

# **VIRGINIA BEACH FIELD HOUSE ADULT SOCCER LEAGUE**

**VBFHASL**

## **POLICIES & PROCEDURES**

**Version 10.0**

Virginia Beach Field House  
Adult Indoor Soccer

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Detailed rule numbering is shown within each section.

# 1. LEAGUE ADMINISTRATION & PLAYER RESPONSIBILITIES

## 1.1 Player Responsibility

It is the responsibility of every player to know and follow VBFHASL Policies and Procedures.

Players are expected to:

- Participate in a division appropriate for their skill level;
- Play under control;
- Demonstrate appropriate sportsmanship;
- Avoid conduct that unnecessarily creates a risk of injury; and
- Comply with reasonable instructions from referees, League Administration, and VBFH staff.

## 1.2 League Authority

Virginia Beach Field House (VBFH) and League Administration have authority to interpret and enforce these Policies and Procedures.

League Administration may take reasonable action when necessary to protect player safety, competitive balance, sportsmanship, league integrity, and league operations.

## 1.3 Schedules

Team captains and players are responsible for checking their schedules regularly.

Schedules may change during the season because of facility needs, team changes, weather, forfeitures, rescheduling, or other circumstances.

## 1.4 Leagues and Divisions

Adult soccer leagues are primarily organized by night of the week.

Divisions are organized by competitive level, with Division A representing the highest level, followed by B, C, D, and additional divisions as necessary.

Large divisions may be subdivided.

## 1.5 Promotion and Relegation

VBFH may promote or relegate teams between divisions to maintain competitive balance.

League Administration may consider previous results, roster composition, observed playing level, league composition, and other relevant factors.

## 1.6 Individual Skill Level

League Administration may restrict or move a player when that player's skill level is determined to be inappropriate for the division in which the player is participating.

## 2. REGISTRATION, ELIGIBILITY & ROSTERS

### 2.1 Registration

Registration does not guarantee placement in a league or division.

Teams may be placed on a waitlist even when registering before the registration deadline.

### 2.2 Player Eligibility

Players must:

- Be at least 18 years old unless an approved league-specific exemption applies;
- Have an active VBFH account;
- Have a current VBFH waiver; and
- Satisfy all applicable league and division eligibility requirements.

### 2.3 Maximum Roster

The maximum roster size is fifteen (15) players.

### 2.4 Minimum Roster

A team must have at least seven (7) rostered players to remain on the schedule.

### 2.5 Minimum Players

A team must have at least five (5) eligible players, including a goalkeeper, to begin or continue a game.

### 2.6 Coed Team Composition

A Coed team may have no more than five (5) male players on the field at one time.

A Coed team must have at least one (1) female player on the field to begin or continue a game.

A Coed team may not play with an all-male or all-female lineup.

When a team fields the full seven (7) players, at least two (2) positions are reserved for female players.

A team may therefore play with five (5) male players and one (1) female player, leaving the seventh position vacant.

### 2.7 Player Identification and Check-In

Players must complete VBFH check-in procedures and may be required to present identification.

A player without acceptable identification may be required to report to the front desk for account verification.

### 2.8 False Identity or Misrepresentation

No player may participate under another person's identity or otherwise misrepresent their identity, eligibility, roster status, or guest-player status.

### 2.9 Double Rostering

A player may be rostered on multiple teams playing on the same night only when those teams compete in different divisions.

A player may not be rostered or participate as a guest for two teams within the same division.

## **2.10 Roster Violations**

Teams or individuals violating roster or eligibility rules may be subject to forfeiture, player discipline, suspension, removal from the league, or other sanctions determined by League Administration.

## 3. GUEST PLAYERS

### 3.1 Guest Player Eligibility

A guest player must:

- Have an active VBFH account;
- Have a current waiver;
- Meet applicable age and division eligibility requirements;
- Pay the applicable guest-player fee; and
- Complete required guest-player check-in procedures.

### 3.2 Guest Player Limit

A team may use no more than three (3) guest players in a game unless an approved Guest Player Limit Exception applies.

If a player participates as a guest and is added to that team's roster within twenty-four (24) hours, that player will not be counted as a guest for the game just played.

### 3.3 Guest Player Skill Level

Teams, captains, and individual players are responsible for ensuring guest players are appropriate for the division.

League Administration may restrict a guest player's participation when the player's skill level is inappropriate for the division.

### 3.4 Guest Player Limit Exception

Each team may receive approval to exceed the three-guest-player limit once per season.

The team must submit a Guest Player Limit Exception Request and receive League Administration approval.

When approved:

- The requesting team may exceed the normal three-player guest limit for the approved game;
- The opposing team may also exceed the three-player guest limit for that game;
- The opposing team's reciprocal allowance does not count as that team's seasonal exception; and
- All other eligibility requirements remain in effect.

