



KICKIT365

League Rules

Article I: Sportsmanship Policy

Good sportsmanship and respect for the referee and field staff is expected at all times. This includes playing fair, being a team player, staying positive, no trash talking, lose gracefully, win with class, and respecting the rulings of the referee. This also includes adhering to the KICKIT365 Code of Conduct, which is attached hereto and incorporated herein by reference.

Article II: Equipment and Jerseys

1. Full-sized, regulation shin guards (minimum 5 inches, covered by socks) and your Kickit365 team jersey are required to play. Cardboard, rolled socks or “mini/baby” shin guards are not an acceptable shin guard. Referees and Field Managers will enforce the use of shin guards.
2. All team members must wear their matching, current version of the Kickit365 game jersey provided by the league with a number printed on the back in order to play. Previous Kickit365 jerseys are no longer part of the league uniform and should not be worn for games. Championship shirts are also not acceptable for game jerseys.
3. Team jersey color is determined by the Kickit365 staff to have the least amount of color conflict possible in the league and based on remaining jerseys in stock. In addition, numbers can not be chosen ahead of time. Numbers assigned are also based on remaining Kickit365 stock on hand.
4. Team jerseys provided by Kickit365 can not be altered. For example, do not attempt to cut the sleeves, alter the number assigned with permanent marker, dye the jersey color...etc. Any alterations will not be acceptable and if found, participants will need to purchase another Kickit365 jersey to continue playing in the league.
5. Goalkeepers and active field players may not wear hats, baseball caps, visors, or sunglasses while playing. The only exception are prescription sport goggles (with plastic lenses). Soft cloth beanies are allowed.
6. All excessive jewelry, ear rings, belly rings, nose rings etc....should be removed prior to playing. Taping jewelry is not acceptable. Any fitness trackers or sport watches must be covered by a soft sweatband while playing or removed. Only soft hair ties allowed - no hard barrettes, hard headbands or beading to hold hair allowed.

7. For new teams (or individuals), Kickit365 will bring your jersey to the field. For future sessions - returning teams will wear their Kickit365 jersey (latest edition) previously provided in their last session. If you lose your assigned jersey, you must purchase a new one from Kickit365 to continue playing.

8. If a player fails to pick-up their jersey during the course of their registered season, they will forfeit the jersey and it will be returned to Kickit365 restocking. The jersey can not be exchanged, picked-up post-season or mailed to the participant.

9. **Each team is required to bring at least 1 ball for the game.** You must also chase the ball if it is kicked out of play. The league does not provide soccer balls for the teams to warm-up with at the field. Any league balls provided are for game use only.

Article III: Rules of the Game

1. [Standard FIFA rules](#) will typically be followed except for specific league rules stated below:

1.1. 8v8 coed leagues require two (2) women on the field. The woman can also be the goalkeeper. If the team does not have two (2) women present, they must play down a player (six (6) men, one (1) woman).

1.2. For Over-30 coed leagues ONLY - only 1 woman is required to be on the field during games.

1.3. For weeks 1-7, the minimum number of players to have a regulation game are five players from the roster on the field (this does not include managers/coaches) and be on the field no later than 10 minutes after the hour to avoid a forfeit. For coed 8 vs. 8 leagues, at least one (1) woman must be present. The woman may be a guest player if it is weeks 1-7. In play-offs (week 8) at least 1 of the 5 roster players present must be a woman because no guest players are allowed for week 8.

1.4. If you do not have a designated goalkeeper, the position will be shared among teammates

1.5. No slide tackling is allowed at any time by field players. If you slide at any point during the game, it is an automatic **yellow card**. The goalkeeper is allowed to slide, but only within the box.

1.6. There is no off-side.

1.7. Your team can “sub-on-the-fly” from the midline. Each team can have an unlimited number of substitutions. A substitution from the midline can be made at any time (you do not have to ask the referee’s permission to sub). The player must come completely off before the next player comes onto the field. A player on the field may “exit” from any part of the field, but the player coming on as a replacement, may only “enter” from the midline on the bench side of the field.

