

NASA Goddard Soccer League (GSL)

Game Rules for 2024 Spring Season, Rev –

SUMMARY

- 11v11 game, Full Field is the baseline game format
 - Minimum 8 players required to start a game on a full field
 - No gender specific rule
 - Captain(s) have option to decrease # of players on field and switch to a smaller field if turn out is low (see section 5.b, 10)
- Two 35-minute running halves with 5 minute half time
- All games are baselined to be self-managed by the players/teams (self-refereed)
 - **Please respect all self-calls made.** Any disputes shall be handled by the team captains.
 - If available a mediator may be brought on to mediate the game (see section 1 and 13)
 - If approved by the league, an official referee may be hired to officiate a game (see section 1 and 14)
- Slide tackles are illegal
- No limits on substitutions. Subbing can occur during any deadball situations.
- Games start at 5:15pm. Have team fielded and ready to start at this time.
- Unsportsmanlike behavior will result in that player being suspended/removed from participating.
- This is a work league – break a sweat and have fun!
- All games are RAIN or SHINE (unless called off by the field chairman prior to the game OR as determined by the captains based on game-time weather conditions – see “Weather section”)

1. IN-GAME MANAGEMENT

The baseline for the season is for Players and Teams, lead by Team captains, to self-manage their game per the rules defined in this document. However, a mediator or referee, may be desired and/or requested by Team captains for certain games (examples: highly competitive games, playoff games). The following rules govern this situation.

- a. Unless otherwise noted, the rules defined in this document apply to all games (Team self-managed games, mediated games, referee games)
- b. If a mediator is available and able to mediate a game, both team captains must agree to the mediator and the rules governing the game when a mediator is present, as defined in section 13.
 - i. No approval from executive committee required.
- c. If a referee is desired for a particular game, both team captains must agree to the rules governing the game when a referee is present, as defined in section 14.
 - i. Both captains must submit the request to the executive committee 2 weeks in advance. The executive committee must approve the request to fund the expense and find a willing referee company to supply the referee. This is likely reserved as an option just for the playoff/final.

2. GAME TIME/FORFEITS

- a. Game time is 5:15pm.
- b. Each team must have at least 8 players to start a full field game. (see section 4.2 for minimal participation options)
- c. Game time is forfeit time. Please don't forfeit. Your teammates and opponents count on you to have a full team and competitive game.

- d. To respect everyone's schedule, we strongly suggest arriving at the field 15 minutes before game time for stretching, changing, etc. since the games must start on time

3. FORFEIT PENALTIES

- a. First Offense: Loss of game, loss of point in the standings and warning issued
- b. Second Offense: Loss of game, loss of point in the standings and removal from the playoffs
- c. Third Offense: Removal from the rest of the schedule and future GSL soccer leagues

4. CLOCK/TIME

- a. Two 35-minute running halves with a 5 minute half time.
- b. The clock stops only for long delays such as water breaks, long injury breaks, etc.
- c. Please refrain from any non-game delay tactics, such as kicking the ball far out of bounds, or faking injuries – we're all here to play the full game and maximize the time played.

5. ROSTER ASSEMBLY

- a. Initial Rosters – Start of Season
 - i. At sign up, a player may choose the team of their preference, along with their willingness to be placed on any team
 - ii. Only players who indicate a willingness to be placed on any team may be placed on a team by the League Officers
 - 1. League shall keep the changes to a minimum in order to meet the goals of balancing league play
 - iii. Final Rosters to start the season are presented to Team Captains for feedback
 - 1. Approval by the President, Vice President, and secretary is required to finalize
- b. Sign-ups during the season
 - i. Only players who indicate a willingness to be placed on any team may be placed on a team by the League Officers
 - ii. Priority shall be given to the team in most need of players and/or highly skilled players
 - 1. League officers shall present decision of new player placement to Team Captains
 - 2. Approval by President, Vice President, and secretary is required to finalize placement.
 - a. If timeliness is required and one of the listed Officers can't respond, the final decision falls on whoever is present.