The exception applies only to the approved game unless Rule 3.5 applies.

### 3.5 Same-Night Doubleheader Exception

When a team using its seasonal Guest Player Limit Exception is scheduled for two games on the same date, League Administration may approve use of the exception for both games.

The second game is considered part of the same seasonal exception and does not constitute a second use.

The reciprocal guest-player allowance applies separately to each opponent.

League Administration approval is required for the second game.

### 3.6 O30 Under-30 Exemption

An O30 roster may have one (1) approved player younger than 30.

The player must be at least 28 years old before the team's first game of the season.

The exemption is subject to approval by the League Director.

### **3.7 Guest Player Violations**

Violations of guest-player rules may result in forfeiture, player discipline, suspension, removal from the league, or other sanctions.

## **4. EQUIPMENT & UNIFORMS**

### **4.1 Team Uniforms**

Teams must wear shirts of the same general color with unique numbers on the back.

Numbers must be at least ten (10) inches tall.

Goalkeepers must wear a color distinguishable from both teams and are not required to wear a number.

### **4.2 Uniform Conflicts**

When uniforms conflict:

1. A reigning division champion retains priority to wear its uniform;
2. If one team is fully uniformed and the other is not, the non-uniformed team must change or wear VBFH pinnies;
3. Otherwise, the home team must change or wear pinnies.

The referee has final authority regarding uniform conflicts.

### **4.3 Failure to Wear Uniforms**

A team's first uniform violation will result in a warning.

On a second or subsequent offense, the game may be played but recorded as a forfeit loss for the offending team.

If both teams commit a second or subsequent uniform offense, both teams may receive a forfeit loss.

### **4.4 Footwear**

Rubber molded cleats, turf shoes, and athletic shoes are permitted.

Metal spikes or cleats are prohibited.

### **4.5 Shin Guards**

Shin guards are required.

A player may not participate without shin guards. Entering or participating without required shin guards may result in a Yellow Card.

### **4.6 Jewelry and Unsafe Equipment**

Jewelry or equipment determined by the referee to be unsafe must be removed or made safe before participation.

The referee has final authority regarding player equipment safety.

### **4.7 Game Ball**

VBFH will provide the game ball.

A substitute ball may be used only with referee approval.

## 5. PRE-GAME & FIELD PROCEDURES

### 5.1 Building Entrance

Teams will enter through the main entrance unless otherwise directed by VBFH.

### 5.2 Player Check-In

Players must comply with VBFH check-in procedures before participating.

### 5.3 Warm-Up Areas

VBFH does not guarantee a warm-up area.

Teams may warm up only in areas where doing so does not interfere with other games, participants, spectators, or facility operations.

### 5.4 Field Entry

Incoming teams should use side field doors when available and directed to do so.

### 5.5 Field Exit

Teams completing a game should promptly clear the field and bench area.

### 5.6 Bench Area

The team bench is restricted to rostered players, approved guest players, coaches, and rostered injured players who are not dressed to participate.

Spectators, parents, friends, minor children, and other unauthorized individuals may not occupy the team bench.

## 6. RULES OF PLAY

### 6.1 Governing Rules

The Laws of the Game apply except where specifically modified by VBFHASL Policies and Procedures. VBFHASL rules control when a conflict exists.

### 6.2 Number of Players

A team may field between five (5) and seven (7) players, one of whom must be the goalkeeper. Coed teams must also comply with Rule 2.6.

### 6.3 Game Duration

Games consist of two twenty-minute running-clock halves with a two-minute halftime. There are no team timeouts.

### 6.4 Fouls During Final 30 Seconds

If a foul occurs during the final thirty (30) seconds of a half, the referee may add ten (10) seconds to the game clock.

### 6.5 Knockout Games

A knockout game tied after regulation will proceed to a five-minute Golden Goal overtime. If still tied, the game will be determined by kicks from the mark under Rule 6.14.

### 6.6 Ball Out of Play

A ball contacting side netting, netting behind the goal, ceiling netting, or entering a team box is out of play. The restart will occur at or nearest the location where the ball went out. When the ball contacts ceiling netting above the penalty area, the restart will be either a goalkeeper restart or corner kick depending upon which team last touched the ball.

### 6.7 Substitutions

Substitutions are free and unlimited provided they do not interfere with play. The outgoing player must be within three (3) yards of the team box before the substitute enters. Progressive enforcement may include:

1. Warning;
2. Direct free kick from the top of the penalty arc; and
3. Team Yellow Card for repeated violations.

### 6.8 Goalkeeper Substitution

Teams may substitute goalkeepers during play. The referee should be notified and may stop play when necessary.

### 6.9 Slide Tackling

Slide tackling is prohibited.

