

**Clayton Parks and Recreation
2015 Women's Micro Soccer
Rules and Regulations**

1. Clayton Parks and Recreation follows FIFA rules and regulation. The following are rules specific to Clayton's Micro Soccer league.
2. Games will consist of two 25-minute halves. Games must start promptly.
3. No jewelry is allowed. This includes:
 - Rings (wedding bands are allowed)
 - Bracelets or watches
 - Sunglasses or eyeglasses – unless proper protective gear is worn.
4. The league will consist of a ten-week format in which only one league champion will receive league awards. There will be no playoffs.
5. If the league ends in a first place tie, the winner will be determined by head to head record with teams tied for first. If there is still a tie, the winner will be determined by margin of victory in head to head scores.
6. At the end of each game, the winning captain must sign the game card presented by the referee.
7. Goalies may not punt the ball past mid-field.
8. Substitutions may take place on any dead ball.
9. Offside will not be called.
10. There is no slide tackling.
11. If the ball goes out of bounds on the sideline a throw in will take place.
12. If the ball goes out of bounds on the end-line either a goal kick or corner kick will occur.
13. Only the captain can question the calls or be the player to voice any concerns during the match.
14. If a team forfeits 2 weeks during the season, the team will be removed from the league with no refund given.
15. If a team forfeits, for any reason, that game will not be rescheduled.

16. Any player or captain, who threatens any league official or representative in any way, will be suspended indefinitely. This may also result in team penalties or loss of game.
17. Any player fighting will result in forfeiture of the game. Players involved in the altercation will be suspended from the league indefinitely. Any player who verbally threatens another player or team may also be suspended from the league.
18. All issues regarding officials or players must be addressed immediately with the league supervisor.
19. The team's captain will be the contact person regarding all league schedules, standings, general information, suspensions and any item needed to be passed along or addressed to the team. It is the duty of the captain to relay all information to her team.
20. All teams must have a roster/waiver on file with the coordinator. All rosters must be turned in before the first game of the season. No additions may be made after the 3rd week.
21. Roster may be checked. An illegal player will result in forfeiture of game. Checks must be done before or during a game. The captain must ask the coordinator for a roster check.