

OFFICIAL INDOOR SOCCER RULEBOOK & PARK POLICIES

Youth Competitive Edition

Abridged: For Players and Spectators



Introduction

The purpose of this edition of *The Official Rules* is simply to help players and spectators become familiar with the rules of indoor soccer to play and enjoy the game.

Sportsplex USA is dedicated to giving our community's youth an opportunity to participate in competitive team sports while having fun, meeting friends and maintaining a healthy lifestyle. Our Youth Soccer program is based on keeping winning in perspective but with fair play and good sportsmanship. Our goal is to provide a fun and safe environment for our community to come and enjoy a high quality Youth Soccer program.

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1) PARK POLICIES

- Sportsplex USA management will determine the condition of all fields in inclement weather and make decisions whether to play or not. For playing conditions, visit www.sportsplexusa.com or call 858-679-4000. Field updates are made at 3pm Monday through Friday and at 1pm on Saturday and Sunday
- No alcoholic beverages or smoking is allowed on the fields or in the bench areas at any time.
- Any person(s) being under the influence of alcohol or any other substance that could cause the person(s) to be at risk to themselves and/or others will be removed from the park and could result in further suspension from the park.
- No outside food, beverages, pets, bikes, roller skates or skateboards are allowed in the park.
- Sportsplex USA will not be responsible for injuries sustained during league or tournament play. Sportsplex USA does not provide insurance coverage for managers, players or spectators.
- Any person(s) that does not conduct themselves in a manner that is conducive with Sportsplex USA's policies or rules can be removed, ejected or suspended from the facility for any length of time to be determined by Sportsplex USA management.
- Any person striking or attempting to strike any player, official, employee or spectator will be suspended from the facility and could face legal repercussions for their actions.
- There is a \$2.50 entrance charge to enter Sportsplex USA for everyone 16 years of age and older. In return, you will receive a token worth \$2.50 towards a purchase of any beverage at our Sports Pub.
- Sportsplex USA reserves the right to refuse service to anyone.
- Sportsplex USA reserves the right to make any amendments or adjustments deemed necessary to the policies and rulebook.
- Sportsplex USA aims to provide a professional, knowledgeable, and courteous staff. This includes our referees. Please contact the manager on duty or League Director if any of our staff does not meet these standards.

2) PLAYERS CODE OF CONDUCT

The following Players Code of Conduct has been adopted by Sportsplex USA and will be strictly enforced. *Please remember that Sportsplex USA is a family oriented recreational facility, which will make every attempt to maintain these standards for the good of all of those who use the park.*

Any player, manager or spectator that does not conduct themselves in the manner that is conducive with Sportsplex USA's policies or rules can be removed, ejected, suspended from the facility for any length of time and/or face possible legal action to be determined by Sportsplex USA Management.

NO PLAYER/SPECTATOR SHALL:

1. At any time push, punch, shove, bump into, strike, or threaten to strike any player, spectator, official or employee of the park.
2. Leave the bench area for any reason, at any time during an altercation on the field of play.
3. Refuse to abide by an official's decision.

4. Display objectionable demonstrations by throwing any piece of equipment in a forceful manner.
5. Heap verbal abuse upon any player, spectator or official for any reason.
6. Discuss with any official in any manner the decision reached by such official, except the team manager or captain.
7. Use unnecessary rough tactics in the playing of the game against another player.
8. Be the aggressor in any physical attack upon any player, official, employee or spectator.
9. Verbally abuse any player, official, employee or spectator.
10. Use profane, obscene or vulgar language at any time.
11. Appear on the field of play at any time in an intoxicated condition.
12. Spit on the field of play.
13. Smoke while going onto, coming off of or while in the field of play.
14. During the game discuss aloud with the spectators in a derogatory or abusive manner regarding any play, decision or personal opinion of officials or other players.

3) PLAYER & TEAM REGISTRATION

- All players must verify their age by providing a birth certificate.
- Teams must pay their entire league fee, in full, prior to the start of the first game. Teams that do not have their entire league fee paid in full, prior to their first game, will be subject to forfeiting their games and a possible suspension from the facility until the fee is paid in full.
- Registration is on a first come first serve basis. Priority is given to returning teams provided they pay their teams deposit by the registration deadline. After that, teams from the waiting list will be allowed to register.
- A team fee is non refundable or transferable.
- All players are required to sign the Official Sportsplex USA Team Roster prior to playing in their first game of every season.
- Team rosters will be limited to a minimum of 6 players and a maximum of 18.
- Players can be added to the roster through Week 3. Players can be replaced on the roster through Week 7. Rosters are frozen after Week 7.