A slide tackle occurs when a player intentionally goes to the ground and extends one or both legs in an attempt to challenge an opposing player for the ball, dispossess an opponent, block an opponent's path, or play the ball while an opponent is within playing distance.

A player going to the ground is not automatically considered to have committed a slide tackle.

A player may slide or go to the ground to play a ball when, in the referee's judgment, no opposing player is within playing distance and the action does not create danger.

Examples that are not automatically considered slide tackles include:

- Sliding to keep a ball in play when no opponent is nearby;
- Sliding to intercept a pass when no opponent is within playing distance; and
- Falling or losing footing without challenging an opponent.

The referee will determine whether an action constitutes a prohibited slide tackle based on the player's movement, proximity to an opponent, and risk created.

A prohibited slide tackle is a foul and may result in a Yellow or Red Card depending upon severity.

### **6.9.1 Goalkeeper Exception**

A goalkeeper may slide tackle within the goalkeeper's penalty area.

Goalkeeper challenges remain subject to discipline for careless, reckless, or excessively forceful play.

## **6.10 Goalkeeper Possession and Distribution**

After gaining possession with the hands, a goalkeeper may not punt or drop-kick the ball.

The goalkeeper may possess the ball with the hands for no more than five (5) seconds.

A violation results in a direct free kick from the red line.

## **6.11 Free Kicks**

All free kicks are direct unless another VBFHASL rule specifically provides otherwise.

Opponents must automatically provide five (5) yards of distance.

Deliberately delaying a restart may result in a Yellow Card.

A team taking a quick free kick accepts the distance provided by the opposing players.

## **6.12 Three-Line Rule**

A three-line violation occurs when a ball is thrown or kicked across all three field lines in the air without touching another player.

The restart is taken from the middle of the center line.

The Three-Line Rule does not apply in Men's A or Premier divisions.

## **6.13 Boarding**

Boarding occurs when a player makes contact from the side or behind and causes a defenseless opponent to be driven into the boards.

A defenseless opponent may include a player who:

- Has their back to the opponent;
- Cannot see or reasonably prepare for the contact; or
- No longer has a reasonable play on the ball.

Players have an increased responsibility to avoid dangerous contact near the boards.

Contact that might otherwise be legal in open-field play may constitute a foul or misconduct when occurring near the boards because of the increased risk of injury.

Boarding may result in a Yellow or Red Card depending upon severity.

## **6.14 Penalty Kicks and Kicks From the Mark**

### **6.14.1 Penalty Kicks**

The ball is placed at the top of the penalty arc.

The goalkeeper must have at least one foot on the goal line until the ball is in play.

Once the referee signals for the kick, the kicker has five (5) seconds to strike the ball.

The kicker may not play the ball a second time until another player touches it.

If the goalkeeper violates the goal-line requirement and the kick is missed, the kick will be retaken. If a goal is scored, the goal stands.

### **6.14.2 Kicks From the Mark**

There will be a two-minute break before kicks from the mark.

The visiting captain calls the coin toss. The winner chooses whether to kick first or second.

The referee selects the goal.

Only eligible players who have not been disqualified may participate.

Each team initially selects three (3) kickers.

Kickers remain in the center-circle area except when taking their kick.

Teams alternate kicks until each has taken three, unless the result has already been decided.

The defending team may use any eligible player as goalkeeper.

Each kicker has five (5) seconds after the referee's signal.

If tied after three kicks, each team selects three different eligible players when possible. Teams then alternate kicks until one team leads after an equal number of kicks.

Players may be reused after the team's eligible kickers have been exhausted.

In Coed games, at least one female player must kick during each three-player rotation. If a team has only one eligible female player, that player may participate in each rotation.

## **6.15 Goalkeeper Passback Restrictions**

A goalkeeper may not handle a ball deliberately passed directly by a teammate's foot.

A goalkeeper may handle a ball legally played by a teammate's head, chest, or knee provided trickery was not used to circumvent the rule.

A goalkeeper may not bring a ball played by a teammate from outside the penalty area into the penalty area and then handle it.

Following goalkeeper distribution, the goalkeeper may not receive the ball again until it has touched another player.

Violations result in a direct free kick from the nearest point on the red line.

## 7. YELLOW CARDS, RED CARDS, SUSPENSIONS & DISCIPLINE

### 7.1 Disciplinary Authority

Referees and League Administration may impose discipline consistent with these rules.

### 7.2 Yellow Card

A player receiving a Yellow Card must serve a three-minute time penalty.

The player's team plays short during the penalty, subject to the minimum-player requirements.

### 7.3 Minimum Players During Time Penalties

A team may not be reduced below five (5) players or violate applicable Coed composition requirements solely because additional players are serving time penalties.

