



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 respect 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. Shin guards (covered by socks) and your team jersey are required to play. Cardboard or rolled socks 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 game jersey provided by the league with a number printed on the back in order to play
3. To avoid a penalty, players must wear their KICKIT365 jersey. At the referee's discretion or site manager, players not wearing their assigned KICKIT365 jersey may be required to sit out for 2 minutes at the start of the game. If multiple players on a team are not wearing their jersey, each must serve a 2-minute suspension at the start of the game.
4. For new teams (or individuals), Kickit365 will bring your jersey to the field. Returning teams will wear their Kickit365 jersey previously provided in their past session.
5. **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. The minimum number of players to have a game are five players on the field. For coed 8 vs. 8 leagues, they must have at least one (1) woman present. No guest players allowed. No substitute players from another team are allowed.

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

1.4. 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.

1.5. There is no off-side.

1.6. 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 at the midline before the next player comes onto the field. Please maintain at least 6 ft of distance while making a substitution.

1.7. 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 (or at half-time).

1.8. 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.

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

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

1.11. If a team receives three (3) red cards in one season, they will not be eligible to participate in play-offs and risk being permanently banned as a team from registering the following session.

1.12. 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.

1.13. 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.

1.14. 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.

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

1.16. 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.**

1.17. 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.

1.18. 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. 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 player 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. The full schedule and league standings can be accessed on kickit365.com
5. All players should 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".
6. Each player is responsible for their own personal settings (name, phone number or email) they want to display on LeagueApps.
7. **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.**
 - a. All team fees are due 1 week prior to the first game. If players invited to the team have not completed their payment 1 week prior to the start of the session, the fees will be invoiced to the team captain.
 - b. Any changes/exchanges to the full team roster must be submitted prior to game #2. No roster changes are allowed after week #2 unless a medical note (signed by an MD) is presented why a player on your roster can no longer participate. Substituting an injured player on the roster must be approved by the league manager. No monetary refunds/credits will be processed, only an exchange on the roster for an approved medical excuse.

- c. 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 individual portion of the team fees directly on the registration site. **If a full team payment is not completed within 14 days of a team captain starting a team registration within League Apps registration software - the remaining balance is billed/invoiced to the team captain's league apps dashboard.**
8. Each roster spot belongs to an individual player. No roster spots can be “shared” (such as splitting an 8 week session between two players).
9. If a player leaves the team after week #2, the roster spot cannot be replaced (other than for a medical reason, approved by the league).
10. Prior to the first game, each participant will show their covid vaccination card (or a picture of their card with the vaccination dates) along with their photo ID and the check-in table. Even if you have played a prior session, you should still bring proof of vaccination to the first game you attend.
11. Participants that are not vaccinated or are not fully vaccinated (it has not been a full 14 days since their last dose) may continue to participate, if they pass the pregame covid symptoms questions. In addition, they must wear a facemask completely covering their nose and mouth at all times (while playing and on the sidelines).
12. Prior to each game, each participant is required to answer pregame covid screening questions. The links will be provided through email on game day. Once the questions are completed, a green shield will appear with a timestamp. If you complete this prior to your arrival, take a screenshot of the shield and timestamp to show to the staff at the check-in table.
13. If a participant is fully vaccinated and passes the pregame questionnaire, they will be given a green wristband which allows them to participate without their facemask on.

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.
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 \$200** if the league manager is not notified 48 hrs prior to the start of the 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 played rain or shine. No games will be cancelled due to rain, if the game is scheduled on a turf field. If weather conditions change, site managers will notify the teams if the games cannot continue. Games cancelled 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: [REGISTRATIONS AVER.COM/KICKIT365](https://registrationsaver.com/kickit365). LIMITATIONS AND EXCLUSIONS APPLY. NEXT WAVE INSURANCE, CA LICENSE #: OF00755.

Article VI: Guest Player Policy

1. Kickit365 will allow guest players on a limited basis. The guest player policy is subject to change at any time due to local or national public health regulations and through the discretion of the league manager on site.
2. Roster players get first priority on playing time. If your team can field at least 8-10 players, you should not invite a guest player. This gives roster players priority on playing time.
3. All teams must notify league management if they are bringing a guest prior to their arrival. You can notify the league at info@kickit365.com with the guest player's full name and which day/time they will be arriving as a guest.
4. Guest players from the league (registered for a current session) may sub for another league day no more than 2 times during their current session. For example, a player is registered for the Tuesday league but played as a guest player for the Thursday league. There is no guest fee for a guest player currently registered in the league.
5. Guest players from "outside the league" must [register prior to arriving and pay the guest fee of \\$15](#). They will also be required to follow league covid protocols and show their vaccination card along with a photo ID when checking in prior to the game. They will also be required to answer the pregame covid screening questions.
6. Guest players are not allowed to wear a team jersey. They will be given a pennie to wear upon check-in. The pennie should be returned to the check-in table when the game is finished.
7. Guest players that have registered for an upcoming league session, but the league has not started, are still considered a guest player from "outside the league" until their registered league begins. If the player participates as a guest prior to when their registered session begins, they must still register as a guest player and pay the guest fee.
8. If a registered guest player does not show up or is unable to complete participation in the game (for any reason), then no refunds, credits or exchanges will be issued. All registrations are final.
9. No guest fees will not be discounted toward future league registration.
10. No guest players are allowed for finals (week 8 championship). If an injury occurs and the team can not field 8 players,, a guest player will be decided upon at the discretion of the league manager.

Article VII: 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
5. [Raymond Kimbell Field](#) has free street parking

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 VIII: Concussion Policy

1. If you received a blow to the head, 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.
2. If you receive a blow to the head, it is up to the referee's discretion if they request you to momentarily remove yourself from the field and a substitute player will replace you on the field.

Article IX: 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. CDPH requires non-vaccinated participants to wear a facemask covering their nose and mouth at all times (even while playing) For your mask to be effective, it must be worn properly and consistently. Wear your mask so it **completely covers the nose and mouth** including:
 - Fitted medical mask
 - Cloth Mask
 - Sports material face mask

The following forms of face coverings are not currently allowed for adult sports such as:

- Neck Gaiters
 - Bandanas
 - Balaclavas
 - Ski masks
 - Scarves
3. **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 info@kickit365.com.
 4. For return to play protocols, Covid-19 pre-game questionnaire, social distancing rules, check-in procedures, enter/exit protocols, FAQ's etc - please check the "Covid-19 Health & Safety" tab on kickit365.com

5. If there has been a reported COVID-19 diagnosis or exposure to the league administration, all personal information will remain confidential. The registered player's team and the opposing team they played against will be notified under the guidelines provided by SFDPH
6. All spectators must also comply with the following rules:
 - 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. No socializing or hanging out in the seating area after games after finished, you must exit towards the playground. [Click here for exit map](#)
 - f. All spectators from different households must maintain 6ft of distance at all times while in the seating area.
 - g. 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.
7. If at any time, you need to contact Kickit365 for a question or concern about a covid question, please email admin@kickit365.com

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.

KICKIT365

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 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