

SPORTSHOUSE INDOOR SOCCER

RULES

A \$100.00 non-refundable deposit is required at the time of team registration (Team deposit must be made 1-2 weeks before the start of the season. The remainder of the team fee is due by the registration deadline or you can pay full amount up front.

Team Payment: First half of the team payment must be made on the first game of the season. Second half of the team payment must be made before the start of the 2nd game. Payment not received in full by the 2nd game will result in a late payment fee of \$50 and team potentially may not be allowed to continue in the league. Teams with outstanding balances will not be permitted to re-register until all payments and late fees have been paid. Player of teams with outstanding balances will not be permitted to play on any other teams until all prior teams' outstanding balances and late fees have been paid in full. **The manager's credit card on file will be charged.**

All requests for schedule adjustments should be submitted in writing no later than 1 week after to the start of a league. These requests may be considered, however we may not be able to fulfill your requests.

Any players whose team fee check is returned will be suspended from playing until the problem is corrected and a fee of \$25.00 is paid for said returned check.

ALL FEES ARE NON-REFUNDABLE

ROSTERS:

Rosters close after the 3rd game, we do enforce a \$25.00 add fee for all players registered after 3rd week. The \$25.00 do not go towards team registration fee, but serves as an administrative /penalty fee. We have a 10-player minimum and 18 player maximum. Players may only play for one team in the same division. **Every player participating at SportsHouse must have a current Membership. Players with expired memberships will not be allowed to play.**

GUEST PLAYERS: Teams are only allowed 1 guest player per game; player must sign a SportsHouse waiver and pay a fee of \$10 for the game. Fee must be paid at the front desk before the game starts. Guest player can only play one time for the same team in a season. Guest players cannot be part of team in same division she/he is guesting. No Guest players during the playoffs.

WAIVER / RELEASE LIABILITY FORM:

Anyone that enters the field or player's box must be a SportsHouse member and sign the waiver form prior to any participation in SportsHouse. No one under the age of 18 will be allowed to play in the Adult Division Players must turn in an Individual Players Form and both pages of the waiver / release of liability form.

Suspected or Confirmed Concussion

A participant who is suspected of sustaining a concussion in a practice, game or competition shall be removed from practice, play or competition at that time. If a qualified medical professional is available on-site to render an evaluation, that person shall have final authority as to whether or not a concussion is suspected. If applicable, the participant's parent or guardian should be made aware that the participant is suspected of sustaining a concussion.

Return to Play

A participant who has been removed from practice, play or competition due to a suspected concussion may not participate in SportsHouse's sports activities until either of the following occurs(i) at least seven (7) consecutive days have passed since the participant was removed from play and a currently licensed, qualified medical professional provides written clearance for the participant to return to practice, play and competition or (ii) a currently licensed, qualified medical professional determines that the participant did not suffer a concussion and provides written clearance for the participant to return to practice play immediately. Written clearance in either of the scenarios above shall become a **permanent record**.

IDENTIFICATION: Documents for verification of age and identity can be one or more of the following: Driver's License, D.M.V. Identification, Passport, High School I.D., Outdoor Soccer League Card, or a Birth Certificate. A Copy of Birth Certificate requires an additional piece of identification. If a formal protest is made, it is the team's responsibility to re-verify the age and/or identity of the player. The only forms of identification acceptable in this case will be the first four items listed above.

PLAYER AND TEAM CONDUCT

Everyone must follow all of the facility rules. Teams are required to inform spectators that they must remain in the seating area during the game.

Anyone not wishing to abide by this rule will be asked to leave the facility.

Only ONE spokesperson per team is permitted. This is the designated manager/captain of the team (must be designated on the roster or in the event that the team captain is not present the alternate must be assigned prior to the start of the game). He or she will accept full responsibility for the team's actions.

If a team defaults/forfeits two games during a season, must report to the SportsHouse Staff regarding their continued participation in the

league.

Two red card violations, per team, of any nature called during a game will result in a forfeited game. Misconduct will not be tolerated. Any player receiving 2 red-cards in one season will be suspended from the league.

An individual, player, coach, or spectator behaving in a threatening way to an official, supervisor, or opposing player will be required to leave the facility and will be suspended indefinitely from all SportsHouse activities.

Anyone intoxicated or thought to be under the influence will be asked to leave the facility immediately.

All players involved in fighting will be terminated immediately and charges may apply. Players or spectators involved in fights or threatening behavior to SportsHouse Staff, officials, or opposing players, will be not be allowed to walk into SportsHouse and suspended from all activities.