1.8. You must alert the referee if you are making a goalkeeper change. Play will temporarily be stopped so the switch can be made. Goalkeeper changes should be limited to your team’s possession of the ball only (or at half-time).

1.9. If a player receives a yellow card, the team must play short for two (2) minutes. Within the 2-minute period, if the opposing team scores, then the player that received the yellow card can immediately return.

1.10. If a player receives two (2) yellow cards in one game, this is equivalent to a red card. The player must leave the field, exit the facility and that player will have to sit out the next scheduled game. No exceptions.

1.11. If a player receives a straight red card, they must leave the field, exit the facility and that player will have to sit out the next scheduled game. No exceptions.

1.12. If a player receives a red card, they cannot stay and substitute for another game. Also for the game/game weeks a player is suspended, they are not allowed on the bench/sideline or at the facility while serving their suspension.

1.13. If any member of a team receives three (3) red cards in one season, the team will not be eligible to participate in play-offs and risk being permanently banned as a team from registering the following session or future league participation.

1.14. Any coach that interferes/interrupts the game, or steps on the field to interact with an opposing player or the referee while the game is being played, will be issued a red card and suspended the next game. If this behavior continues after the one game suspension, the coach risks being suspended the remainder of the session or banned from the league.

1.15. If you are a substitute player from the league and you receive a red card while subbing for another team, the red card suspension will be enforced with your original team the following scheduled game.

1.16. For play-offs only, when a player receives a yellow card in a semi-final game, the yellow card also carries over to the championship game.

1.17. There will be no video review immediately on-site to change the ruling of the referee or staff on-site.

1.18. For league standings - a win is three (3) points, a tie is one (1) point, a loss is zero (0) points.

1.19. For good sportsmanship, we do not want teams to “run-up the score”. For games with a goal differential of more than eight (8) goals, the win in the standings will be recorded as two (2) points instead of (3) points. In addition the score will be recorded to only reflect an 8 goal differential.

1.20. If there is a tie in points in the final league standings after seven (7) weeks; the first tiebreaker is head-to-head, the second tiebreaker is goal differential, third tie breaker is a coin flip.

1.21. In play-off games only, in case of a tie score at the end of regulation, the game will go straight to three (3) penalty kicks (PKs). For coed leagues, penalty kicks will alternate (with at least 1 female) and continue to alternate until a winner is determined. The men’s and women’s league will also do three (3) PKs in case of a tie in play-offs. Players chosen for penalty kicks can be from the sideline or players that were on the field at the end of regulation. The goalkeeper for PKs can be from the field (during regulation time) or from the sideline, but once a goalkeeper is chosen, no goalkeeper substitutions can be made.

Article IV: Registration/Check-In

****League rules are subject to change due to local health protocols. See covid registration rules at end of document for exceptions (see Article VIII)****

1. **All roster players and guest players must be a minimum of 18 years of age to participate in any adult programs offered with KICKIT365.**
2. Please be on the field at least fifteen (15) minutes prior to your game start time. You must stop by the check-in table EACH WEEK to show your Leagueapps play app with a photo to receive a wristband before entering the field. Teams will check in with the site manager or referee prior to the start of each game. Game day rosters, jersey numbers and player pictures will be checked. **If there is no picture in the member profile or you do not have your game jersey, you will not be able to play.**
3. The picture (in the member profile) must be a color photo and headshot only. Only the participant should be in the picture; NO sunglasses, NO hats, NO dark shadows, facing forward (no side shots), no filters, no added graphics, no animals. This is your player ID and important for league regulations.
4. Under no circumstance should a registered player share their login credentials with a non-registered player. If a player shares their credential login, the game the non-registered player participated in is recorded as a forfeit, the registered player is suspended at least 1 game, and review of further infractions may also be access as determined by league coordinators
5. The full schedule and league standings can be accessed through the app "Leagueapps Play"
6. All players are required to RSVP on the registration software 24-48 hours prior to their game so team captains can plan for subs if needed. Players can also see the schedule and RSVP through the app called "LeagueApps Play".
7. Each player will need to download the "LeagueApps Play" app on their phone and present the main screen with their photo and team name for check-in. Any player that is not currently registered in the league, will be considered a guest player and will need to follow our guest player policies. All players must stop by the check-in table prior to each game and receive a wristband prior to participating in their game each week.
8. Each player is responsible for their own personal settings (last name, phone number or email) they want to display on LeagueApps.
9. **Team Managers/Captains** - your full team roster (up to 15 players) must be submitted at least 1 week (if not sooner) before the new session starts. Any changes/exchanges to the full team roster must be submitted prior to game #2. No roster changes are allowed after week #2.
10. If a team captain initiates a full team registration on League Apps registration software, all players listed on the roster will be sent a notification to join the team, create an account and pay their portion of the team fees directly on the registration site. **If the full team payment (or empty roster spots) are not completed by game #2 - the**

