

Blue Ash League Rules



Co-Rec Soccer

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Section One – League Organization

Rule 1.1 – Manager's Responsibilities

The manager is the primary communication link between his/her team and the Blue Ash Recreation Department. It is the manager's responsibility to take the initiative to clarify information about the operation of the league. In addition, the manager must:

- A. Be familiar and with NFHS rules and Blue Ash Sports Center Procedures prior to the first league game and throughout the entire season.
- B. Obtain updated league information from the web site including revised schedules and rain out make-up games.
- C. Obtain league information (deadlines, rainouts, etc.) and disseminate it to team members.
- D. Submit scores accurately, by 10:00 a.m. the following day, to the league manager. (Rule 2.5)
- E. Keep your team and spectators in control at all times (before, during and after games).
- F. Inform the league manager of changes in his/her contact information.
- G. Pay officiating fee (\$25 CASH) to one official to the start of every game scheduled.
- H. Maintain a legal roster at all times, as per NFHS and Blue Ash sanctioning rules.
- I. Be ready to play at the official game time as indicated on the schedules.

Rule 1.2 – Roster

- A. All players must be 18 years old or out of high school to be eligible. Those graduating in May or June of the scheduled year are eligible.
- B. NO PLAYER MAY PARTICIPATE IN A GAME UNTIL ALL INFORMATION REQUIRED FOR THAT PLAYER IS OFFICIALLY ON FILE IN THE RECREATION OFFICE.
- C. There is no maximum amount of players on a roster. Captains can add players throughout the regular season by contacting the league manager before the scheduled match that the new players are to participate and provide the player's full name, address and phone number. Postmarked emails and voicemails are acceptable and will be considered official if they are sent before the game in question.
- D. Rosters are limited to a minimum of 11 players at all times. There is no maximum.
- E. Teams may make no roster additions after the regular season unless approved by the league manager.
- F. No player who currently plays on a college, semi-pro or professional team may participate in the league.

Rule 1.3 – Players Changing Teams

- A. Once a player participates for a team, they are officially listed on that team as their "primary" team for that particular season. Players are locked into a team and may not participate for another in the same division after they have played any portion of a contest for their primary team. Players may play for different teams in separate leagues within the same season.
- B. At all times, players must be prepared to show positive proof of identification via State issued Identification upon request.
- C. Players playing for multiple teams risk being suspended from the league as well as having the games in question forfeited.

Rule 1.4 – Rescheduled Games

- A. This league is played on an outdoor synthetic turf field, but inclement weather can cancel play depending on severity or presence of lightning.
- B. Rainouts will be made up at the end of regular season play. The updated web-based schedule will post rainout dates. Captains are responsible for checking the site after a rainout to receive make-up information. (www.blueash.com)
- C. We will do our best to reschedule games; due to schedule conflicts, tournaments may begin without a complete regular season or be cancelled if necessary.

Rule 1.5 – Awards

- A. The first place team in each league for the regular season will be awarded league T-shirts.
- B. A maximum of eighteen (15) individual awards will be presented.
- C. Ties for seeds will be determined first by the results of head to head wins/losses between teams in their regular season match ups followed by the point difference in those regular season match-ups. If this still results in a tie, then the team with the highest goals scored versus goals allowed (point differential) for the entire season will decipher the seeds.

Rule 1.6 – Forfeitures

- A. Teams forfeiting a game are obligated to pay the full umpire fee of \$50. The opposing team is not obligated to pay their half of the umpire fee for that game.
- B. Teams forfeiting two or more games will be dropped from the league, without any refund of entry fee, and may be obligated to pay umpire fees for the remainder of the season.
- C. All teams prior to the season will pay a deposit of \$50 cash. This deposit will be used to pay the officials if a team forfeits. If a team does not forfeit any games, this deposit will be refunded at the end of the season.
- D. If a team is not able to pay the umpire, the game will still be played. The team will be billed \$25 and its due within one week to the league manager. This \$25 payment will be then sent to the umpire that did not receive their payment for the game in question.

Section Two –Game and League Rules

Rule 2.1 – Governing Rules

The Blue Ash Recreation Soccer Leagues are governed under the NFHS rulebook. Please become familiar with the NFHS rulebooks. The NFHS rules will be followed in all situations unless noted otherwise.

