

CP Alumni Soccer Rules 2019

Schedule:

Sundays at 5:15, 6:15, 7:15, and 8:15 p.m.

Dates:

June: 2, 9, 23, 30

July: 14, 21, 28

August : 4

August (playoffs) : 11, 18

Tournament, single-elimination: First round August 11, Semifinals and Finals August 18

Full schedule will be sent to captains and posted on web site 1-2 weeks before the first game.

Structure:

- There will be two leagues, JV and Varsity, with 8 teams each. Talent will be divided as equally as possible
- Rosters should be made up of at least 3 Prep alumni! The rest of the roster may be filled out at your own discretion: women, friends, kids, etc., are welcome at your discretion, BUT, again, this is intended to be fun and competitive.
- After the mid-point in the schedule, there will be a relegation and promotion: the top 2 teams from the JV league will move up to the Varsity, the bottom 2 teams from varsity will move down to JV. This is to promote a more even playing field for all.

Gameplay:

- 6 on 6, plus keepers
- Two 25-minute halves, no extra time
- Games are rain or shine, unless in the case of severe weather storms. Games will go on as scheduled unless captains are contacted.
- Shin guards encouraged, but not mandatory.
- Keep it competitive, keep it fun. Anything else and you're doing it wrong. This is meant to be a simple league where you can come and just play. No whining, no over-regulation, just play.
- Regular season: games end in a tie. Playoff games ending in tie will go to 5 minutes of Golden Goal extra time, followed by 3 rounds of shooters in a shootout if still tied.

Rules:

- **BE ON TIME. Your game starts at the scheduled time. You may play with 4 field players plus a goalie if you absolutely must, but any less and you will forfeit. That's no fun for anyone.**
- **You will be removed from the league after 2 forfeits.**
- Any on-field calls (fouls, out of bounds, hand ball, etc.) are on your honor, and must be agreed upon by both teams. Turn to a neutral source on the sideline if necessary. All calls will be followed by *indirect* free kicks. This is intended to keep play moving.

- o No throw-ins! Anything out of bounds on the sidelines will be followed by an indirect kick-in, which must stay below the knees (so it is not just a free kick!). Goal kicks and corner kicks may be taken above the knees as normal
- No penalty kicks! All fouls and hand balls within the designated keeper's box are followed by *indirect* free kicks from the spot. Again, this is to speed up game play, avoid controversy, etc.
- Hand balls outside box – indirect free kick from the spot (*hand balls always indirect*).
- Absolutely, 100%, NO FLOPPING. Save it for the Europeans.
- *Offsides*: there will be no official, so offsides will also be considered an on-field call, which is on your honor.
- Subbing is on any stoppage, unlimited subbing.
- Clean slide tackles allowed, but not preferred. Be careful - dirty slide tackles = ejection.
- Fighting = **automatic ejection**. Although it's very close, the CP Alumni Soccer League is not the World Cup. We have had to ban players in the past, we will do it again without hesitation if we must.

Finally - Individual stats and standings will be updated on the site weekly – captains are responsible for relaying any team-pertinent information sent to them by Commissioner Matt Gorman.

Contact Max Huerter, 402-548-3851, or Matt Gorman mgorman@deloitte.com or 402-639-7811 with questions, comments or concerns.