

RULES OF PLAY FOR GOLDEN GOAL SPORTS COMPLEX LEAGUES

SYSTEM TO DETERMINE STANDINGS:

red card penalty is an automatic \$25 individual player fine with a one game suspension in which that fine must be paid before they play another game NO EXCEPTIONS
(A SUSPENSION COULD LAST LONGER DEPENDING ON THE SEVERITY OF THE FOUL/INCIDENT AND REPORTS FROM MANAGER ON DUTY AND REFEREE).

6 points for a win

4 points for a tie

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

PLAYOFF POINT BREAKDOWN:

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 ONE 5-minute GOLDEN GOAL 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 3 dribbles up penalty shots per team.

ROSTERS:

A completed roster must be turned in by the first game of each session. The roster may only have 14 players plus 3 overflow players on it. All players under the age of 18 must have the League Managers permission to play and have a parent/guardian sign the roster before they will be eligible to play.

AGE SPECIFIC LEAGUES AND DIVISIONS:

Youth Leagues U8-U14 teams with older players must play in the age-appropriate division. The High School league is open to all players playing U14 to U19. Adult Leagues Men's 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 (Driver's License or State ID). If requested by management. If a player cannot prove he/she is 30 years or older. That player will not be allowed to play until they can prove they are the correct age. (further action will be taken by management if the team continues to play illegally aged younger players)

PERIODS OF PLAY:

U5-U7 (micro league)- 2x13 minute halves with a 1- minute halftime

U8 to U12 = 2 x 18-minute halves with a 1-minute halftime.

U13 to U14 = 2 x 20-minute halves with a 1-minute halftime.

High School= 2x20 minute halves with a 1-minute halftime

Adult = 2 x 22-minute halves with a 1-minute 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 referee.

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

- Boarding near or against the walls is and could be an automatic blue card (refs' discretion)

FORFEITS:

If one team does not have the minimum number of players required for their specific league by 5 minutes after the scheduled start of a match, then the other team shall be awarded a victory by forfeit scored as a 3-0 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. No punting allowed but 2 bounce drop kicks are allowed. When the goalkeeper gains possession with hands or feet inside the penalty area, the goalkeeper has 6 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. Technical fouls against the keeper, such as a 6 second penalty, pass back or a punt will be an indirect free kick from the top of the arc.

- ALL GOAL KICKS WILL BE TAKEN FROM THE GROUND

HANDBALLS:

HANDBALL = Same as FIFA outdoor rules with the following modifications.

- hand balls do not count towards the foul count

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 always have two females on the field 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.

- SLIDING IN THE BOX TO DENY A GOAL SCORING OPPORTUNITY FOR THE OPPOSING TEAM WILL BE AN AUTOMATIC DRIBBLE UP PENALTY KICK

OUT OF BOUNDS:

A ball is considered out of play if it leaves the field of play, touches any netting, the ceiling or a light (if the ball touches the flag, it is up to the referee's discretion).

BIG FIELD- The ball is placed on the white touchline closest to where the out of bounds occurred.

SMALL FIELD- The ball is placed nearest to the wall closest to where the out of bounds occurred.

No ball may be placed between the corner mark and the goal line. A player has 6 seconds to take the kick, or the possession of the kick is transferred to the opposing team.

ALL KICKS-

ALL KICKS/ FREE KICKS ARE INDIRECT

- An indirect kick is taken from the place where the offence occurred. The ball must be stationary when the kick is taken, and the kicker must not touch the ball again until it has touched another player.

- A goal can be scored from an indirect kick only if the ball touches another player before it enters the goal. If an indirect kick is kicked directly into the opponents' goal, a goal kick is awarded.

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 is 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. The 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 dribble up free kick. For a penalty shot, the ball is placed at the yellow line and all players except the kicker and the defending goalkeeper must stand behind the half line. Once the ref has blown the whistle and the player touches the ball the ball is live.

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 6 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.

- Cards do not count towards a foul count, if the team gets a card, they do not get a foul count and a card they just receive the 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 of 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 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 are 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 or facility depending on the severity of the offense. 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 player fine of \$25 to management.

OFF THE FIELD:

- Any damage or negative behavior will be dealt with by the management staff
- any verbal abuse to referees while off the field will and could result in a red card and removal from the team bench
- you may speak to referees in a respectful manner but not in the middle of a game
- no alcohol consumption on the bench
- if a player is under the influence of alcohol or substances, it is up management and the referee if the player can continue playing

If there is a fight and players come off the bench and throw punches/kicking other players, we will charge any person involved the \$25 fine and this could result in a longer suspension per player/team suspension from the league (manager and referees will discuss the situation and a decision will be made the next business day by the managers and owner)

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 with a dribbling PK from the yellow line. All other players must not cross the midline until the referee's whistle is sounded and the player has touched the ball. 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 midline until the referee's whistle is sounded and the player has touched the ball. The 9th foul will result in a "Hard" 2-minute penalty in which the infracting team must be down 1 man for 2minutes, regardless if a goal is scored. 12 fouls of any kind will result in a dribble up PK from the yellow line. All other players must not cross the half line until the whistle is blown and the player has touched the ball. These fouls will result in a "Hard" 2-minute penalty. 15 fouls, and every 3 fouls, thereafter, will result in a PK dribble up shot from the yellow line. All other players must not cross the halfway line until the ball is touched. 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 is 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 down 6-goals will have the option to add a player or have the opposing team remove a player. (For coed teams this must be a male).

-A team with a 10-goal lead must remove 1 more player, (For coed This player may be a male or female).

PROTESTS:

No protest will be allowed.