(A) TEAM MANAGER RESPONSIBILITY

The team manager is the principal link between Sportsplex USA and their team. It is the manager's responsibility to obtain all information regarding league play at Sportsplex USA. The team manager should:

1. Attend any and all team orientation meetings scheduled during the year.
2. Know all rules and policies and to inform his/her players of them.
3. Make sure all team fees are paid in full before the team's first game.
4. Make sure each player on his/her team has signed their team's official roster.
5. Help avoid forfeits by having players arrive to their game at least 30 minutes prior to the game time.
6. Be responsible for the conduct of his/her players. Good sportsmanship is expected by all managers, players and spectators.
7. Inform the League Director and any possible forfeits at least 24 hours in advance.

8. Inform the League Director of any changes in contact information (i.e. phone number, email address, etc.)

4) LEAGUE FORMAT

- Every league consists of several divisions (see below) which are designed to keep a fair level of competition amongst the league.
- Division A – Advanced Level of Competition
- Division B – Intermediate Level of Competition
- Division C – Lower Level of Competition
- Division D – Beginner Level of Competition
- Players are not permitted to play on 2 different teams or 2 different divisions of the same league night.

(A) SCHEDULES

- The first game schedule will be available 3 days prior to your first night of play. Game times are available online and by calling our Phone Hotline at 858-679-4000. Team managers will not be contacted for game times.
- The full season schedule will be available 3 days prior your second night of play.
- Games cancelled due to rain will be rescheduled at the end of the season. In some cases, make up games may be scheduled on other nights of the week.
- The season is 10 weeks in length. Each team is scheduled 10 regular season games with the opportunity to advance to the playoffs in the 11th week.

(B) PLAYOFFS

- The top four teams from each division will advance to the playoffs. The seeding format is as follows: 1st seed vs. 4th seed, 2nd seed vs. 3rd seed, Winner of Game 1 vs. Winner of Game 2. Championship Medals will be awarded to the first and second place teams.

(C) STANDINGS

- Total points determine the ranking. 2 points are given for a win, 1 point is given for a tie and 0 points are given for a loss. If teams are tied in points, the tiebreaker will be determined by the following: Win/Loss record (amongst tied teams only), then Goals Allowed, then Coin Toss.

5) UNIFORM / EQUIPMENT / PLAYER CARDS

- Players are required to wear their team's uniform, consisting of the same color/shade and permanent numbers. The Goalkeeper wears a jersey color distinguished from all other field players and from the Referees.
- During a jersey color conflict, the home team is required to change colors.
- No jewelry is to be worn during the game. This includes watches, rings, necklaces, any piercings, bracelets, etc.
- Shin Guards are MANDATORY and must be entirely covered by socks.

- Knee Braces and/or Ankle Braces made of hard plastic or metal must be entirely covered by protective material.
- Soccer Cleats, Turf Shoes and/or Flat Soled Shoes are acceptable footwear. FOOTBALL, BASEBALL AND METAL/REPLACEABLE CLEATS ARE NOT ACCEPTABLE.
- A size 4 soccer ball is used in all leagues.

6) TEAMS / PLAYERS

- All adult leagues consist of 5 field players and 1 goalkeeper.
- Only players and managers on the team roster are permitted in the team bench areas. Spectators (i.e. friends, family, etc.) are not allowed in the team bench areas.

(A) EMERGENCY PLAYERS

- Any team, who is short players, can borrow an emergency player. Emergency players are not allowed to score any goals, play goalkeeper or be a substitute player. Should any emergency player score a goal, the goal will not count and he/she will receive a 2-minute penalty. The maximum number of players a team can borrow is 2. Emergency players must be current league players and have had signed an official roster.

