

## CO-ED LEAGUE RULES

1. Teams must have three male players, three female players and a goalkeeper on the field.
2. Time penalties assessed to a goalkeeper must be served by player of the same sex as keeper.
3. All free kicks that originate in the middle third of the field and their attacking third of the field, must be taken by a woman. A man may restart play if the kick originates in the defensive third and is being kicked by the defensive team.
4. The same male player may score a maximum of three goals in a game.
5. CODE OF CONDUCT : There will be NO BOARDING, NO SLIDE TACKLING, NO CHARGING, NO UNSPORTSPERSON-LIKE CONDUCT TOLERATED. At the discretion of the referee, a player may be ejected from the game, POSSIBLY FOR THE REMAINDER OF THE SESSION, depending on the severity of the offense. No money will be refunded!!
6. Deliberate boarding, slide tackling, charging = MANDATORY EJECTION
7. If a goal is scored off a deflection, that goal will be considered a team goal. it will not be credited to any particular player.
8. If an own goal is scored, that goal will be considered a team goal. It will not be credited to any particular player.
9. During any Soccer Sportsplex League playoff game, where there is a tie at the end of regulation play, five minute period 3v3 sudden death game will be played until one team scores. At least one female must play during the 3v3 overtime period. Each OT period will start with a drop-ball at the Center Circle.
10. CO-ED 30+ League Rules. Men need to be 30 years of age or older and women need to be 25 years of age or older.

### US Club Soccer Age Group Classifications

Coed 30+ Men born before 1986 | Women born before 1991

Must be at least 18 years old to play in adult leagues.

## 2019 – 2020 Birth Year Chart

U8: 2012	U9: 2011	U10: 2010	U11: 2009
U12: 2008	U13: 2007	U14: 2006	U15: 2005

Rules are subject to change. Rev. 012020



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**Indoor Soccer  
Rules & Procedures**

**SOCBERSPORTSPLEX.COM**

## MANDATORY REGISTRATION PROCEDURES

**1. PAYMENT:** The facility will have specified registration deadlines. It is mandatory to have your team deposit paid before or on these dates. SOCCER SPORTSPLEX reserves the right to replace your team if no deposit is received by the deadline. Deposits are non-refundable.

**2. METHOD OF PAYMENT:** Your team balance **MUST** be paid in cash, Visa, MasterCard, Discover, American Express or '**One Check**' made payable to the **SOCCER SPORTSPLEX**.

**3. REGISTRATION:** By the first game, your team is required to submit a roster of no more than eighteen (18) players. For each player on the roster, a signed waiver form must be submitted. **A PLAYER IS NOT CONSIDERED ROSTERED OR ELIGIBLE UNTIL A SIGNED WAIVER IS SUBMITTED.** Prior to the third game, the original roster may be changed. **A player must have a separate waiver for each team they play on. Signing the game report is to constitute a signed waiver.**

**A. Rosters will not be accepted without complete information (address, phone, birth date, etc).** Coach's copy of the team roster must be submitted to the Soccer Sportsplex Management prior to the start of the first game. ALL ROSTERS MUST BE TYPED OR PRINTED.

**B.** The coach is solely responsible for the eligibility of players on the roster. If a player's age is questioned, the coach must provide proof of age within 48 hours of the game. Coaches must inform SOCCER SPORTSPLEX Management of protest prior to finish of the game.

**C.** Any team found guilty of playing individuals not age eligible or playing a non-rostered player forfeits the game.

**4. SCHEDULING:** Any dates that your team cannot play must be made known to the **SOCCER SPORTSPLEX** at the time of registration. We will try to accommodate teams but we cannot guarantee all requests. Once the schedule is made, SOCCER SPORTSPLEX has no control over whether teams show up to play. **THERE WILL BE A \$20 RESCHEDULING FEE** for any game rescheduled, except in the case of an error by the SOCCER SPORTSPLEX office.

