follows roster change rules noted above).
2. A maximum of four (4) males may be on the field at any one time. One does not have to be goalie. If a team is short males, females may take their place. If a team is short females, then that team must play short.
3. A female must take all kicks from the offensive half.

4. There will be no slide tackling or sliding within 6 feet of an opponent. Penalty for this offense will be either a verbal warning or a two-minute penalty. Depending on the severity of the tackle, the penalty could result in an expulsion from the game.

5. Each team must establish "TOUCH" before scoring a goal from the offensive half. TOUCH is established by the attacking team when it is played by a female on the offensive half of play. Since GameTime does NOT consider the centerline to be in either half, a KICKOFF DOES NOT CONSTITUTE TOUCH. A team is considered to have a valid TOUCH until it crosses back over the centerline into the defensive half or until a goal is scored. If there is a deliberate pass to the keeper or a deliberate shot on goal by the defensive team and the ball goes in the net, the goal is counted regardless if there is female touch. However, if the attacking team attempts a shot from the offensive half without Touch, and it accidentally deflected into the defender's goal, no goal is awarded and play resumes with a corner kick by the attacking team.

6. Teams may score a two-point goal from their defensive half without touch as long as the shot does not violate the three-line rule.

## YOUTH FIELD (165' x 60')

All policies and regulations stated above for the large fields apply unless otherwise stated below:

### NUMBER OF PLAYERS

League	Number of Players	Notes
U7, U8, U8 (small)	6	One of whom must be dressed as a goalkeeper

1. A team must be able to field at least 4 players from their roster to avoid forfeiture of that game. Those four players must be on the field and dressed to play at the published starting time or at a point deemed appropriate by the referee due to changes in the daily schedule. ANY TEAM THAT FORFEITS A MINIMUM OF TWO GAMES may be expelled from the league without notice. None of the league fees paid to that point will be refunded.

2. A MAXIMUM of 18 players per team may dress for any one game.