

Homegrown Men's Summer League Rules for 2022

All open and elite division games will follow NCAA Rules with the following exceptions:

Safety gear

All NCAA-mandated protective gear, including mouth guards and NOCSAE chest protection, must be properly worn. Tinted eye shields are prohibited per NCAA rules.

League administration

Homegrown will supply game balls and will provide personnel to run the table (keeping game time, timing penalties, reporting if a player fouls out, etc.).

Field

Field may be 53½ yards to 60 yards wide and 110 to 120 yards long. The end line may be marked with soccer discs. The baseline of the football numbers may be used for the wing area and the sides of the attack area. A proper crease must be marked on the field with paint or table, or portable creases may be used. The goal mouth will not be marked (but see dive rule below).

Uniforms

Strict adherence to NCAA uniform rules is not required, but all players on a team, including the goalkeeper, must have game jerseys or pinnies of the same dominant color (but not necessarily the same style) with visible numbers on the front and back. Helmets, gloves, shorts, undershirts, and compression shorts do not need to match.

Pre-game procedures

Each team must have a designated head coach. If that coach is also a player, his team will not have the ability to call for timeouts from the bench while that player is on the field. A coaches certification will take place before each game. There will be no coin toss or lineup. The designated home team will wear white and will choose a goal to defend in the first half. The designated away team will be granted first alternate possession.

Timing

Games will consist of two 25-minute running-time halves unless league rules state otherwise or unless teams agree to play a shorter game. The clock starts at the scheduled game time regardless of whether teams are ready to play. No on-field time is allotted for warmups. Halftime will be 5 minutes or less.

Dive rule

Because there will be no painted goal mouth, the old NCAA and current NFHS dive rule will be used: "If an attacking player, in possession of the ball and outside the crease area, dives or jumps (becomes airborne of his own volition), prior to, during or after the release of the shot and lands in the crease, the goal shall be disallowed. An attacking player may legally

score a goal and touch the crease area, provided the ball enters the goal before the contact with the crease and his feet are grounded prior to, during and after a shot.”

Counts and “over and back”

Upon gaining possession anywhere on the field outside the attack area, or upon restarting play in possession when a team has not yet touched the ball into the attack area, that team will have 30 seconds to touch the ball into the attack area. At that point, the over-and-back rule will apply.

Shot clock and stalling

There is no shot clock. If the officials believe a team is stalling, they can apply the “get-it-in/keep-it-in” stall warning from NFHS rules; this *can* be applied if a team is man down. The automatic “get-it-in/keep-it-in” stall warning applies in the final two minutes of the game for a team that leads by 1, 2, 3, or 4 goals.

Stick inspections

Officials will not perform routine crosse inspections, but head coaches may call for equipment inspections. However, once a coach-requested check has been called for that does not discover a violation, no more checks may be requested in that half or overtime period.

Timeouts

One per game, for 1 minute total. Teams will be called back to the field 40 seconds after the officials determine they have had sufficient time to get to the bench.

Goalie penalties

If a goalie is assessed a penalty, the in-home will serve the penalty for the goalie *unless* it is a non-releasable unsportsmanlike conduct penalty, in which case the goalie must serve the penalty and another player legally equipped to play goalie must enter the game.

Overtime

For regular-season games, there will be no overtime. On the last day of the season, there will be overtime. Play will stop when the game clock expires for the second half, and teams will continue to defend the same goal. In any situation where possession would normally carry over to the next period, teams will be given 20 seconds to substitute and then play will resume. If a faceoff is required, play will stop and then teams will have 20 seconds to substitute once the ball reaches midfield. Overtime will consist of 4-minute running-time periods until a goal is scored. Teams will not switch ends even for subsequent overtime periods; the same procedure as above will be followed.