7) GAME FORMAT

- A regulation game consists of two 20-minute halves with a 1-minute halftime.
- All games will be considered final if a game is stopped for any reason after one half has been completed.
- Each team is allowed one 30-second timeout per game. A timeout can be called on any dead ball as long as the team has possession of the ball or after any goal is scored. Goalkeepers can call a timeout during live play, as long as they are in their goalie box. **Timeouts can only be granted by the Referee, not the Scorekeeper.**
- Except in the case of an unusual delay, determined by the Referee, the Game Clock counts down continuously through each half or Overtime Period.
- If a player shoots on goal and the ball does not cross the goal line before regulation time expires, the goal will not count.
- If a team goes up by three goals, the opposing team will be allowed an additional field player. Once the score is within two goals, the opposing team must pull their additional field player off the field.
- If a team goes up by six goals, the opposing team will be allowed a 7th field player. Once the score is within five goals, the opposing team must pull their additional field player off the field.

(A) OVERTIME PERIODS and TIEBREAKERS

- If tied at the end of regulation during a regular season game, the game will end in a tie.
- If tied at the end of regulation of a Semi-Final Playoff game, both teams will go straight to a Tiebreaker Shootout.

- If tied at the end of regulation of a Tournament or Final Playoff game, a 5-minute “sudden-death” overtime period takes place. First team to score wins. If still tied after overtime, a Tiebreaker Shootout takes place.
- Tiebreaker Shootouts consists of 5 different shooters and a goalkeeper. The goalkeeper, who ended the game, must serve as the goalkeeper during the shootout. The goalkeeper can act as one of the shooters. The visiting team shoots first. The ball is placed on the 1/3 line. The goalkeeper must have both feet on the goal line. Once the shooter attacks the goal, the goalkeeper can come off the goal line. The shooter has 5 seconds to score a goal. Rebounds are allowed. Should the goalkeeper commit a foul, the shooter will be granted a second attempt at the shootout. Should the goalkeeper commit a second foul, the shooter will be awarded the goal.
- The Tiebreaker Shootout is a “best of five” format. Whichever team scores more goals with the allotted slots is the winner. If both teams are tied in goals, a “sudden death” shootout occurs. Each team will be given one opportunity to score a goal, switching different shooters each time. This procedure will continue until one team misses their shootout. If all eligible players participated, the previous shooters (in the same order) will be given another attempt.

8) FORFEITS

- Teams must have a minimum of 4 players present to start the game. All games will start as scheduled with a 5-minute grace period allowed to wait for late players. The game is forfeited after 5 minutes if a team does not have the minimum number of players present.
- Any team found using ineligible players during or after their game, will forfeit that game.
- During the game, if the referee has deemed the play “too rough” and stops the game, both teams will be given a forfeit.
- Teams may purposely forfeit during the game due to Injury and/or Safety Concerns.
- Team managers are responsible to notify the league director of any potential team forfeits at least 24 hours in advance. Teams that fail to notify the league director within 24 hours of their game may be subject to a \$50 team fine. If a team has two unannounced forfeits during the same season, they may be subject to immediate removal from the league without refund.
- Teams can not win by a goal differential of more than 10 goals. Teams can continue to score unlimited goals during the game (without the score being kept on the scoreboard); however the score in the standings will remain at a 10 goal differential.

9) DURING THE GAME

(A) KICK-OFF

- The visiting team will kick-off at the beginning of the game. The kick-off can be in any direction. The kick-off must be taken within 5 seconds of the referee’s whistle. If the team kicking off is offside during the kickoff, they will lose possession and the opposing team will be awarded a free kick.

(B) GAME TIME SUBSTITUTIONS

- A player can substitute at any time during the game, other than a penalty shootout.
- The player coming off the field must touch the side board (at the team's bench area) before the substitute player can enter the field. Any team who commits an illegal substitution will receive a 2-minute penalty which can be served by any player. The Referee or Scorekeeper can issue the 2-minute penalty.
- Jumping over the boards IS NOT permitted. Players who jump over the boards will be given a 2-minute penalty.

(C) RESTARTS

- All restarts are Direct Kicks and require a Referee's whistle to continue play.
- Teams must automatically stand 5-yards (15 feet) away from the ball on all restarts. Any player who commits encroachment (this includes jumping towards the ball and/or sticking your leg towards the ball) will be given a 2-minute penalty.
- There are no Goal Kicks. Balls that are kicked into the net above the goal, by the opposing team, will restart with a Goalkeeper Throw-In. Goalkeepers have 5 seconds to throw the ball in. Goalkeepers can not drop-kick the ball.
- Corner Kicks are awarded when the defending team is last to touch the ball before going out of play above their goal. Corner Kicks must be taken from the Corner Kick semi-circle.
- During a Penalty Shootout, the shooter must start from the 1/3 line. The Goalkeeper must start with both feet on the goal line. All other field players must be behind the 1/2 line with the defending team inside of the circle and offending team outside the circle. Upon the Referee's whistle, all players can resume play. If the Goalkeeper commits a foul, the Penalty Shootout will be taken again. If the Goalkeeper commits a second foul, the goal will be awarded.
- If a Penalty Shootout is awarded and regulation time expires, 5 seconds will be added to the clock to allow the penalty to play out.