6. TEAM SIZE

a. Baseline

- i. 11v11, Full Field game (see section 11) is the baseline format
- ii. Teams may play with no less than 8 players on a full field.
- iii. If a team has less than 8 players a forfeit will be awarded and no official game shall be played. An automatic score of 1-0 will be applied to the standings
- iv. To avoid a forfeit, both captains have the option to agree to play an official game as outlined in section 5.2, "minimal participation options"
- v. To avoid a forfeit, the team short on players may borrow up to 2 players as outlined in section 5, "Picking up / borrowed players"
- vi. Teams MUST start at game time if the minimum numbers of players are present
- vii. Full teams are allowed to edit their roster up until the midway point of the regular season. If you are short-handed during the season you may pick up another player(s) not on your roster for the game. See below "Picking Up Players" for details. Waivers must be signed by all players and handed in before the start of the first game.
- viii. PLAYERS WILL NOT BE ALLOWED TO PARTICIPATE IN ANY GAME WITHOUT SIGNING THE WAIVER

b. Minimal participation options

In the event there is a small player turn out from one or both teams, the Team Captains may opt to decrease the number of players on the field so an official game can be played and/or to improve game quality. In this event, the following rules apply:

- i. The two Team Captains may agree to decrease the number of field players to 5v5, 6v6, 7v7, up to 8v8 and switch to the smaller field (See section: "FIELD LAYOUT")
 1. No offsides will apply in the short field
- ii. If a team has less than 5 players a forfeit will be awarded. An automatic score of 1-0 will be applied to the standings.
- iii. The field will be lined to field both game formats.

7. PICKING UP / BORROWED PLAYERS

Since occasionally teams may be short players and GSL wants everyone to be able to play every game possible, we permit teams to pick up players from other GSL teams *if* a team is short of roster players for its game. In this event, the following rules apply:

- a. Teams can never pick-up non-GSL players (only sign-up folks shall participate in games)
- b. Teams can never pick up players from other GSL Teams just to have subs.
- c. Max of 2 players from another GSL team may be borrowed for any particular game.
- d. Any team that picks up a player(s) from another GSL team must play the game with 1 less player than the opposing team, while that player is on the field.
- e. If both teams show up with an equal number of 5 or 6 players, teams are both to play with that number of players. Players may be picked up IF AND ONLY IF BOTH captains agree prior to the game to pick up an equal number of players (not exceeding 7 on a side, per the baseline).
- f. DURING THE PLAYOFFS, ONLY PLAYERS ON YOUR ROSTER ARE ALLOWED TO PLAY.
- g. When roster player arrives after the game has started
 - i. Non-roster player must be replaced by the roster player
 - ii. Non-roster player may not re-enter the game

- h. Protests in regards to non-roster players must be made to the Captains and Executive Committee.
 - i. If a player arrives late a challenge must be made to that player before they start playing. Teams can only challenge specific players.

8. UNIFORMS/FOOTWEAR

- a. GSL has team pennies to provide the Captains/Players
- b. As a back up, please bring a shirt of your team colors.
- c. SHIN GUARDS ARE STRONGLY ENCOURAGED!
- d. Molded cleats – allowed
- e. Metal cleats – NOT allowed

9. START OF PLAY

- a. A game is started by a kick-off in any direction from the center mark
- b. Captains can agree who starts with the ball or decide via rock/paper/scissors
- c. The opposition must be 5 yards from the ball when the kick-off begins
- d. In the second half, teams change directions and possession
- e. We recommend that each team bring their own copy of these rules to the game as reference to resolve any disputes if any occur.

10. SUBSTITUTIONS

- a. Unlimited substitutions of players are permitted
- b. Any player with an open cut or wound must come off the field to bandage it up and receive treatment before re-entering the game.