**A. RESCHEDULING:** After schedules are printed, rescheduling will be the responsibility of the coach wishing to reschedule a game which must be done prior to the end of the session. A procedure form for rescheduling is enclosed in your team packet or available in the SOCCER SPORTSPLEX office. SOCCER SPORTSPLEX is not responsible for rescheduling games if teams cannot mutually agree upon a date and time. *Soccer Sportsplex must be notified of any schedule conflicts before registration, we cannot guarantee time slots for makeup games. There is a \$20 fee for any game rescheduled.*

**5. DIVISIONING:** SOCCER SPORTSPLEX reserves the right to promote or relegate a team from one division to another division, after the completion of each session. A player cannot play on two teams in the same division without Soccer Sportsplex Management permission.

## 19. TIE BREAKER:

- A. Winner of head-to-head competition (tie between two teams)
- B. Most Wins
- C. Goal Differential=(Goals for-Goals Against=Goal differential)
- D. Least goals against
- E. Most goals scored

## 20. MISCELLANEOUS:

**A. During any Soccer Sportsplex League playoff game, where there is a tie at the end of regulation play, a 5 - minute overtime, 3v3 sudden death game will be played until one team scores. Each OT period will begin with a drop-ball at the Center Circle.**

**B.** Verbal abuse of referees by **COACHES, MANAGERS, PLAYERS, OR SPECTATORS** will not be tolerated. **COACHES ARE RESPONSIBLE, AND MAY BE CARDED FOR THE CONDUCT OF THEIR SPECTATORS.** SOCCER SPORTSPLEX management will do what they feel necessary to control the situation.

**C. NO SMOKING INSIDE THE SOCCER SPORTSPLEX FACILITY**  
**D. NO ALCOHOLIC BEVERAGES ALLOWED IN THE TEAM BENCH AREA.** Any player suspected of being intoxicated during the game will immediately be ejected and the team could face a 5-minute time penalty.

**E.** Gum on the carpeting is a serious problem. Please advise your players to dispose of their gum properly.

**F.** Spitting on the carpet will result in an automatic 2-minute time penalty.

**G.** Slamming the team doors will result in a 2-minute bench penalty

**H.** Jumping on the dasher boards or Plexiglas during warm-up's will result in a 2-minute bench penalty.

**I.** Sliding is permitted.

**J.** No slide tackling for all leagues. This is not applicable to a keeper sliding in his or her own box. If slide-tackling occurs outside the box, it will result in a direct free kick. If slide-tackling occurs within the box, it will result in a direct free kick at the top of the arc.

**K.** SOCCER SPORTSPLEX is not responsible for lost or stolen items.

**L. When the ball is kicked out of bounds, it will be played from where the ball went out, not where it was last touched as in previous years. This rule stands unless the ball kicked out of bounds by any player (including keeper) defending the goal. In this situation the ball is then placed at the top of the arc.**

**NO OUTSIDE FOOD PERMITTED IN THE FACILITY.**

## 16. TIME PENALTIES:

- A. All penalized players must report to the team bench and remain there until penalty is served
- B. The time for all penalties will start at the moment the game has been legally restarted.
- C. A player serving a 2-minute penalty may return to the field of play when a goal has been scored against that players team and if that team is short a player. If equal number of players from both teams are in the penalty box, no one will be allowed to return to the field so both teams are at equal strength.
- D. A player serving a 5-minute major penalty for an ejected player may return to the field of play at the end of the full five minutes. All 5-minute time penalties must be served completely, no matter how many opposing goals are scored.
- E. A player may receive more than one 2-minute time penalty at a time. (i.e. a player received a 2-minute penalty and on the way to the box this same player dissents, thus receiving an additional 2-minute penalty) If a goal is scored against the player's team during the player's first 2-minute penalty, the player may **NOT** return to the field. The player's second 2-minute penalty then begins at the time the game has been restarted.
- F. If a team is playing two players short and a third player is sent to the penalty box, the third player's time shall not start until the first player's time has elapsed. The guilty third player must enter the box immediately and the player's team must put a substitute on the field. Remember, the guilty team must be two players short.

