

## **SYSTEM TO DETERMINE STANDINGS:**

For purposes of computing standings, a 7 point system shall be employed with a -1 point red card penalty in addition to the \$25 team fine.

6 points for a win

4 points for a tie

1 point for a shut-out (0-0 tie is not a shut-out)

0 points for a loss

This system will be used to determine the playoff positions. Any ties for playoff positions (not games which end in a tie score) will be broken by the result of the following in the order listed: goals scored against, goals scored for, and then kicks from the mark.

Championship will be determined by the outcome of the final match, not point total. If regulation time ends in a tie in the final match, there will be two 5 minute halves in which the 1st team to score is the winner. If the match is still tied after the overtime periods, the match will be decided by dribble up penalty shots.

## **ROSTERS:**

A completed roster must be turned in by the first game of each session. The roster may only have 12 players plus 3 overflow players on it. Only 12 players may suit up to play and sit on the bench during each game. All players under the age of 18 must have the League Managers permission and have a parent/guardian sign the roster before they will be eligible to play. No players are allowed to play on more than one team per age group & division. Any team caught doing so will forfeit the game and the player will be suspended one additional game.

## **AGE SPECIFIC LEAGUES AND DIVISIONS:**

### **Youth Leagues**

**U8-U14** teams with older players must play in the age appropriate division.

**High School** league is open to all players playing U14 to U18.

### **Adult Leagues**

**Mens and Coed** Open players must be over the age of 16 with the League Managers permission and parent/guardians written permission as well as a signed Liability release form.

**Over 30** League players must all be 30 years old or older and must be able to provide proof of age (Drivers License or State ID). If a player can not prove he/she is 30 years or older. The team with the illegal player will automatically forfeit the game if it has already started.

## **PERIODS OF PLAY:**

U8 to U10 = 2 x 18 minute halves with a 1 minute halftime.

U11 to U13 = 2 x 20 minute halves with a 1 minute halftime.

U14 to Adult = 2 x 22 minute halves with a 1 minute halftime.

Thanksgiving High School 4v4 Tournament = 15 minute games with no halftime.

There will be no warm-up period prior to the game. The referee will be responsible for keeping official time. The length of the games may be shortened per the League or Tournament Director.

## **FOULS = Same as FIFA outdoor rules with the following modifications.**

### **FORFEITS:**

If one team does not have the minimum amount of players required for their specific league by 2 minutes after the scheduled start of a match, then the other team shall be awarded a victory by forfeit scored as a 50-0 win and 7 points.

**Coed Leagues** must have a minimum of 3 field players and 1 goalkeeper, 1 whom must be a female.

**Youth and Adult Leagues** must have a minimum of 3 field players and 1 goalkeeper.

**4v4 Leagues** must have a minimum of 2 field players and 1 goalkeeper.

### **GOALKEEPERS:**

Must be identified by a different colored jersey from all other players on the playing surface. The goal keeper cannot bring the ball from outside of the penalty area to pick it up. No punting and no drop-kicks. When the goalkeeper gains possession with hands or feet inside the penalty area, the goalkeeper has 5 seconds to put the ball back in play. The goalkeeper is allowed to slide within the penalty box, but may not come in contact with a player or the ball while on the ground outside of the penalty box.

Technicality fouls against the keeper; such as a 5 second penalty, pass back or a punt/drop kick will be an indirect free kick from the top of the arc.

### **PLAYERS:**

All field players must be wearing jerseys of similar color, but different from the keeper.

Numbers are requested but not required. Coed Leagues must have two females on the field at all times or will have to play a man down.

### **SUBSTITUTIONS:**

Free substitutions will be allowed (the ball need not be dead or out of play). The player leaving the playing surface must be within the white touchline and next to his/her own bench before the new player is allowed to enter the game. The game referee is responsible for monitoring substitutions and will call any violations. A 2 minute penalty (man down) will be given to the player entering the field for the infraction and an indirect free kick for the opposing team from midfield. This is considered a soft 2 minute penalty. (see Disciplinary for details)

## **THERE WILL BE NO SLIDING ALLOWED.**

### **OUT OF BOUNDS:**

A ball is considered out of play if it leaves the field of play, touches any netting, the ceiling or a lamp. The ball is placed on the white touchline closest to where the out of bound occurred. No ball may be placed between the corner mark and the goal line. A player has 5 seconds to take the kick, or the possession of the kick is transferred to the opposing team.

## **GOAL KICKS:**

A goal kick will be awarded if the ball comes in contact with the netting about the wall behind the goal. A goal kick will also be awarded if an indirect free kick was taken and it entered the goal without a second touch being made on the ball. The goal kick may be placed anywhere inside the penalty box. The ball must leave the penalty box before it may be touched by another player. A goal cannot be scored from a goal kick. The goalkeeper has 5 seconds to put the ball into play.