If another penalty would reduce the team below the legal minimum, the carded player serves the penalty but may be replaced on the field to maintain the minimum.

If the team cannot field a legal minimum, the game is forfeited.

### 7.4 Team Yellow Card

When a Team Yellow Card is issued, the captain or manager must designate a player to serve the three-minute penalty.

The designated player is not personally charged with a Yellow Card unless separately cautioned.

### 7.5 Power-Play Goal

If the team with the numerical advantage scores, the penalized team may return to full playing strength.

The carded player must personally remain in the penalty area until the original three-minute penalty expires.

An eligible bench player may enter instead.

If multiple penalties are being served, the earliest applicable penalty is affected.

### 7.6 Simultaneous Yellow Cards

Players receiving simultaneous Yellow Cards serve the full three-minute penalty regardless of goals scored.

If a subsequent Yellow Card creates a numerical advantage, a power-play goal may end that numerical disadvantage, but the originally simultaneous penalties remain in effect.

### 7.7 Expiration of Time Penalties

A player's time penalty expires after the full three minutes or at the end of regulation.

A power-play goal may restore the team to full strength but does not release the carded player before the player's personal penalty expires.

### 7.8 Red Card - Immediate Ejection

A player receiving a Red Card is immediately ejected.

The player must collect necessary belongings and leave the facility.

If necessary, the player may prepare to leave on the benches in the vestibule near the main entrance.

The referee may suspend play until the player complies.

Failure to comply may result in additional discipline.

## **7.9 Team Consequence of Red Card**

Except as provided in Rule 7.10, a team whose player receives a Red Card plays one player short for the remainder of the game.

If the player was already serving a Yellow Card penalty, the team remains one player short for the remainder of the game.

Minimum-player and Coed requirements remain applicable.

## **7.10 Limited Red Card Exceptions**

### **7.10.1 Deliberate Handling to Prevent a Goal**

When a player receives a Red Card solely for deliberate handling to prevent a goal, the team plays short for five (5) minutes rather than the remainder of the game.

### **7.10.2 Second Yellow Card**

When a player receives a Red Card solely because of a second Yellow Card and neither Yellow Card was for dissent or unsporting behavior, the team plays short for five (5) minutes rather than the remainder of the game.

The player remains ejected.

## **7.11 Red Card to Bench Player**

A bench player receiving a Red Card is ejected from the facility.

The team does not play short solely because the Red Card was issued to a bench player.

Applicable postgame suspension rules remain in effect.

## **7.12 Automatic Red Card Suspension**

Except as provided in Rule 7.16, a player receiving a Red Card is subject to both of the following:

1. Suspension from all VBFH activities for one (1) week; and
2. Suspension from the next game in the league in which the Red Card occurred.

Both requirements apply.

All Red Cards are subject to administrative review, and sanctions may be modified through that process.

## **7.13 Doubleheaders**

A player receiving a Red Card during the first game of a same-night doubleheader may not participate in the second game.

The player remains subject to Rule 7.12.

Missing the second game of the doubleheader does not, by itself, satisfy the one-week suspension requirement.

## **7.14 Double-Rostered Players**

A double-rostered player receiving a Red Card may not participate for another team later that night.

Missing that game does not satisfy the next-game suspension in the league in which the Red Card occurred.

## **7.15 Guest Player Red Card**

A guest player receiving a Red Card is suspended from all VBFH activities for one full week.

During the suspension, the player may not participate as a guest or join a team roster.

Additional discipline may be imposed following review.

### **7.16 Limited Red Card Suspension Exception**

This exception applies only when a Red Card results solely from:

1. Deliberate handling to prevent a goal; or
2. A second Yellow Card when neither Yellow Card was for dissent or unsporting behavior.

The player is immediately ejected for the remainder of the game.

The standard one-week and next-game suspensions under Rule 7.12 do not automatically apply.

If the Red Card occurs during the second half, the player is suspended for the team's next full game.

If the Red Card occurs during the first half, the player's ejection for the remainder of that game satisfies the automatic disciplinary requirement, and the player may participate in the team's next game.

Players subject to this exception are not required to leave the facility and may participate in other VBFH activities unless directed otherwise.

All Red Cards remain subject to administrative review and additional discipline when appropriate.

### **7.17 Final Regular-Season Game Red Card**

If a player receives a Red Card in the team's final regular-season game:

- If the team does not qualify for the playoffs, an applicable next-game suspension carries to the first game of the next season in which the player participates.
- If the team qualifies for the playoffs, the applicable next-game suspension is served during the first playoff game.

Additional discipline may extend beyond these periods.

### **7.18 Playoff Red Cards**

A player receiving a Red Card during a semifinal and subject to a next-game suspension must miss the championship game if the team advances.