11. FIELD LAYOUT

- a. A Full Field game is marked by the white lines, as shown in figure 1 (yellow lines are ignored)
- b. Any games fielding 9 players per team or more shall use the larger field/goals
 - i. Note: Captains have the option to play 8v8 on the large field, or 8v8 on the small field
- c. A Small Field game is marked by the yellow lines to accommodate minimal participation scenarios, per section 4.2, as shown in figure 1
 - i. Captain may agree to use the yellow dotted line to accommodate a wider field
 - ii. The Small Field can accommodate as low as a 5v5 game and as high as a 8v8 game.
 - iii. The goals to be used are 10' wide x 6.5' tall
 - iv. Goalie may not use their hands outside of the penalty box arc

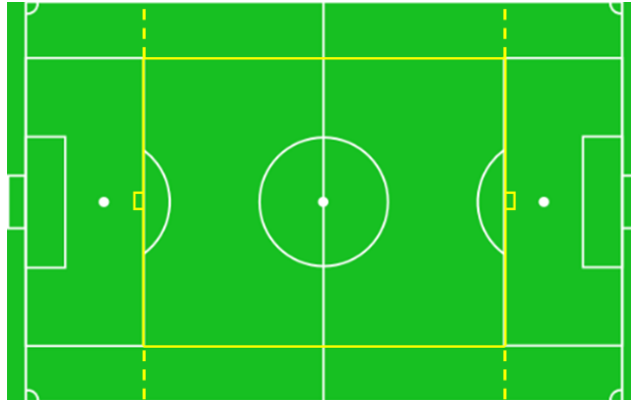


Figure 1. Field Layout

12. IN GAME RULES – SELF MANAGED GAME

- a. For self-managed games especially, GSL relies on all players to prioritize sportsmanship above their competitiveness to maintain a smooth and safe game. Infractions and possession calls shall be made by the players closest to the play involved. If there is a dispute on any call, the decision falls on Team captain to decide the call and keep the game moving forward.
- b. INFRACTIONS/POSSESSION
 - i. Direct Kick
 1. Any self-reported fouls are direct kicks.
 - a. Self-reported fouls should be respected by the opposing team
 - b. If there is strong disagreement by the opposing player, the Team Captains must decide in good faith how to proceed
 2. The direct free kick is one where a goal can be scored without another player touching the ball. Direct kicks will be taken from the spot of the foul.
 3. All players must be 10 yards or more from the spot of the ball.
 4. Ball needs to be still at first touch.
 5. Since there is no referee to whistle start of play, teams must aware, set, and ready when offensive team starts play.
 - ii. Penalty Kick
 1. There are no penalty kicks. Only Direct kicks.
 2. Any self-reported foul in the box will be direct kicks from the 18 yard line, nearest to where the foul occurred
 - iii. Corner Kick
 1. When the entire ball passes over the goal line and was last touched by a player from the defending team
 2. The offensive team will put the ball back in play, from the corner of the field nearest to where the ball went out
 3. Opposing players must be at least 5 yards from the ball
 4. A corner kick is a direct kick. The offensive team can score without anyone else touching the ball
 5. Since there is no referee to whistle start of play, teams must aware, set, and ready when offensive team starts play.
 - iv. Goal Kick

1. When the entire ball passes over the goal line and was last touched by a player from the offending team
2. Goal kicks must be taken from any spot on or within the goal box
3. Opponents must clear the goal area
4. A goal kick is a direct kick. The offensive team can score without anyone else touching the ball
5. Since there is no referee to whistle start of play, teams must aware, set, and ready when offensive team starts play.

v. Throw-Ins

1. When the entire ball passes out of the field of play along the sideline a throw-in is awarded to the opposition of the team of the player who last played or touched the ball
2. The ball is thrown in from the spot where the ball left the field of play
3. The player throwing in the ball must have both feet touching the ground outside the field of play
4. Ball must be delivered with both hands from behind and over his/her head into the field of play
5. A throw-in which goes directly into an opponent's goal without touching any player on the field will be disallowed
6. Without ref to whistle start of play, teams must aware, set, and ready when offensive team starts play.

c. OFFSIDE

- i. There is no offside rule for any games (full field or small field)

d. CARDS/MAJOR INFRACTIONS

With no referees, no Yellow/Red cards are officially distributed in game. However, the following are fouls or misconducts and can result in future penalties depending on the level of aggressiveness or danger of the foul committed.

