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Farha Sports Center Adult Soccer League

Updated 1/2026

GREATER WICHITA YMCA

QUESTIONS?

Tyson Rey

Adult Sports Coordinator

YMCA Farha Sport Center Indoor Courts (Andover/South)

3405 S. Meridian | Wichita, Ks 67217

(E) tyson.rey@ymcawichita.org | (P) 316-776-8412

GENERAL LEAGUE RULES

1. League Format

- a. Each team will play eight (8) regular season games.
- b. Playoffs will include the top 4 teams in each division.
- c. Score and league standings will be kept. Each captain is encouraged to review final scoresheet to ensure scores are input correctly.
- d. Game Schedule
 - i. Once the season schedule is released, no revisions or reschedules will take place. Captains must submit all potential schedule conflicts for review with their team registration by the season's registration deadline. Teams will forfeit any scheduled games they are unable to attend. NO EXCEPTIONS.
- e. Forfeit Policy

- i. Teams will be given five (5) minutes after the scheduled game time to arrive. Once that time expires the game will be forfeited. If the team arrives after 5 minutes they can play but only until the next scheduled game time. Only YMCA Staff may determine a game to be forfeited.
- ii. Team captains must notify the League Director/Coordinator (Tyson) by 12pm the Thursday before the scheduled game. Failure to do so will result in a team fine of \$50. The fine will need to be paid to the Adult Sports Director/Coordinator (Tyson) by the Wednesday before their next game at 12pm. Failure to pay your fine will result in a forfeit of your next scheduled game and the game may be reassigned to another team.

2. Team Rosters

- a. All players must be paid and registered with the Greater Wichita YMCA. Players CANNOT be registered on the day of the game.
- b. A minimum of 6 players must be registered for each team.
- c. All players MUST show photo I.D. each game. If a players photo I.D. is not shown the player is not permitted to play.
- d. All players MUST sign the participation wavier prior to the first game.
- e. All team rosters will be verified and maintained through Team Sideline. It is the captains responsibility to ensure their team roster is showing the correct players listed.
- f. A player may play for more than one team pending the following requirements have been met:
 - i. Registration fee is paid for each team they wish to play on
 - ii. Teams are not in the same division
- g. If a team would like to question a player from another roster this must be done by the team captain prior to the end of halftime. Any roster questions that take place after half time will not be valid for that game.
- h. Players injured during the season (and removed) may be replaced.
- i. All players must have the same color jersey/shirt, excluding the goalkeeper, as theirs must be different from their own team AND the opposing team's color.
- j. Players can wear either soccer cleats or turf shoes. No metal or screw-in or baseball/softball cleats allowed.
- k. Shin guards are required.

3. Game Day Operations

- a. **Players**
 - i. A team must have the minimum of four (4) team players to start the game but can finish with less if players are awarded a red card. Forfeit policy will be in effect if the minimum number of players are not met at the start of the game. (See #1, e)
- b. **Clock**
 - i. Two (2) 25 minute halves.
- c. **Substitutions**
 - i. Subs are “on the fly” and can be made at anytime during play or stoppage.
 - ii. Incoming players may not enter the pitch until the exiting player is completely off the field. All substitutions should occur in the technical area of the team substituting.

- iii. If a substitute plays the ball before the teammate they are coming on for is off of the field, a yellow card will be awarded to the substitute player.

d. **Team Captains**

- i. The team captain is responsible for the actions of his/her team. Any fighting, taunting and/or threats will result in the removal from this league without a refund.
- ii. **Only the team captain will be allowed to address the official before, during and after the game.**

- iii. If any other team member addresses the official it is up to the official to distribute yellow and/or red cards.

e. **Yellow Cards, Red Cards, Suspensions & Ejections**

i. **Yellow cards are now accumulative and the policy is as follows:**

- ii. 2 yellow cards in the game = issued a red card, and will serve a minimum one (1) game day suspension and is NOT eligible to play in any other games the team may have that day.

- iii. 4 yellow cards in the season = 2 game day suspension

- iv. 5 yellow cards in the season = removal from the league with no refund

- v. 2 direct red cards in the season = removal from the league with no refund

- vi. If you receive two yellow cards in a game that results in your total hitting 4, you will receive the 1 game day suspension PLUS the 2 game day suspension.

- vii. If a player receives two yellow cards in a game, they will earn a red card and their team will play down a player for the remainder of the game. The player must leave the field and player bench. A player who is awarded a red from two yellows will serve a one (1) game day suspension.

- viii. If a player is shown a direct red card, their team will play down a player for the remainder of the game, and the player must leave the field and player bench, and may be asked to leave the facility at staff's discretion.

- ix. Any player who receives a direct red card will serve a **minimum** one game day suspension, with the final duration to be determined by the league director/coordinator.

- x. If at any time a player engages in a physical altercation, they will be subject for league removal.

- xi. Players, coaches, or spectators that are asked to leave the premises and do not, shall result in a forfeit of the team with which they are affiliated.

4. **Fan and Bench Behavior**

- a. Each team is responsible for the actions of their fans and their players. Fans will be asked to leave for improper behavior.
- b. Only rostered players are allowed on the player bench and in the technical area.
- c. Teams are allowed to roster ONE (1) designated coach, and this must be communicated to the league director/coordinator prior to the games to ensure they are on the roster.

5. **General Rules**

- i. **Sliding of any kind is NOT permitted. A slide is deemed as any deliberate movement of leaving one or both feet while going down to the turf in an attempt to play the ball, including shots, interceptions, blocking shots, and attempts to keep the ball in play.**
- ii. **Goalkeepers are permitted to slide but only in their own penalty box.**
- iii. **Penalty kicks are a dead ball after the initial shot.** There are no rebounds, and it will either end in a goal for the shooting team or a goal kick for the defending team.
- iv. There are NO offside rules.
- v. Fouls and misconduct are conformed to FIFA.

- vi. Incidents involving language that is deemed offensive, insulting, or abusive towards opponents, staff, or referees may result in a red card at the discretion of the referee. Cards for language will apply to the policy in section 3e.
- vii. Foul accumulation – on a team's 5th foul, a penalty kick will be awarded for opposing team.
- viii. Bicycle/scissor kicks are NOT allowed. Attempts will result in the opposing team being awarded an indirect free kick at the spot of the infraction.
- ix. Any ball that hits the top net (ceiling of the facility) will result in an indirect free kick for the team who did not kick the ball at the center circle.
- x. PLAYOFFS – During playoffs, if a game is tied at the end of regulation it will go directly a penalty shootout. Teams will shoot towards the South goal (the side closest to the main entrance).

6. Coed division-specific rules

- i. At least 2 players of each gender must be on the field at all times.
- ii. No touch limit – all players have unlimited touches.
- iii. Goals scored by female players count as 2 goals, and goals scored by male players count as 1 goal.
- iv. All other stated rules apply.