

GCIC Sports Day Co-ed Soccer

Players

- Game is played with 7 players, including the goalie, playing at once.
- Rosters may only have 12 player limit.

Equipment

- Shin guards are optional
- Goalies may use their own equipment (gloves & padding)
- Teams should wear shirts of the same color and have alternative just in case. Pennies acceptable.
- NO jewelry, chains, rings, or earrings may be worn.

Playing time

- Games will consist of two 15-minute halves, running time. The clock will stop only at the Officials discretion.
- A two-minute halftime will be used.
- Overtime: For playoff purposes, a 3-minute overtime will be used and if still tied, a second 3-minute overtime will occur.
- Substitutions: Teams can sub during dead play situations. All subs must inform Officials before entering the game.

Rules of Play

- The game shall begin with a kickoff at the center circle (the ball can be kicked forward or backwards). Defense must stand outside the circle, no closer than 6 feet.
- Kickoffs will be used to start a half and after each goal scored.
- The ball is out of bounds when:
 - it goes out of playing area
 - it goes off opposing team player
- When ball is dead at the side-line, the ball is put into play by opposing team player using kick-in closest to where it went out of bounds. Defense must stand 6 feet away.
- A Corner Kick will be awarded to opposing team when player puts ball out of bounds at their end line. Defense must stand 6 feet away.
- A Goal Kick will be awarded to team when ball is put out of bounds at their end line by opposing team player. Defense must stand 6 feet away.
- All standard soccer penalties will be enforced: tripping, interference, or bodily contact results in Indirect Kick.
- Slide Tackle or Body Checking will NOT be allowed. The penalty for Checking is a Direct Kick. Intentional Checking will result in a player being ejected from the game.
- Any penalties in the goal area shall result in a Penalty Kick.
- No off-sides.

Player Conduct

- No Swearing will be allowed. A warning will be given for the first offense (team warning). Second offense will be unsportsmanlike conduct ejection from match and no replacement player.
- Fighting by any player or team will result in automatic ejection.
- Taunting of opposing players or officials will result in automatic ejection.

- Any player ejected must see the Director prior to participating in any other matches.