

GENERAL RULES

Games are self-refereed. By self-refereed we mean we use the honor system. You are the player and the referee. For instance, if the ball goes out and you are there, then you call it out. If you handled the ball, then you call for a handball regardless of who else might have seen it.

Do not play in a dangerous or overly aggressive manner. Nobody plays with us to get injured. In short this means NO SLIDE TACKLING, NO HACKING AT THE LEGS OR FEET, and VERY LIMITED pushing and shoulder-to-shoulder contact.

We play in a very informal pick-up style. For outdoor play, normal soccer rules apply with the following exceptions:

- We don't keep score and we play until we want to stop.
- No corner kicks. All balls that go over the goal line without a goal being scored are goal kicks.
- We don't play with touchlines. This means play can extend out laterally as far as is reasonable. In case the ball is played into a road, forest, parking lot, building, etc. the ball goes to the other team.
- No penalty kicks.
- No goalkeepers. Everyone plays out in the field.
- No camping the goal.
- No offsides.

The rules above also apply for indoor play, except during indoor play we don't play with goal lines (except for the part that's in the goal, obviously). During indoor play the field works much like hockey. It is legal to dribble behind the net and just about anywhere on the gym floor that's accessible.

TEAM STRUCTURE

We don't create teams which persist from game to game. Our games are all essentially pick-up games, so teams are organized on the spot at the beginning of each game.

Our play areas are too small to accommodate a large number of players, so teams will be structured and maintained during games as follows.

For outdoor games:

- All games are limited to a maximum of 7 players on each side.
- As more people come by, we'll rotate them in, in a round-robin fashion, every 5 minutes.
- New players should pick a side to even out the game.
- If the number of extra players has reached critical mass, e.g. 6, then the secondary field will be set up.
- If even more players show up, we'll implement steps 2 and 3 on both fields to accommodate everyone.

For indoor games:

- All games are limited to a maximum of 5 players on each side.
- As more people come by, we'll rotate them in, in a round-robin fashion, every 5 minutes.

- If the number of extra players is up to 4 people, we'll rotate them in two at a time, i.e. one for each side, every 5 minutes.
- If the number of extra players has reached 5, then they are a team and we'll rotate a team every 10 minutes.
- If even more players show up, we'll implement steps 2 and 3 to accommodate everyone.

This way the wait time is minimized while the rest of the players are enjoying a fast-paced and high-quality game.

TEAM COLORS

Teams are organized into light and dark sides, preferably white and black. To support this PLEASE BRING BOTH A WHITE AND DARK SHIRT TO GAMES. Since we organize games on the spot we can't predict which shirt you will need to bring, so bring them both.