## 17. GOALKEEPERS RESTRICTIONS:

- A. The outdoor pass back rule will be in effect during all sessions. On any occasion, when a player deliberately kicks the ball to his/her own goalkeeper, the goalkeeper is NOT permitted to touch it with his/her hands.
- B. The goalkeeper cannot pick up the ball with his/her hands after pulling the ball from the playing field into the penalty area with his/her feet.
- C. Goalkeepers have five seconds to distribute the ball after recovering from making a save. If the goalkeeper maintains possession of the ball for longer than five seconds, a free direct kick shall be awarded from the top of the arc.
- D. There shall be NO punishment (time penalty) for a goalkeeper kicking or punching the ball over the perimeter wall when making a save.
- E. Time penalties charged to the goalkeeper may be served by a teammate. The team must play one player short. The penalty is not charged to the player who serves it, but is charged to the goalkeeper. The same rules are in effect on penal and misconduct offenses for goalkeepers as for other players.

## 18. POINT SYSTEM:

Win : 3 points  
Tie : 1 point  
Loss : 0 point

## DIVISIONING GUIDELINES:

- A. (Red) Premier/Select
- B. (Blue) Select/Travel
- C. (White) Recreational/House

**Note:** Coaches are encouraged to play at the highest level of competition possible.

**6. FORFIET FEES:** *Any team unable to play at the scheduled game time MUST notify Soccer Sportsplex at least 48 hours in advance or be subject to the \$15.00 forfeit fee. If a team has to forfeit a game, it is that team's responsibility to pay a forfeit fee of \$15.00 before that team's next game. The opposing team owes nothing and may use the allotted time for practice. If the forfeit occurs at the last game of the session, the fee will carry over to the next session. No forfeited game will be rescheduled.*

SOCCER SPORTSPLEX APPRECIATES YOUR PATRONAGE. WE ARE TRYING TO IMPROVE OUR SERVICES, AND WE NEED YOUR COOPERATION. THESE PROCEDURES MUST BE FOLLOWED BY ALL TEAMS, YOUTH AND ADULT. THANK YOU.

## FIFA GUIDELINES

FIFA Guidelines will be recognized at the SOCCER SPORTSPLEX facility in addition to the following house rules.

## US SOCCER GUIDELINES

US SOCCER Guidelines for Player Safety including but not limited to, heading will be recognized at the SOCCER SPORTSPLEX. Players in U-11 programs and younger shall not engage in heading, either in practices or in games.

## HOUSE RULES

### 1. THE HOME TEAM MUST PROVIDE THE GAME BALL

Size 4 : Under 7-Under 12  
Size 5 : Under 13 & Up

**2. COACHES:** All teams must have an adult (21 years of age or older) in the team box at every game. This includes high school teams playing in the adult leagues.

**3. PLAYER AREA:** Only players of participating teams are allowed on the field prior to the start of the game or at half-time. Coaches, ass't coaches, and managers are the only others allowed in player area. Spectators are not permitted in the team/player area.

**4. EQUIPMENT:** Each team is required to wear the same color jersey.

**Numbered shirts are required.** This will be strictly enforced by the referees. Goalkeepers must wear a different color jersey than the rest of the playing field. The goalkeeper may wear proper headgear. Home team (first on the schedule) will change jerseys in case of same color uniforms. Players must wear indoor soccer shoes or tennis shoes. **NO CLEATS !! SHIN GUARDS ARE REQUIRED.**

**5. START OF GAME:** Facility will be open one-half hour before game or practice. Teams will not be allowed on the field until fifteen minutes before scheduled time, and only if the coach, ass't coach, or manager (21 yrs. of age or older) is present. Teams unable to field four players by five minutes after the start of game will forfeit. Teams that show will receive points for standings and may use the field.