remaining balance is billed/invoiced to the team captain's league apps dashboard. The invoice is due prior to game #3

11. Each roster spot belongs to an individual player. No roster spots can be “shared” (such as splitting an 8 week session between two players).
12. If a player leaves the team after week #2, the roster spot cannot be replaced.
13. If a team is formed with “free agent” individual players (no formal team captain started the registration - individuals were placed together by league administrators), they are not eligible for the “team discount” pricing.

Article V: Forfeitures & No Refund Policy

1. Participants understand and agree that the minimum number of players for a team to not forfeit a match is to have five (5) players from the original roster. For coed leagues, on Week 8 at least 1 of the 5 players must be a woman
2. The minimum number of roster players (5) must arrive no later than ten (10) min after the hour in order for the team to not forfeit.
3. The forfeit fee is \$250 if the league manager is not notified 48 hrs prior to the start of the game. This fee will also be charged if a team forfeits a playoff game. The team captain will be sent an invoice to pay prior to the next game.
4. If your team does not pay the forfeit fee, then for each successive game (after the forfeit) the score will be recorded as a forfeit loss (0-3) until the forfeit fee is paid.
5. Your team will not be eligible to participate in playoffs on week 8 if the forfeit fee is not paid prior to the next game.
6. If your team forfeits twice within one session, your team automatically loses the chance to participate in playoffs on week 8 and will not be able to register the following session.
7. The schedule (including field location and the time games are offered) is subject to change at any time, with or without advanced notice. All games are scheduled rain or shine. If weather conditions change, site managers will notify the teams if the games cannot continue. Games canceled due to weather are not subject to be rescheduled. Game changes due to weather will be dealt with on a case by case basis according to site managers. **NO REFUNDS, CREDITS, OR EXCHANGES ARE ISSUED FOR ANY SCHEDULE OR LOCATION CHANGES ONCE PAYMENT HAS BEEN RECEIVED FOR ANY REASON.**
8. **KICKIT365 HAS A NO REFUND POLICY ON REGISTRATION FEES. HOWEVER, NEXT WAVE INSURANCE OFFERS REGSAVER SO YOU CAN INSURE YOUR NON-REFUNDABLE REGISTRATION FEE IN THE CASE INJURY, ILLNESS, OR ANOTHER COVERED PERIL OCCURS. FOR MORE INFORMATION, PLEASE VISIT: [REGISTRATIONSAYER.COM/KICKIT365](https://registrationsaver.com/kickit365). LIMITATIONS AND EXCLUSIONS APPLY. NEXT WAVE INSURANCE, CA LICENSE #: OF00755.**

Article V: Guest Player Policy

1. Non-league guest players must register for a guest pass and pay a guest pass fee prior to each game they participate.
2. Roster players have first priority on playing time. Please check in with your team captain first before inviting a guest to play and limit guest invitations if your team already has enough players present to play the game.
3. All guest players must go to the check-in table and show proof of their guest player pass receipt to receive a wristband before they enter the field.
4. No guest players are allowed for Week #8 - semi-final or final championship games. A medical exception must be approved by league administrations at least 48 hours prior to the games on Week #8 with a signed medical note (from and MD).