## **KICK OFFS & FREE KICKS:**

All kick offs and free kicks are INDIRECT. This means that the ball must touch another player besides the kicker before it may enter the goal and be counted as a goal. Defending team must give an automatic 3 yards. If a player blocks a kick and is within 3 yards the kick will be retaken and the player could be warned and/or shown the blue card a 2 minute man down penalty for delaying the restart.

Only fouls committed inside the penalty box will be considered as DIRECT free kicks. For a penalty shot, the ball is placed at the top of the arc and all players except the kicker and the defending goal keeper must stand behind the nearest yellow line. Once the kick is taken the kicker may not take a second touch on the ball unless it has touched another player first.

## **MINIMUM DISTANCE:**

All players must give an automatic 3 yards for all restart kicks. If a player blocks a kick and is within 3 yards. The kick will be retaken and the player could be warned and/or shown the blue card; a 2 minute man down penalty for delaying the restart.

## **DISCIPLINE:**

There are 3 levels of discipline used for indoor soccer. The blue, yellow and red card. With each of these comes a man down penalty of 2 to 5 minutes, depending on the card shown. The referee is responsible for allowing a team to add a player back or will give the team the time in which the player may re-enter the field. Below is a description of each card and the results of each said card.

**BLUE CARDS:** the offending player MUST leave the playing surface. The team must play short for the duration of the 2 minutes, and a new player is allowed to re-enter after 2 minutes. There are two types of Blue cards; A Soft Blue and a Hard Blue.

A *soft Blue* card means that if the opposing team scores a goal during the penalty. The penalty will be considered fulfilled and the team may return the player prior to the full two minutes.

A *Hard Blue* card means that regardless if a goal is scored, the full two minutes must be used.

*Two Blue* cards to the same individual during a game is equivalent to a yellow card.

**YELLOW CARDS:** The offending player MUST leave the playing surface. The team must play short for the duration of the 4 minutes, and a new player will be allowed to re-enter after 4 minutes. (Exception if there's no other substitute available).

*Two Yellow* cards to the same player during a game is equivalent to a red card.

**RED CARDS:** The offending player will be sent off for the remainder of the game. The player must leave the player bench area. The offending team must play short for a duration of 6 minutes before returning to full strength.

**ON ALL RED CARD SITUATIONS THE RED CARD PLAYER OR PARTICIPANT WILL BE ASKED TO LEAVE THE CONFINES OF THE BENCH AND/OR THE BUILDING.**

The red carded player must sit out the next game and pay a team fine of \$25.

### **FOUL ACCUMILATION PENALTY KICKS:**

6 fouls of any type will result in the team removing any one player for a Soft 2 minute penalty. The opposing team will be rewarded a dribbling PK from the yellow line. All other players must not cross the mid line until the referee's whistle is sounded. If a goal is scored on the PK or during the 2 minute penalty the infracting team may return to full strength.

9 fouls of any type will result in the team removing any one player for two minutes and the opposing team a dribbling PK from the yellow line. All other players must not cross the mid line until the referee's whistle is sounded. The 9th foul will result in a "Hard" 2 minute penalty in which th infracting team must be down 1man for 2minutes, regardless if a goal is scored.

12 fouls of any kind will result in a PK from the top of the yellow arc. All other players must not cross the nearest yellow line until the is kicked. These fouls will result in a "Hard" 2 minute penalty.

15 fouls, and every 3 fouls thereafter, will result in a PK shot from th e top of the yellow arc. All other players must not cross the nearest yellow line until the ball is kicked. These fouls will result in a "Hard" 4 minute penalty in which the infracting team must play man down for the full 4 minutes.

### **BACK TO BACK PENALTIES:**

Back to back penalties is when two time penalties have been given to the same team. When there are more than one time penalty. The second penalty doesn't start until the first penalty has been completed. For example; if a team has 6 players on the field and one player is given a blue card. He must exit the field to serve his 2 minutes, thus playing with 5 players. If another player from the same team is given a blue card during that penalty, that player must leave the field. That players penalty will not start until the first time penalty has been completed. The team would then be playing with 4 players, until the first penalty has been completed.

### **MERCY RULE:**

A team with a 6 goal lead must remove 1 of its field players, resulting in a 6 v 5. For coed teams this must be a male.

A team with a 10 goal lead must remove 1 more player, resulting in a 6 v 4. This player may be a male or female.

### **OFF THE COURT:**

Any damage or negative behavior will be dealt with by the management staff and could incur a LOSS of up to 6 points to the offending teams. Any point penalties as described above will not affect the game result, but will be subtracted from the team's league total.

### **PROTESTS:**

No protest will be allowed.