A player receiving a Red Card during a championship game and subject to a next-game suspension must miss the first game of the next season in which the player participates.

All cases remain subject to administrative review.

### **7.19 Fighting**

VBFH has zero tolerance for fighting.

A player who fights, attempts to fight, or participates in a fight will be ejected and may receive a significant suspension.

Players entering the field or leaving the bench to participate in a fight may also receive significant suspensions.

League Administration will distinguish individuals attempting to de-escalate a situation from those participating in or escalating it.

No player is required to physically intervene in a fight.

### **7.20 Game Terminated for Misconduct or Unsafe Play**

A team responsible for causing a game to be terminated because of misconduct or extreme unsafe play may forfeit the game.

When both teams substantially contribute to the termination, League Administration will determine the game result and appropriate sanctions.

### **7.21 Red Card Review and Appeal**

Every Red Card will be reviewed by League Administration.

#### **7.21.1 Automatic Administrative Review**

League Administration will determine whether the automatic suspension and disciplinary consequences are appropriate. The review may consider the referee report; nature and severity of the conduct; risk of injury; conduct before, during, and after the incident; information from VBFH staff; available video or other reliable evidence; disciplinary history; a player's appeal, if submitted; and other relevant information. League Administration may uphold, reduce, increase, or otherwise modify discipline.

#### **7.21.2 Right to Appeal**

Every player receiving a Red Card has the right to appeal. The player may provide a written account and supporting information or evidence. Filing an appeal does not automatically postpone, suspend, or cancel the suspension. Unless League Administration specifically determines otherwise, the suspension remains in effect while the appeal is under review.

#### **7.21.3 Appeal Considerations**

League Administration may consider the player's written explanation, referee report, VBFH staff information, video, witness information, disciplinary history, applicable rules, and other reliable information. The purpose of the appeal is to review the disciplinary consequences associated with the Red Card.

#### **7.21.4 Appeal Decision**

League Administration may uphold, reduce, increase, modify, or rescind the suspension. The player will be notified of the decision. The decision is final.

### **7.22 Compliance With Suspension**

A suspended player may not participate in an activity prohibited by the suspension.

Attempting to circumvent a suspension through another identity, roster, team, or other means may result in additional discipline.

## 8. OFFICIAL GAMES, FORFEITS, CANCELLATIONS & RESCHEDULING

### 8.1 Official Game

A game becomes official after one complete half.

If a game cannot continue after one complete half because of injury, power outage, unsafe conditions, facility issues, or another unforeseen circumstance, the score at termination will be final unless League Administration determines extraordinary circumstances warrant another result.

If the game is stopped before completion of one half for reasons unrelated to misconduct, League Administration will determine whether the game will be resumed, replayed, rescheduled, or otherwise resolved.

Games terminated because of misconduct are governed by Rule 7.20.

### 8.2 Minimum Players and Five-Minute Grace Period

A team must have at least five (5) eligible players and satisfy applicable Coed requirements.

If a team cannot field a legal lineup at the scheduled start time, it has up to five (5) minutes from the start of the game clock to do so.

The game clock runs during this grace period.

Failure to field a legal lineup before the grace period expires results in a forfeit.

### 8.3 Falling Below the Minimum

A team must maintain the required minimum throughout the game.

If injury, discipline, departure, or another circumstance leaves a team unable to field a legal lineup, the team forfeits the game.

### 8.4 Forfeit Score

A game forfeited before play begins is recorded as a 4-0 victory for the non-forfeiting team.

If a game is forfeited after play begins, the result will be either a 4-0 victory for the non-forfeiting team or the score at the time of forfeiture, whichever provides the non-forfeiting team with the greater goal differential.

If both teams are assessed a forfeit, both receive a loss and neither receives standings points.

League Administration may determine a different result when extraordinary circumstances warrant it.

### 8.5 Advance Notice

A team captain must notify VBFH at least four (4) hours before game time when the team cannot play or wishes to request a schedule change.

Individual players may not cancel or reschedule a game unless authorized as the team's representative.

Advance notice does not guarantee that a game will be rescheduled.

### 8.6 Schedule Change Requests

A captain may request a schedule change.

A schedule change is not approved until League Administration confirms the new date and time.

Until confirmation occurs, the original game remains scheduled.

Failure to appear may result in forfeiture.

## **8.7 Opponent's Right to Accept Forfeit**

When a team cannot play a scheduled game, the opponent may choose to accept the forfeit rather than agree to a makeup game.

The opponent is not required to reschedule.

## **8.8 Makeup Games**

If both teams agree to a makeup and scheduling permits, League Administration may provide available dates or times.

Makeup availability is not guaranteed.

Team captains are responsible for coordinating the selection.

A makeup is official only after confirmation by League Administration.