Article VI: Facilities and Parking

1. No alcohol and no pets are allowed on the field at any time.

2. You are responsible for your own items you bring to the field. We recommend not bringing anything valuable to the field or leaving anything valuable in your car while playing. KICKIT365 is not responsible for any lost, damaged or stolen items.
3. Street parking can be very difficult around [Minnie Lovie field](#). Plan extra travel time or take public transportation.
4. [Beach Chalet Fields](#) have a free parking lot and plenty of free street parking outside the main parking lot.
5. [Raymond Kimbell Field](#) has free street parking (no parking lot).
6. [Franklin Field](#) has a small parking lot and free street parking
7. Restrooms are managed by SF Rec and Parks are not guaranteed to be open at any location during your designated game time.

Article VII: Concussion/Head Injury Policy

1. If you received a blow to the head and a concussion or head injury is suspected, it is required that you provide a written clearance notice from a medical doctor (MD) to the league administrator prior to returning to play with KICKIT365. The letter(or electronic notice) must be on the medical facility's letterhead with the MD's contact information and state you were evaluated for a head injury and are now cleared to fully participate in all soccer activities.
2. If you receive a blow to the head, the referee may request you to remove yourself from the field and a substitute player will replace you on the field.

Article VIII: COVID-19 Protocols

1. KICKIT365 will require all participants, staff and officials to follow all current health protocols issued by the city of San Francisco. [Click here for current health directives](#) issued by the city of San Francisco Public Health Department.
2. **If you have been diagnosed with COVID-19 or have been involved with a COVID-19 exposure, DO NOT COME TO THE FIELDS UNDER ANY CIRCUMSTANCE** and immediately contact your healthcare provider. As soon as possible contact Kickit365 league administrators at admin@kickit365.com.
3. If you have a current fever or symptoms, please stay home to minimize exposure to our community. Do not return to play until you are symptom free for at least 3-5 days.
4. If at any time, you need to contact Kickit365 for a question or concern about a covid question, please email admin@kickit365.com

Article IX: Spectator Protocols

5. Spector guidelines are as follows:
 - a. **Do not have spectators come to the fields if they are experiencing any one of the following symptoms:**
 - i. **fever, chills, repeated shaking/shivering, cough, sore through, shortness of breath,**
 - ii. **difficulty breathing, feeling unusually weak or fatigued, new loss of taste or smell,**
 - iii. **muscle pain, headache, runny or congested nose, or diarrhea.**
 - b. No alcohol, food or drinks at any time
 - c. No animals allowed at any time
 - d. Spectators are only allowed in the seating area to watch the games. Spectators are not allowed on the sideline or on the field at any time.
 - e. Spectators must leave the area immediately when your game is finished to make room for new spectators/teams coming onto the fields.
 - f. All spectators' comments should remain positive towards the referee, field staff and opposing team. If there is any abusive behavior, language or violation of the guidelines, spectators will be asked to leave the site immediately.

KICKIT365 reserves the right to refuse service at any point during a league session with NO REFUND.

KICKIT365 rules are subject to change without notice. Please check back often for updates.

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Code of Conduct

Section I: Prohibited Conduct Which May be Cause for Behavioral Review

1. The following conduct is prohibited, and may be cause for behavioral review at the sole and absolute discretion of KICKIT365:

1.1. Severe or continual offensive use of abusive language and/or verbal treatment or harassment directed toward players and/or referees, including more stringent review for language which is alleged or found to be founded in a basis which impedes or attacks any protected class, race, sexual orientation, gender, or so forth.

1.2. Purposely destroying, defacing, damaging, or causing the partial or total loss of any KICKIT365, City of San Francisco, or similar property or materials.

1.3. Aggressive play in a manner which clearly and/or repeatedly extends beyond the natural or anticipated scope of a recreational playing experience, including any repeated disregard for warnings; Any play which is known or should be known to the player as being implicitly or unnecessarily dangerous which puts at risk the safety of fellow players.

