

Rules for the Halifax PLAYS Soccer (HPS) League (2014)

1. **Above all else, have fun and be safe! Please keep competition secondary to having a good time, win or lose, and keep things friendly and civil. Ensure everyone on your team gets a chance to play, and avoid aggressive or injurious play.**
2. **Game/ League Format:**
 - a. **Game Length:**
 - i. Each regular season game is composed of two 25-minute halves.
 - ii. Playoff games have two 45-minute halves. If the score is tied at the end of the game in a playoff, there is a 10 minute “silver goal” extra time period. If still tied, this is followed by a penalty shoot-out, where each team has 5 shots involving any player on their roster and a “sudden death” after, as per standard penalty shoot-out rules. However, the duration of playoff games is subject to league and referee discretion and games may be shortened to two 25-minute halves and 5 minute “silver goal” extra time period due to time constraints. Captains will be notified of any playoff game duration changes.
 - iii. Captains in a particular game can mutually agree to shorten halves or breaks.
 - b. **Points for the regular season** will be awarded at the end of each game as follows:
 - i. 3 points are awarded to a winning team.
 - ii. 1 point each is awarded to tying teams.
 - iii. 0 points is awarded to a losing team.
 - iv. A team will be penalized -1 points and a 3-0 loss if they forfeit a game and tell the other team they will do so at least 4 hours beforehand.
 - v. A team will be penalized -2 points and a 3-0 loss if they forfeit a game and do not tell the other team in above mentioned time (i.e. by giving at least 4 hours’ notice).
 - vi. A team will be automatically penalized -3 points if playing with *any* player not registered with or approved by HPS, or who has not paid their fees in full.
 - vii. In exceptional circumstances, using input of refs, captains & organizers, a team will be penalized -3 points if they *very clearly* do not satisfy rule 1 about safety and fun (e.g. by taunting the other team, instigating fights, constantly pushing and shoving purposefully, etc.). Please go out of your way to ensure a friendly game can happen.
 - viii. In a game where one team forfeits or has a -3 point penalty, the other team automatically receives a 3-0 win and 3 points.
 - ix. Within 24 hours a game’s end, both captains in a game & officials are to submit scores to the league via the “give score” form on the website (halifaxplays.com/soccer/schedule/submit-scores). Captains of opposing teams should agree on the scores they will submit immediately after their games. **Persons officiating games are responsible to keep track of yellow or red cards, and to report incidents requiring cards to the league via the above email.**
 - c. **Breaks:** There will be 10 minutes of time for breaks which can be used before the game or half time. Captains may also decide to play through the breaks, provided games end on time.
 - d. **Late Policy:** Teams are expected to be on time, arriving when the game is scheduled and be dressed and ready to play. The first teams playing are expected to arrive early enough to ensure equipment is set up and ready.

- In the event teams are late, the offending (late) team is to be given a one goal deficit to start the game, for *every* five minutes they are late to start the game. If a team is more than 15 minutes late, they automatically forfeit the game.
 - To illustrate, if a game starts at 4 PM, a team should arrive by 3:45 PM to get ready for the game. At 4:05 PM, if a team is not ready, the other (on-time) team gets a 1-0 advantage to start; at 4:10 PM, if the late team is still not ready, the on-time team gets a 2-0 advantage; at 4:14 PM, if the late team is still not ready to play, they forfeit the game. However, even here, if the late team does eventually come, teams should still play a game for fun.
- ii. Games will end as scheduled, regardless of whether a game started late or not.
 - iii. If a team cannot field a full team by the start time, they may start their games short-handed, provided there is a minimum of 4 players from their side on the field.
 - iv. If a team is likely to be late, the captain of that team should let their opponent and HPS organizers know at least 4 hours before the game. *If* this is done, or the captain of the late team has a legitimate emergency which resulted in his/ her team's lateness (e.g. an accident or an injury in a prior game), referees are encouraged to be lenient in possibly excusing or reducing a late penalty disadvantage.
- e. **Time-keeper:** Ordinarily, the referee will be the time-keeper. However, if for some reason there is no ref, then players from each team should record the time.
- f. **Shortening Halves or Breaks:** Captains involved in a particular game can mutually agree to shorten halves or breaks. Games should end no later than their scheduled end time, regardless of when they have been started.

3. Unless otherwise indicated, standard *Rules of Soccer* apply, as referenced in the [2014-15 FIFA Laws of the Game](#). (For a more basic version of these rules, see [here](#).)

- a. Notably, **the following “standard” rules are emphasized:** (everyone probably knows these already; you can check the links to know these in depth):
 - i. **Kick-off:** At the start of each half and after each goal, one team initiates or resumes play by passing the ball to any teammate from the centre of the field. All players from each team are to stay on opposite sides of the field at this time.
 - ii. **Out-of-Bounds:** Always results in a kick in which the kicker can not score from unless another player touches the ball.
 - iii. **Goalie Securing the Ball:** When a goalkeeper has gained possession of the ball with his hands, it cannot be challenged by an opponent.
- b. **Exceptions to the “standard rules”:**
 - i. **Goalposts:** Teams are to use the provided Kickster or Forza portable goalposts for goals. Captains are responsible for properly setting up these posts before a game's start time, and for putting them back in their bags after play ends.
 - ii. **Play area:** Each game will take place within the basketball court lines. In the YMCA gym, they are the black lines.
 - iii. **Players per side:** There will be 5 players playing on each side, *including* a goalie (i.e. 4 out-field players and a goalie). A team can choose to play short-handed, provided they have a minimum of 4 players playing on the field.
 - iv. **Goalies:** Goalies can use their hands only when they are within the crease.