If the teams cannot agree to an available makeup, the team originally unable to play may be assessed a forfeit.

## **8.9 No-Show Forfeit**

A No-Show Forfeit occurs when a team fails to appear without providing advance notice to the League Director.

The opposing team receives a forfeit victory.

The responsible team may also be required to forfeit its next scheduled game.

This additional penalty is not automatic. League Administration will determine whether it is appropriate after considering the circumstances, scheduling availability, and the effect on other teams.

When reasonably possible, VBFH may use the offending team's next scheduled game time to provide the team affected by the original no-show an opportunity to play.

League Administration will not impose the additional forfeit when doing so would create an unreasonable scheduling issue or unfairly disadvantage another team.

## **8.10 Repeated No-Shows**

Repeated no-shows may result in loss of future games, removal from the current league, loss of future registration priority, placement on a waitlist, or ineligibility for future seasons.

League Administration will consider the circumstances and team's history.

## **8.11 Field Use Following a Forfeit**

VBFH may allow players to use the scheduled field for practice or a scrimmage following a forfeit.

Field use is not guaranteed.

VBFH Management may use the field for another purpose.

Any activity following the forfeit is unofficial and does not affect the recorded game result.

## **8.12 Forfeits for Rule Violations**

A forfeit may result from violations including:

- Use of an ineligible player;
- Roster violations;
- Guest-player violations;
- Failure to maintain the minimum number of players;

- Failure to satisfy Coed composition requirements;
- Repeated uniform violations;
- Participation by a suspended player;
- Game termination because of misconduct or unsafe play; or
- Other serious violations.

League Administration will determine whether additional discipline is appropriate.

### **8.13 Administrative Correction of Forfeits**

A forfeit result is final unless League Administration determines that the result was entered in error, new information establishes that the applicable rule was incorrectly applied, or extraordinary circumstances justify correction.

Only League Administration may authorize the correction.

## 9. PLAYOFF ROSTERS & ROSTER SWAPS

### 9.1 Playoff Roster Eligibility

Only players listed on a team's approved playoff roster may participate in playoff games.

Players must satisfy all applicable VBFHASL eligibility requirements, including age, division, skill level, double-roster restrictions, active account, waiver, and disciplinary requirements.

Guest players are not permitted during playoff games unless specifically authorized elsewhere in these Policies and Procedures.

### 9.2 Playoff Roster Swaps

After the regular-season roster lock date, a team may make up to three (3) roster swaps for any reason, subject to this section.

Each roster swap consists of removing one player and replacing that player with one eligible player.

Each transaction counts as one roster swap.

A roster swap may not increase the team's roster size.

All roster swaps must be completed before the team's first playoff game.

Once the first playoff game begins, the team's playoff roster is locked and no additional roster swaps may be made.

### 9.3 Purpose of Playoff Roster Swaps

Playoff roster swaps are intended to replace players who are unavailable for the playoffs, not to strengthen or strategically reconstruct a team's roster for postseason competition.

Teams may nevertheless make an otherwise eligible roster swap for any reason, subject to the three-swap maximum and all other requirements.

League Administration may review transactions for compliance.

### 9.4 Deadline for Playoff Roster Swaps

Roster-swap requests must be submitted to League Administration no later than 7:00 a.m. on the morning of the team's first playoff game.

Requests received after 7:00 a.m. may not be processed.

Submitting a request does not make the incoming player eligible.

The swap must be approved and reflected on the official roster before the incoming player participates.

Once the team's first playoff game begins, the roster is locked for the remainder of the playoffs.

### 9.5 Replacement Player Eligibility

An incoming player must satisfy all applicable eligibility requirements.

A roster swap may not circumvent age restrictions, skill-level restrictions, double-roster restrictions, suspensions, disciplinary sanctions, division requirements, or other eligibility rules.

### 9.6 Status of a Replaced Player

Once a roster swap is approved, the outgoing player is removed from the team's official roster and is no longer eligible for that team.

Before the team's first playoff game, a previously removed player may return through another approved roster swap provided:

1. The team has a roster swap remaining;
2. Another player is removed;
3. The returning player remains eligible;
4. The request is submitted by the 7:00 a.m. deadline; and
5. League Administration approves the transaction.

Returning a previously removed player counts as an additional roster swap.

Once the team's first playoff game begins, a player not on the roster may not be added or returned during the playoffs.

### **9.7 Roster Swap Fees**

A player added through an approved playoff roster swap will not be charged an additional player fee.

League fees previously paid and credited to the outgoing player's roster position will be transferred to the incoming player's account for participation with that team.

The transfer does not create a refund, credit, or reimbursement for the outgoing player.