(D) PERSONAL FOULS (All fouls are subjective and ultimately up to the Referee's discretion)

- Pushing, with any part of the body.
- Tripping, Clipping, Hacking, accidental or not.
- Holding, Grabbing, Tugging of a player and/or uniform.
- Charging into another player, accidental or not.
- Checking a player into the boards, accidental or not.
- Dangerous play, i.e. High Kick, Bicycle Kick, 50/50 Jump Ball, Diving Header, Sliding, etc.
- Obstruction.

(E) PROCEDURAL FOULS (All fouls are subjective and ultimately up to the Referee's discretion)

- Three-Line violation (a ball that travels, in the air, over all three lines. A reverse Three-Line is acceptable).
- Passing back to the Goalkeeper.
- Unintentional Handball.
- Five consecutive touches (Coed leagues only).

(F) PENALTY CARDS (All cards given are subjective and ultimately up to the Referee's discretion)

- BLUE CARD: Indicates a 2-minute penalty. This penalty expires if the opposing team scores during the Power Play. If both teams are given a 2-minute penalty, the penalty does not expire, regardless of which team scores. This penalty does not count towards a Penalty Shootout. The following are (but not limited to) offenses:
 1. Encroachment.
 2. Intentional Handball.
 3. Delay of Game.
 4. Slide Tackling with malicious intent.
 5. Boarding.
 6. Taunting on the field and/or from the bench area.
 7. Jumping over the boards.
 8. Using foul and/or offensive language towards any player, spectator, or game official.
 9. Using foul and/or offensive gestures towards any player, spectator or game official.
 10. Fouling to prevent a breakaway.
- YELLOW CARD: Indicates a 4-minute penalty. This penalty does not expire if the other team scores during the Power Play. The following are (but not limited to) offenses:
 1. A second Blue Card.
 2. Any foul deemed flagrant.
 3. Provoking an altercation (i.e. pushing, poking, short of fighting, or using to ball in so doing).
- RED CARD: Indicates an immediate game ejection, 5-minute penalty and possible suspension. Any player who receives a Red Card is immediately ejected from the game and must leave the Sportsplex USA premises. If the player refuses to leave the premises, their team will forfeit the game and Authorities will be notified for trespassing. The ejected player may also receive additional game suspensions, of any length of time, and possible permanent suspension. Furthermore, the ejected player is not permitted to enter the Sportsplex USA premises, for any reason, during the suspension, unless approved by management. The ejected player may be replaced on the field; however his/her replacement must serve the 5-minute penalty. This penalty does not expire if the opposing team scores during the Power Play. The following are (but not limited to) offenses:
 1. A third Blue Card.
 2. Elbowing: Intentionally elbowing a player above the shoulder.

3. Fighting.
4. Leaving the bench area during an altercation with the opposing team.
5. Spitting at an opponent, spectator or game official.
6. Persistent use of abusive/threatening language or behavior toward any player, spectator or game official.
7. Bodily contact with any game official.

(G) SOCCER BALL RETRIEVAL

- The last team to touch the ball prior to it leaving the arena is responsible for retrieving the ball. Any team that does not retrieve the ball is subject to a \$25 team fine.

(H) GOALKEEPERS

- Goalkeepers can not play the ball with their feet and intentionally bring the ball in to the box and then handle the ball.
- Goalkeepers can not handle the ball if a teammate passes to them by using their foot. A pass back to the goalkeeper with any other part of the body is legal (head, chest, etc.).
- Goalkeepers are the only players that are allowed to slide and it must be within the penalty box. If the momentum of the slide carries the goalkeeper out side of the box, the play is legal (This is a subjective call and is ultimately up to the referee's discretion).
- Goalkeepers that receive a 2-minute penalty, for any reason, do not have to serve the penalty. Any teammate currently on the field can serve the penalty. Goalkeepers that receive a yellow or red card must serve the penalty.