Any of these violations can/should be reported to the Executive Committee by any player/captain. The executive committee will open an investigation and respond accordingly. This may include a warning, a suspension, or a ban from further participation with the league. Accumulation of major infractions by a single player will influence the executive committee decision on the infracting player future with the league.

i. Yellow Card Level Infractions

1. Swearing, gesturing at, or arguing with any player
2. An inadvertent but aggressive kick, trip, jump at, strike, hold, push, or charge from behind or violently charge an opponent
3. Slide tackling

ii. Red Card Level Infractions

1. Fighting, swearing, gesturing at or excessive arguing
2. An intentional and/or dangerous kick, trip, jump at, strike, hold, push, or charge from behind or violently charge an opponent
3. Two yellow card violations
4. Multiple instances of excessively dangerous play

13. IN GAME RULES – MEDIATED GAME

a. INFRACTIONS/POSSESSION

i. Direct Kick, Penalty kick, Corner Kick, Goal Kick, Throw-ins

1. For all infraction and possession calls, if the players closest to the play have a dispute, the captains can defer to the mediator to decide on the infraction and possession.
 - a. All other rules per section 12.b apply (including no penalty kicks)
2. Once the mediator makes a call, the decision is final.
3. No prolonged arguing with the mediator shall be tolerated.

b. OFFSIDE

- i. There is no offside rule for any mediated games (full field or small field)

c. CARDS/MAJOR INFRACTIONS

- i. The mediator has the authority to issue Yellow and Red Cards on a player based on infractions detailed in section 12.d.i and section 12.d.ii
 1. YELLOW Card Infraction Penalties
 - a. Player must come out of the game immediately.
 - b. Player may come back into the game 10 minutes after yellow card infraction. Mediator is responsible for tracking this time
 - c. Two Yellow card in the same game results in a RED card
 2. RED Card Infraction Penalties
 - a. Player is removed for the rest of the game
 - b. The player removed can not be substituted for another player (Offending team plays with 1 less player)
- ii. Yellow and Red Cards may also be issued if a player has a prolonged argument with the mediator

14. IN GAME RULES – REFEREED GAME

a. INFRACTIONS/POSSESSION

i. Direct Kick, Penalty kick, Corner Kick, Goal Kick, Throw-ins

1. All infraction and possession calls are decided by the referee
2. Referees manage start/stop of play
3. Referees manage stoppage of play for substitutions.
4. Referees manages the game clock.
5. Penalty Kicks are allowed
6. All other rules per section 12.b apply
7. Once the referee makes a call, the decision is final.
8. No prolonged arguing with the shall be tolerated.

b. OFFSIDE

- i. The offside rule is in play for the large field, but not the small field for refereed games

c. CARDS/MAJOR INFRACTIONS

- i. The referee has the authority to issue Yellow and Red Cards on a player based on infractions detailed in section 12.d.i and section 12.d.ii.
 1. YELLOW Card Infraction Penalties
 - a. Player must come out of the game immediately.
 - b. Player may come back into the game 10 minutes after yellow card infraction. Mediator is responsible for tracking this time

- c. Two Yellow card in the same game results in a RED card
- 2. RED Card Infraction Penalties
 - a. Player is removed for the rest of the game
 - b. The player removed can not be substituted for another player (Offending team plays with 1 less player)
- ii. Yellow and Red Cards may also be issued if a player has a prolonged argument with the referee.