### **9.8 Double-Rostered Player Scheduling Conflict**

When a player is rostered on multiple playoff teams and a scheduling conflict prevents participation for both, the affected team may use a roster swap before its first playoff game.

The incoming player must satisfy all eligibility requirements.

There is no additional player fee.

The transaction counts as one of the team's three permitted roster swaps.

The original player may return through another approved roster swap only before the team's first playoff game and only if a swap remains.

Once the team's first playoff game begins, the roster is locked. The original player may not return even if the scheduling conflict later disappears.

### **9.9 Playoff Roster Violations**

Use of an ineligible player, removed player, unapproved replacement, or other unauthorized player may result in game forfeiture, player or captain discipline, removal from the playoffs, or other sanctions.

## 10. STANDINGS & TIEBREAKERS

### 10.1 Standings Points

Win: 3 points

Tie: 1 point

Loss: 0 points

A forfeit victory is treated as a win.

### 10.2 Tiebreaker Order

Teams tied in standings points will be separated in this order:

1. Goal Difference
2. Goals Scored
3. Head-to-Head
4. Coin Flip

The first tiebreaker that separates the teams determines their position.

### 10.3 Goal Difference

Goal Difference = Goals Scored - Goals Against

The team with the higher Goal Difference receives the higher position.

### 10.4 Goals Scored

If still tied, the team with more Goals Scored receives the higher position.

### 10.5 Head-to-Head

If still tied, results between the tied teams are used.

If two teams played more than once, their combined head-to-head results are used.

For three or more teams, head-to-head is used only when the tied teams played an equal number of games against one another and the results provide a clear basis for separating them.

### 10.6 Coin Flip

If teams remain tied, final position will be determined by a coin flip administered by League Administration.

For more than two teams, League Administration will conduct an equivalent random selection process.

### 10.7 Unequal Number of Games Played

When tied teams have played unequal numbers of games, League Administration may use per-game averages when necessary, including:

- Standings points per game;
- Goal difference per game; and
- Goals scored per game.

### 10.8 Forfeits and Standings

Forfeit results are included using the official score established under Rule 8.4.

A forfeit victory earns three points.

A forfeit loss earns zero points.

If both teams receive a forfeit loss, neither receives points.

### **10.9 Final Standings**

League Administration determines and publishes official standings.

Administrative, scoring, scheduling, or forfeiture errors may be corrected before playoff seeding is finalized.

After playoff seeding is finalized and announced, changes will be made only to correct a material administrative error.

## 11. REFEREES, PROTESTS & RULE INTERPRETATION

### 11.1 Authority of the Referee

The referee has authority over the game from entering the field until leaving following the game's conclusion or termination.

Players, coaches, captains, and team representatives must comply with referee instructions and decisions.

### 11.2 Referee Decisions

Referee decisions regarding facts connected with play are final.

These include fouls, misconduct, cards, goals, out-of-bounds decisions, penalty kicks, advantage, timekeeping, contact, and other judgment decisions.

Disagreement with referee judgment is not grounds for protest.

Red Card disciplinary consequences may be reviewed or appealed under Section 7.

### 11.3 Referee Authority to Remove Individuals

A referee may require a player, coach, team representative, or spectator to leave the playing area when conduct interferes with the game, threatens safety, or prevents control of the match.

For purposes of removal, ejection, and disciplinary action, "playing area" means the entire Virginia Beach Field House facility, including fields, team areas, spectator areas, hallways, common areas, lobby, and other areas within the facility.

An individual directed to leave must leave the facility unless a specific rule provides otherwise or League Administration or VBFH Management authorizes the individual to remain in a designated location.

Failure to comply may result in additional discipline.

### 11.4 Communication With Referees

Players may respectfully request clarification.

Persistent arguing, abusive language, aggressive confrontation, intimidation, threats, or inappropriate conduct may result in discipline.

Captains are expected to assist with team-referee communication.

### 11.5 Grounds for a Game Protest

A game may be protested only for:

1. Incorrect application or interpretation of a VBFHASL rule;
2. Participation of an ineligible, suspended, or unauthorized player; or
3. An administrative issue that may have materially affected the game.

A protest may not be based solely on disagreement with referee judgment.

### 11.6 Rule Interpretation Protest

When reasonably possible, a team should notify the referee when it believes a rule has been incorrectly applied.

The team should identify the applicable rule.

The referee may consult League Administration.

If unresolved, play should continue unless unsafe or impractical, and the team may submit the matter for administrative review.

### **11.7 Player Eligibility Protest**

A team suspecting an ineligible, suspended, improperly rostered, or unauthorized player may notify the referee or League Administration.

The game may continue while eligibility is reviewed unless League Administration directs otherwise.

An eligibility violation may result in forfeiture and/or additional sanctions.

### **11.8 Submitting a Game Protest**

A formal protest must be submitted by the captain or designated team representative.