Rule 2.2 – Game Time is Penalty Time

- A. The referee will be the official timekeeper. ***The official game time will begin at the scheduled start time as indicated on the schedules. It is the manager's responsibility to have the team ready and the official line-up turned into the referee PRIOR to the official start time.***
- B. If the situation arises where Team A is present and officially ready to begin at game time and the opposing team (Team B) is not officially ready to begin at game time in accordance, the penalty process will begin.
- C. **Penalty Time:** The referee will begin the game at game time. The official clock for the game will begin at the scheduled game time. At no time will the clock stop (i.e. if the team shows up, the clock will not stop in order for them to turn in their line-up, to warm up, etc.). At fifteen (15) minutes after the scheduled game time, if team B team does not have the correct number of players to begin the game, the game will be forfeited. If Team B arrives before the fifteen (15) minute forfeit time, the game will be played with the remaining time left on the clock. A forfeited game will be scored 2-0 for record purposes.
- D. **Forfeit Time:** After fifteen minutes of penalty time (see above), the game will be deemed a forfeit. Team A is not obligated to pay the referee fee, however, Team B will be charged \$50 as a forfeit fee. (See rule 1.6)

Rule 2.3 – Official Game

If a game has met one of the following criteria, it shall be considered an “official game” and will not be rescheduled.

- A. Game Length will consist of two (2) 25 - minute running clock halves with a 4-minute half-time.
- B. There are no time-outs.
- C. A game will be considered official if after one (1) half of play is complete and any condition determined by the referee deems the game unplayable such as impending weather conditions, etc.
- D. Regular season games can end in ties. In the event of a playoff game ending in a tie, overtime will consist of one (8) minute sudden-death overtime period. If the score is still tied after overtime, the game will go into a shoot-out with the following rules
 - a. Coin Toss decides which team kicks first.
 - b. Each captain will choose and arrange (5) players to participate in the sudden-death shoot-out.
 - c. Teams will alternate kicks. A win will be awarded to the scoring team if the other team misses the corresponding kick.

Rule 2.4 – Rainouts

- A. In case of doubtful weather conditions, managers should call the Sport Center at **230-5162 for the latest field conditions. As a rule of thumb, the hotline will begin to get updates at 3:00 p.m.** on the day in question. Keep in mind, that the officials or Sports Center Supervisors may cancel games due to inclement weather as it comes at any point in time.

Rule 2.5 – Game Results

- A. Managers of the winning team will be responsible for emailing or faxing scores to bkruse@blueash.com or 745-8527 by 10:00am the following day.

Rule 2.6 – Referees

- A. If the umpire is not present at the scheduled game time, teams have the option to play their scheduled game un-officiated. ***If teams choose to play the game un-officiated, the result of that game will NOT be considered official and the Blue Ash Recreation Department will not be responsible for incidents or injuries occurring during this time.*** The official game will be re-scheduled to play at the end of regular season play if time and field availability allow.

Rule 2.7 – Equipment

- A. Flat soled soccer shoes or rubber molded cleats are required. No metal or screw-in hard cleats will be permitted on the turf.
- B. Shin guards must be worn.
- C. No alcohol, tobacco or chewing gum is allowed anywhere near the turf field or sidelines.
- D. Teams will be required to furnish the referee with one playable ball and the referee has the right to reject any ball considered to be unplayable. All teams must have an additional ball ready when the ball is kicked out of play.
- E. Jewelry is strictly prohibited
- F. Teams must be dressed in matching jerseys with numbers
- G. Home Teams will be expected to wear dark jerseys while away teams will wear lights.

Rule 2.8 – Players

- B. Teams will consist of 11 players. One goal keeper, 10 field players.
- C. The minimum amount of players to start or continue a game is 9.
- D. Goal Keepers can be either gender.
- E. Playing short
 - 1. Teams playing short can play with a minimum of 1 goal keeper and 8 field players. Field players may consist of any ratio so long as there are a minimum of 4 women and men do not out number women by more than 1 at any time.
- F. There is no maximum amount of females allowed on the field at a time.

Rule 2.9 – Additional Rules

- A. There is no slide-tackling allowed in this league.
 - a. Indirect free kick will result if called.
- B. Substitutions are allowed during dead ball situations only. No “On the Fly” substitutions will be allowed.
 - a. Teams do not have to have possession in order to sub in and out players.

Section Three – Protests

Rule 3.1 – Player Protests

- A. Any protest involving the eligibility of a player must be filed in the following manner:
- B. If a player protest has been lodged, play will continue.
 - 1. The protest must be lodged prior to the end of the 1st half.
 - 2. The protesting manager must inform the referee who will then inform the opposing team’s manager that a player protest has been lodged.
 - 3. If the player in question fails to show proof of identification to the referee, the game will be automatically forfeited by the league manager. Forfeited games will be scored as 2-0 for records purposes.
 - 4. The protest form must be filed in the Recreation Office by 4:30 PM on the next business day following the game. No fee required.
- C. If the protest is upheld, the appropriate penalty will be designated forfeiture of that game and any others where the ineligible player participated.
- D. If the protest is denied, the results of the game will stand.
- E. This rule applies to players challenged as ineligible because they are not listed on the team’s official roster on file with the league manager.