



# Badger State Games Adult Soccer Rules

Rules subject to change. Final rules will be posted at the fields of play

## 1. Laws of the Game

All games will be played in accordance with Wisconsin Soccer Association and FIFA laws except as noted herein. No slide tackling for over-40 and coed divisions.

## 2. Eligibility and Team Composition

- a. Roster Limit: 18 players.
- b. Teams can only make one-for-one substitutions (no additions) prior to their first game only. All substitutions must be reported at check in and sign a waiver prior to competition.
- c. No underage players.
- d. Players are limited to playing on one team per division.
- e. Players are required to carry proof of age (birth certificate, driver's license, etc.).

## 3. Game Information

- a. Teams must report to the field marshal 30 minutes before each game.
- b. All jerseys, at a minimum, must have numbers on them. Light and dark jerseys are required for Home teams.
- c. Aluminum or metal cleats are not allowed, unless they are protected with plastic or rubber coated edges and nothing is exposed to the ground or to other players.
- d. Teams shall be on the same side of the field. Parents and spectators for each team shall be on the opposite side of the field from the players.
- e. Players a side (goalies included):

|              |   |
|--------------|---|
| Men's Open   | 11 players                                  |
| Women's Open | 11 players                                  |
| Men's 30-39  | 11 players                                  |
| Men's 40+    | 11 players                                  |
| Coed         | 5male/5 female plus goalie of either gender |

## 4. Tournament Directors and Referee Authority

All referee decisions are final. No protests are allowed. Badger State Games Soccer Commissioner's decisions are final. They reserve the right to modify the length and location of any game. Weather and/or conditions of the fields may dictate postponement or cancellation of games.

## 5. Discipline

- a. Players
  - i. All red and yellow cards will be reported to the Commissioner.
  - ii. Any player that is red-carded will be disqualified for that match and the next scheduled match. Two yellow cards equal a red card.
  - iii. Players red-carded for violent conduct or foul or abusive language may be suspended for the remainder of the Badger State Games.
  - iv. If any one player receives 2 red cards during the Badger State Games, that player will be disqualified for the remainder of the Badger State Games.

## 6. Forfeits/Failure to Show

- a. All teams are expected to complete all scheduled games. Any team that fails to show or leaves the field of play before the conclusion of a game will result in elimination from medal contention.
- b. A team must have at least 7 players or they automatically forfeit the game. Coed teams must have 3 men, 3 women, and a goalkeeper (either gender).
- c. In the event of a forfeit, the winning team is awarded a 3-0 victory, for a total of 9 points.

**7. Substitutions**

- a. Unlimited, with referee consent, prior to substituting team's throw-in, after either team's goal, prior to either team's goal kick, and at half-time. All substitutions will be made from the mid-field line.
- b. When play is stopped for an injured player and an attendant enters the field of play, the injured player must be substituted. The opposing team may also substitute a like number of players.
- c. Any player issued a yellow card must be substituted.
- d. A player with blood on his/her body or uniform must be substituted out. The bleeding must be stopped, the site must be covered with a bandage, and/or uniform must be washed or replaced, as fits the situation, before the player may return to play.

**8. Duration of Games**

- a. All games have a 5-minute half time break and are played in two 25-minute halves.
- b. Commissioners and referees have the right to modify play for a water break if deemed necessary by hot and humid conditions.

**9. Scoring**

- a. 6 points for a win  
3 points for a tie  
0 points for a loss  
1 point for each goal scored up to 3, win, lose or tie.
- b. In the event of a forfeit, the winning team is awarded a 3-0 victory, for a total of 9 points.
- c. Tie breakers for advancement:
  - i. Head-to-head competition. Note: In the case of a three-way tie this criterion does not apply.
  - ii. Goals against
  - iii. Goal differential
  - iv. Most goals scored
  - v. Flip of a coin
- d. Tie breaker in medal round:
  - i. In the case of a tie at the end of the game, 2 five-minute halves will be played in sudden death format. If no goals are scored during overtime periods, "Shoot Out" will occur immediately. 5 penalty kicks will be taken alternately by each team according to FIFA rules to decide the winner. All players participating in this "Shoot Out" must have been playing on the field when the overtime expired.
  - ii. COIN FLIP determines first kick.