**6. LENGTH OF GAME:** Two 27-minute halves per game. Two minutes for warm-up prior to game. Two minutes for half-time. Referee will stop clock only in event of serious injury.

**7. SUBSTITUTIONS ON THE FLY:** May be made as long as the player coming off the field has crossed the dotted kick-in line immediately in front of his own bench prior to the player coming into the field of play. The goalkeeper may also be substituted without notifying the referee, providing the substitute goalkeeper is wearing a goalkeeper jersey. The game must not be delayed due to substitutions.

**8. GUARANTEED SUBSTITUTIONS:** The referee must delay restart of play to allow completion of substitutions on the following occasions :

- A. After a goal has been scored
- B. After a time penalty has been awarded
- C. When time has been stopped for an injury
- D. When the ball is out-of-play and it has crossed the goal line, over the perimeter wall, or struck the superstructure/ceiling net and the referee stopped play
- E. At any unusual stop given by the referee
- F. Prior to the start of the second half or overtime periods
- G. If a team fails to take its restart within five (5) seconds of having been signaled by the referee to do so

**9. MERCY RULE:** The mercy rule will be applied to teams losing by more than 7 goals. At which time, the losing team can add a player to the field.

- A. In coed games, the added player can be either male or female
- B. When goal differential is less than 7, mercy rule is no longer in effect and the game will continue with the starting number of players

**10. FREE KICKS:** All free kicks are direct (even if foul is indirect). Indirect fouls in the box will result in a direct kick from the top of the arc. All other kicks taken from point of infraction with the exception of penalty kicks and other exclusions to the rules. Kicks must be taken within five seconds. All opposing players must remain at least ten feet away until ball is kicked.

**11. PENAL FOULS:** A direct kick is awarded for kicking, tripping, jumping at opponent, holding, pushing, charging violently, striking, spitting, slide-tackling, and boarding.

- A. A Blue, Yellow, or Red Card, or time penalty may be assessed.
- B. A 2-minute penalty will be assessed for all blue and yellow cards, and a 5-minute time penalty for all red cards.
- C. **RED CARD RULING :** Player sits out one week of play automatically on first red card. A longer suspension may be implemented upon the discretion of Soccer Sportsplex management dependent on the severity of the offense. A two game suspension will be given for a second red card, or possible suspension from SOCCER SPORTSPLEX.

\*ANY PLAYER GIVEN A RED CARD FOR FIGHTING AND/OR RETALIATION WILL BE SUSPENDED FOR REMAINDER OF THE SESSION.

**NO REFUNDS!**

\*ANY PLAYER LEAVING THE BENCH AREA TO JOIN A FIGHT WILL LEAD TO AN INDIVIDUAL AND/OR TEAM SUSPENSION.

D. Any player who throws a punch is suspended for the remainder of the session. If a player throws a punch in the last game of a session, that player is suspended for the next session.

**12. REFEREES AUTHORITY:** There are **NO protests of Referee decisions.** A one or two person system will be used at the discretion of the facility. The referees have the power to enforce the rules; suspend game for serious infringement of rules, interference by spectators, or other causes; stop play for an injury; penalize or eject any playing or non-playing personnel. Other responsibilities of the referees are to supervise substitutions, record game results and submit to management, time penalties, and report all injuries to management.

**13. BENCH PENALTIES:** Misconduct from teams (coaches, managers, players, spectators), delay of game, illegal substitutions, or too many players on the field will result in a 2-minute penalty. Any player may serve the bench penalty unless a specified player is deemed guilty of a violation, in which case that player must serve the bench penalty. If any coach or non-playing person on the bench is given a "time penalty," a player must serve the penalty. If any such person is "red carded," a player must serve the 5-minute penalty and the "red carded" person must leave the building. If the ejected person refuses to leave the building, their team will forfeit the game.

**14. THREE LINE VIOLATION:** The three line rule will be in effect .

**15. CEILING NET:** If the ball hits the ceiling netting only, it is the referee's discretion whether or not the play will be stopped. The end and/or side netting is always out of play.