- v. **Scoring From Half:** No team can score from their own half.
- vi. **Infractions:** For most infractions such as pushing, tugging of a shirt, overly aggressive play, handballs (this is when a player *deliberately* handles the ball from below their shoulders), and verbal abuse, free kicks are to be awarded by a referee to the non-offending team. Free kicks are always indirect except for penalty kicks which are only given after 6 infractions have taken place. In futsal handballs are called less often and there are no off-sides.
- vii. **Gender ratios:** There are no gender ratios currently in effect. However it is still a responsibility of the captains to ensure that everyone gets approximately equal playing time regardless of gender, age, or skill level.
- viii. **Officiating:** Games will ordinarily be officiated by a league-appointed volunteer referee, who have final say in determining infractions & all other decisions
 - Please remember you are playing in a recreational, social league, so arguments or disputes should be kept to a minimum. If a team disagrees with a referee's officiating, the captain may discuss their disagreement with the referee or with league organizers, but only during breaks or after games
 - Referees can use their discretion to give players a yellow card if they commit an egregious infraction, such as overt pushing, diving, arguing with a referee, intentional handballs, intentional time-wasting, or other unsportsmanlike conduct. An accumulation of 2 yellow cards in one game will result in a player being given a red card and leaving the game. An accumulation of 5 yellow cards in a season will result in a player being unable to play the game immediately after the one in which their last yellow card was received.
 - Referees can also use their discretion to give players a direct red card for exceptionally unsportsmanlike conduct, such as potentially injurious slide tackles, taunting the other team, taunting the referee, or the instigation of a fight. A red card will mean that a player cannot play for the remainder of the game in which the card was received, and that their team will also play short-handed. A direct red card means that a player additionally has to miss the game immediately following the one in which they were carded.
 - Referees are responsible for reporting in detail to the league all red and yellow cards issued. After consulting with referees & captains, organizers may use their discretion to further punish a carded player, by suspending or expelling them from HPS, without refund.
 - Referees have the final call on game scores and must report them to the league unless both captains have already done so accurately.
- ix. **Slide Tackles:** No slide *tackles* are allowed. This applies to goalies as well.
 - **Mercy Rule:** No team will officially lose by more than a 5-goal margin. For example, if at the end of a game a team wins 7-1, the recorded score will be 6-1; if someone wins 10-3, the recorded score is 8-3; etc.
- x. **Subbing:** There are no subbing restrictions.

4. Responsibilities of Captains:

- a. **Basic responsibilities of captains** are listed below:
 - i. **Roll Call & Attendance Issues:** Captains must e-mail or call their players each week to remind them of games and make sure they come. If captains cannot field enough players, they should inform their opponents and HPS as soon as they can or find

temporary subs, as per Rules 5 & 6 outlined below. If captains can't field a team due to extenuating circumstances then they must give notice of forfeit and face penalty according to Rule 2.b.iv. Failure to give due notice of forfeit will result in further penalization according to Rule 2.b.v.

- ii. **Representing the Teams:** Unless other arrangements are made, captains are the only players who can officially represent their team's interests in correspondence with HPS, discussions with referees, captain's meetings or similar circumstances.
- iii. **Goalposts:** Captains are responsible to supervise the proper set-up and clean-up of goalposts, and must ensure these are done promptly; they are also to notify HPS executives when equipment has been lost or damaged.
- iv. **Special Circumstances:** Captains should notify their counter-parts in case of game cancellations, forfeitures or special requests. Captains should adhere to the regulations regarding giving notice of forfeit when they can't field enough players. Penalization will be in accordance with rules 2.b.iv and 2.b.v.
- v. **Knowing Information:** Captains should read all rules, schedules and league-related correspondence; the league bears no responsibility if a team may find themselves disadvantaged because of a failure to read information given to captains.
- vi. **Medical Supplies:** Captains will be provided with an ice pack at the start of the season and are responsible for ensuring it is available at each game. Captains are also responsible for informing the league of any ice packs requiring replacement.
- vii. **Reporting Scores:** Captains are responsible to report game scores on the website, in accordance with Rule 2.b.ix, @ halifaxplays.com/soccer/schedule/submit-score.

b. **Temporary Captains:** A temporary captain should be assigned when the permanent captains are available on a particular day and are responsible for all responsibilities outlined in 4(a).

5. **The "Temporary Sub" Policy:** A "temporary sub" is a player not on a team's official roster, but who plays with that team for one day. Teams are responsible for finding their own subs, making sure they know the rules, & making sure they pay. Any team bringing a sub that does not pay will not be able to use that sub. Opposing captains must also give permission before a sub can be used.

6. **Waitlist Policy:** There is often a wait-list of people looking for spots to open up so they can play in our leagues. To view the "Waitlist Policy" for HPS, and the conditions under which a player can be added to a team after a season starts, please visit halifaxplays.com/soccer/register/waitlist.