1.4. Any purposeful or non-accidental violence outside of the scope of play akin to direct or indirect physical attacks, including, but not limited to, punching, pushing, headbutting, kicking, tripping, stomping, spitting, grabbing, or in any other way assaulting or battering fellow players or referees. Most of such conduct shall trigger immediate analysis for a violation worthy of removal or exclusion.

1.5. Knowingly participating as, or contributing to the participation of, unregistered player(s). Any forgery or fake player registration will automatically be considered a violation per this policy.

1.6. Any red card shall be cause for review as described in terms of service; however, the multiplicity of red cards and/or infringements or violations may be cause for review on its own basis, without the need for an individual incident as a springboard to future sanctions.

1.7. Any other acts seen by KICKIT365 as substantially or severely affecting player experience, safety of players or referees, the maintenance of a good reputation of KICKIT365 within the community, any act subjecting KICKIT365 to any undue liability, or any other instance as deemed worthy of KICKIT365 for disciplinary review.

2. KICKIT365 reserves the right to take whichever reactionary measures it sees just and fit in response to any of the above conduct which affects the game, its surroundings, or its participants in any way. KICKIT365 may deem any such behavior as minor offenses leading to a warning, infringements leading to a suspension, or violations leading to removal or banned from further participation on a permanent basis.

3. KICKIT365 furthermore reserves the right to maintain records, whether written or otherwise, in order to build case files on players. Warnings and infringements alike may be used as extrinsic evidence in contributing to new encroachments of the Code, and their potential upgraded status (e.g. conduct which may have otherwise been a "Warning" for a new offender may be deemed an "Infringement" for a player who has already been subjected to repeat warnings). The ability of KICKIT365 to consider past warnings and infringements shall not expire with the passage of time between said instances and any new or future behavioral incident.

Section II: Disciplinary Structure

1. KICKIT365 will utilize the following pathway in determining the implications for any player for suspected encroachments upon the behavioral Code:

1.1. What was the Conduct in question? Consider all relevant information available, including referee report, player statements, statements from team coordinators, KICKIT365 observations of the incident or in general.

1.2. Is Conduct, by its nature and classification deserving of:

1.2.1. No Action/Warning?

1.2.2. Infringement (substantially affecting player/community experience)?

1.2.3. Violation (severely affecting player/community experience)?

1.3. Does the player have any past transgressions that should be considered? KICKIT365 may consider on-file incidents, general behavioral observations, or otherwise. If so, do past incidents equate to an "upgrade" of current classification?

1.4. Is the conduct worthy of an infringement? If so, how long of a suspension is warranted (if an incident stemmed from a red card, an automatic suspension of at least one game is included; does the infringement require added suspension time)? If the conduct is deserving of a violation, either due to its nature or to repeated infringing conduct, the player is to be removed.

1.5. Inform player and/or team coordinator/referees.

2. KICKIT365 reserves the right to make exceptions as it sees fit in order to remain aligned with its goal of providing an enjoyable soccer experience to its players, and may also consider mitigating factors, including provocation, in any alleged behavioral incident.

3. KICKIT365 is also committed to maintaining an environment that is free from all forms of sexual abuse, sexual misconduct, emotional misconduct, physical misconduct, bullying and hazing. Any violation of this Policy by a Participant may subject the Participant to disciplinary action by KICKIT365.

Section III: Harassment

1. Harassment consists of unwelcome conduct, whether verbal, physical or visual, that is based upon a person's protected status. KICKIT365 will not tolerate harassing conduct that affects any Participant, including conduct that affects player's safety, or that creates an intimidating, hostile, or offensive environment.

2. Among the types of conduct prohibited by this policy are epithets, slurs, negative stereotyping or intimidating acts based on an individual's protected status and the circulation or posting of written or graphic materials that show hostility toward an individual because of his or her protected status.