It should include:

- Teams involved;
- Date and approximate game time;
- Rule, eligibility issue, or administrative issue;
- Description of what occurred;
- How the issue allegedly affected the game; and
- Available supporting information.

### **11.9 Protest Review**

League Administration may consider the written protest, referee report, applicable rules, roster records, staff information, video, witnesses, and other reliable information.

The review determines whether a rule, eligibility requirement, or administrative procedure was incorrectly applied and whether it materially affected the game.

### **11.10 Protest Decisions**

League Administration may:

- Deny the protest;
- Uphold the protest while allowing the result to stand;
- Correct an administrative or statistical error;
- Modify the result;
- Declare a forfeit;
- Order all or part of the game replayed;
- Reschedule the game; or
- Take another reasonable corrective action.

A successful protest does not automatically require a replay.

### **11.11 Final Authority on Rule Interpretation**

League Administration has final authority to interpret and apply VBFHASL Policies and Procedures.

When a situation is not specifically addressed, League Administration may make a determination consistent with player safety, competitive fairness, sportsmanship, and reasonable league operations.

Game-protest and rule-interpretation decisions by League Administration are final.

## 12. LEAGUE CONDUCT & FACILITY EXPECTATIONS

### 12.1 Participant Conduct

Players, coaches, captains, team representatives, and spectators are expected to conduct themselves appropriately while participating in or attending VBFHASL activities.

Conduct threatening safety, disrupting league operations, damaging the facility, or substantially interfering with other participants may result in discipline.

These expectations apply before, during, and after games.

### 12.2 Conduct Throughout the Facility

VBFHASL disciplinary authority is not limited to the field.

League Administration or VBFH Management may address inappropriate conduct anywhere within the Virginia Beach Field House facility or other areas controlled by VBFH.

### 12.3 Threatening or Abusive Conduct

Threats, intimidation, harassment, abusive behavior, or aggressive confrontation directed toward another player, referee, employee, League Administration, spectator, or other individual may result in removal and disciplinary action.

Conduct occurring before or after a game remains subject to discipline.

### 12.4 Facility Damage

An individual who intentionally, recklessly, or negligently damages VBFH property may be held responsible for repair or replacement costs and may be subject to disciplinary action.

Financial responsibility remains with the individual responsible for causing the damage and will not be transferred to that individual's team solely because of team affiliation.

League Administration or VBFH Management may impose additional disciplinary action when appropriate.

### 12.5 Alcohol, Drugs & Impairment

Players may not participate when their level of impairment creates a safety concern for themselves or others.

A referee, League Administration, or VBFH Management may prevent an individual from participating or require an individual to leave when the individual's condition or behavior creates a safety or operational concern.

Possession or use of illegal drugs within the facility is prohibited.

### 12.6 Spectator Conduct

Teams are responsible for helping maintain appropriate behavior among spectators associated with their team.

A referee, League Administration, or VBFH Management may require a spectator to leave because of inappropriate, disruptive, threatening, or unsafe conduct.

A game may be delayed, suspended, or terminated when spectator behavior prevents safe or reasonable continuation.

### 12.7 Conduct Toward Referees and Staff

Players, coaches, team representatives, and spectators must comply with reasonable instructions from referees, League Administration, and VBFH staff.

Threatening, intimidating, following, confronting, or verbally abusing a referee or staff member before, during, or after a game may result in additional discipline.

Individuals may not enter employee-only or referee-designated areas without authorization.

### **12.8 Postgame Incidents**

Misconduct after the final whistle remains subject to VBFHASL discipline.

This includes incidents while leaving the field, in common areas, or while leaving VBFH property.

A Red Card does not have to be physically displayed for League Administration to impose postgame discipline.

### **12.9 Leaving the Facility When Directed**

Any individual directed by a referee, League Administration, or VBFH Management to leave must do so promptly.

The individual may not remain elsewhere in the facility, move to another field, or return that evening unless specifically authorized.

Exceptions specifically established elsewhere in these Policies and Procedures remain in effect.

### **12.10 Additional Discipline**

Depending upon the circumstances, League Administration may impose:

- Warning;
- Removal from a game or facility;
- Game suspension;
- Temporary suspension from VBFHASL activities;
- Suspension from all VBFH activities;
- Team sanctions;
- Game forfeiture;
- Removal from the league; or
- Other reasonable disciplinary measures.

Serious or repeated misconduct may result in increased discipline.

### **12.11 VBFH Management Authority**

Nothing in these Policies and Procedures limits Virginia Beach Field House Management's authority to enforce facility policies or take action necessary to protect facility safety and operations.

Facility-related action imposed by VBFH Management may be separate from disciplinary action imposed under VBFHASL rules.