15. SCORING

- a. The ball must completely cross the goal line to be considered a goal
- b. If any part of the ball is touching the goal line, no goal will be allowed
- c. For balls in the air, the entire ball must have crossed the imaginary plane of a goal line to be allowed including if part of the ball hit off one or more posts
- d. Captains shall keep score and report the final score to the Executive Committee for official bookkeeping

16. STANDINGS

- a. The standings for soccer will be based on the following point system:

Win: 3 points
Loss: 0 points
Draw: 1 point
Forfeit: -1 point

Regular season games ending in a tie score after the end of regulation will be recorded as a draw. Sudden death overtime and penalty kicks (if necessary) will be used in playoffs.

17. PLAYOFF GAMES

- a. Playoff games will follow the same format during regulation as the regular season. If teams are tied at the end of regulation in the playoffs, sudden death overtime will be used. If after sudden death, the score remains tied, the teams shall go to a shootout.
- b. Sudden Death
 - i. Golden Goal applies (next goal ends the game).
 - ii. One 5 minute period
 - iii. Higher seed has the choice of side or possession
 - iv. Teams will not switch sides
 - v. If neither team scores after the 5 minute overtime period, teams will go into a shootout
- c. Shootout
 - i. Switch to the large goals if playing on smaller field
 - ii. Each team selects a player to be goalie
 - iii. Each team selects 5 players and informs referee of shooters prior to the first shot being taken
 - iv. Players do not have to have been playing at the end of regulation
 - v. The goalie may be substituted before the start of penalty kicks.

- vi. Higher seed is allowed to choose to shoot first or second
- vii. Both teams shoot at the same goal
- viii. Teams will alternate taking direct penalty shots from 12 yards out from the goal line (no male/female shooting order is necessary)
- ix. If tied after both teams have had their 5 players shoot, we will move to SUDDEN DEATH (i.e., 1st player from Team A scores and 1st player from Team B misses – Team A wins)
- x. Players are not eligible to shoot again until all remaining players present have shot
- xi. If and when 1 team begins to utilize players for the second time, the other team may “recycle” players as well regardless of if everyone has shot yet. Thus, some players on the team with more people present may or may not shoot

18. TIE BREAKERS FOR PLAYOFFS/SEEDINGS

- a. Total number of points
- b. 2. Head-to-head competition
- c. 3. Record against other teams in or tied for playoffs (winning percentage – i.e., 0-1 is same as 0-2, but 1-3 is better than 0-1)
- d. 4. Number of wins
- e. 5. Coin Toss

19. GAME CANCELLATION

- a. Games may be cancelled due to heavy rain, dangerous weather conditions, facility constraints or other unforeseeable reasons. Playing on poor field conditions may leave the players susceptible to slips and injury while causing long term damage to the field, leaving the field hazardous for future games. The GSL Field Chairman is responsible in assessing the field conditions and projected forecast and decision on cancelling the games by 3pm, the day of game.
- b. GSL will communicate all of the captains to let them know. It is then the captain’s responsibility to inform all teammates of the cancellation.

20. SPORTSMANSHIP

At GSL, we are organized to provide an enjoyable forum to exercise, improve wellness, all while having fun with our colleagues. This is a social work league and our goal is to have a good time. We hope that everyone keeps this in mind when playing. We know that some games will become very intense, but you can still be competitive and be a good sport. Thus, any behavior deemed unacceptable by the executive committee may result in suspension and/or ejection from a game or the league. Abuse of staff and/or other players will not be tolerated. GSL reserves the right to remove a player from a game or the league if we think that they are bringing down the quality of the league. No fighting will be tolerated. Fighting will result in an automatic ejection from any game and in most cases ejection from the league for the rest of the season.

21. NOTIFICATION

If you know in advance that your team is going to forfeit a game because of player shortage, you MUST contact GSL by at least 12pm the day before. It is not considered notification unless you receive a reply.

If your decision is not made until after 12pm, you should still reach out via email to the following listserve: gsl-members@lists.nasa.gov. GSL will make efforts to contact the other team/players to pick up/borrow players for the game to happen.