3. Prohibited conduct can also include jokes, kidding, or teasing about another person's protected status.

Section IV: Sexual Harassment

1. Unwelcome sexual advances, requests for sexual favors, and other verbal, written, or physical conduct of a sexual nature constitute sexual harassment. Sexual harassment may involve individuals of the same or different gender.

2. Examples of conduct which may constitute sexual harassment and are prohibited by this Policy include, but are not limited to:

- a. unnecessary touching, patting, hugging, pinching, or brushing against a person's body;
- b. staring, ogling, leering, or whistling at a person;
- c. continued or repeated verbal abuse of a sexual nature;
- d. sexually explicit statements, sexual flirtations, advances, propositions, subtle pressure for sexual activity, comments, questions, jokes, or anecdotes;
- e. graphic or degrading comments about a person's clothing, body or sexual activity;
- f. sexually suggestive objects, cartoons, posters, calendars, or pictures;
- g. suggestive or obscene letters, notes or invitations;

- h. harassing use of electronic mail, electronic or instant messaging, or telephone communication systems; or
- i. other physical or verbal conduct of a sexual nature.

Section V: Racial, Religious, or National Origin Harassment

Racial, religious, or national origin harassment is expressly prohibited by KICKIT365. Racial, religious, or national origin harassment includes any verbal, written, or physical act in which race, religion, or national origin is used or implied in a manner which would make a reasonable person uncomfortable. Examples of race, religious or national origin harassment may include, but are not limited to:

- a. jokes, which include reference to race, religion, or national origin;
- b. the display or use of objects or pictures which adversely reflect on a person's race, religion, or national origin; or
- c. use of pejorative or demeaning language regarding a person's race, religion, or national origin.

Section VI: Sexual Abuse

Any sexual abuse is prohibited. This includes sexual contact that is accomplished by deception, manipulation, force or threat of force, regardless of the age of the Participants.

Section VII: Sexual Misconduct

Any sexual interaction between a player and an individual with evaluative, direct or indirect authority is prohibited. Such relationships involve an imbalance of power and are likely to impair judgment or be exploitative. This section does not apply to a pre-existing relationship between two spouses or life partners.

Section VIII: Emotional Misconduct

Emotional misconduct in all forms is prohibited. Emotional misconduct is a pattern of deliberate, non-contact behavior that has the potential to cause emotional or psychological harm to another person. Non-contact behaviors include verbal acts, physical acts, or acts that deny attention or

support; or any act or conduct described as emotional abuse or misconduct under federal or state law. Emotional misconduct does not include professionally-accepted coaching methods of skill enhancement, physical conditioning, team building, appropriate discipline or improving athletic performance.

Section IX: Physical Misconduct

Physical misconduct in all forms is prohibited. Physical misconduct is defined as contact or non-contact conduct that results in, or reasonably threatens to cause physical harm to another person; or any act or conduct described as physical abuse or misconduct under federal or state law. For example, hitting and punching are well-regulated forms of contact in combat sports but have no place in soccer.

Section X: Bullying

Intentional, persistent and repeated pattern of committing or willfully tolerating physical and non-physical behaviors that are intended, or have the reasonable potential to cause fear, humiliation or physical harm in an attempt to socially exclude, diminish or isolate the targeted player(s), as a condition of membership are prohibited. Bullying does not include group or team behaviors that (a) are meant to establish normative team behaviors, or (b) promote team cohesion.

Section XI: Hazing

Coercing, requiring, forcing or willfully tolerating any humiliating, unwelcome or dangerous activity that serves as a condition for (a) joining a group or (b) being socially accepted by a group's members are prohibited. Hazing does not include group or team activities that (y) are meant to establish normative team behaviors or (z) promote team cohesion.

Section XII: Procedures for Complaints, Investigations and Corrective Action

All Participants are responsible to help ensure that misconduct is avoided. KICKIT365 cannot act to eliminate misconduct unless it has notice of the conduct. Participants are charged with

reporting any concerns. For the avoidance of doubt, in some instances, Participants will be required to report to law enforcement.

KICKIT365