REFEREES:

Each game played at SportsHouse will consist of at least one referee. Referee fees are included with registration fees.

Complaints and Protests require a 24-hour grace period before they may be submitted in writing to the front office accompanied by a \$50.00 bond. This is non-refundable if the decision goes against the protesting team. SportsHouse Management has the final say on all matters.

If a player or coach enters the field of play, before or during a game, and is chewing gum or has gum in their mouth, the referee will issue a blue card to the player or team. If the referee issues the blue card before the game starts, there will be no time penalty, but the blue card will count towards the teams three card rule during the game for the opposing teams shootout.

NO FIGHTING--NO SLIDE TACKLING--NO SPITTING--NO ABUSIVE LANGUAGE OR GESTURES

These are regarded as fouls at SportsHouse. Cards are issued for each offense and all penalties do apply.

Time Penalties:

The following penalties apply to offenses for which a Card is issued (subject to further action by the Administration/Management):

- . (a) Blue Card: 2-minute Time Penalty in the Penalty Area; Players allowed back into game after 2-minutes are served or goal by other team. 2 Blues = Yellow.

. (b) Yellow Card (for a player's second Blue Card): 4-minute Time Penalty for the Blue Card and a warning of the subsequent possibility of an ejection; Player(s) allowed back in 2 goals scored by opposing team.

. (c) Red Card (for a player's fourth Blue Card): ejection and team plays with one less player.

3 Blue Cards in 1 game for any team/player results in a penalty kick from the spot for opposing and 2 minute penalty.

	Blue	Yellow	Red
Duration	2 minutes	4 minutes	
If Opponent Scores	Team returns to full strength	2 GOALS Team returns to full strength	Team remains short-handed for entire duration
Individual Foul	Servers duration off field	Serves duration off field	Ejected. Must exit building promptly
Team Foul	Player serving penalty may return	Player serving penalty may return	N/A

BLUE CARD : Any player issued a Blue Card or Yellow Card has 5-seconds to exit the field. If the player does not exit in proper manner, he/she may be issued another card.

LEAGUE STANDINGS:

Standings are based on the following point system:

> 3 points per win

> 1 point for a tie

> 0 points per loss

Forfeit Wins are worth 3 points

EQUIPMENT:

Outdoor cleats are not allowed on the field of play. No warming up with ball on walkway floor.

Flats, Tennis, Indoor Turf Shoes only.

Shinguards are MANDATORY

No jewelry, watches, anything on or around the wrist or hats may be worn on the field. Referee has final decision.

Every field player must wear the same color jersey with at least a 6" number on the back. Each player must be assigned his/her own number. Away team changes in case of color conflict. Home team is listed first on Game Schedule.

Knee braces, ankle braces, and casts must be padded and covered. Referee will inspect and has final say. No one but the player is responsible for requesting permission from the referee to be allowed to play.

GAME LENGTH:

Each game will consist of two equal halves. 24 minutes, 22 minutes or 21 minutes and a 30-second halftime (game time is designated by division of play). Here is an example of the game clock management. The clock will begin running at referee's discretion. At halftime, the clock will be set at 24:30 minutes and start counting down. Each team on the field is responsible to be out of the bench area ready to play at 24:00 minute-mark. A team must have 2 players less than field maximum to begin a game. Youth Soccer League will have 20 or 22 minute halves, with 30 minute halftime. Co-Ed teams must have a goalie and 6 field players (3 females required in this lineup). Balls must be off the field immediately after the referee calls for them. If a team is unable to start after 4 minutes has expired, their opponent will be awarded one goal. If a team is 5 minutes late, their opponent is awarded a second goal. If a team is not prepared to play after 10 minutes has expired, their opponent is awarded a forfeit win. (3-0).

FORFEITS:

No Shows / Forfeits / Re-Schedules

If your scheduled opponent does not show up, or is unable to field a team, your team will be allowed to scrimmage in the time allowed for the game. We cannot guarantee that no show games will be rescheduled; however we will make every attempt necessary to facilitate a rescheduled game. Team that does not show up will be charged a \$50.00 fee. \$25.00 will go to team account that showed up for the game and the remaining \$25.00 will go to administrative and referee fees. Any team leaving the field of play prior to the conclusion of the game will forfeit the game.

A team will be removed from the league if it forfeits (no shows) two games during the season.

MISCELLANEOUS:

Divisions are set up according to the number of teams that register. These divisions may change from session to session. To explain, Premier League, Division 1 and Division 2 are relegation and promotion leagues. Top two teams in league will be promoted and bottom two will be relegated. SportsHouse holds the right to make changes and adjustments to all league scheduling, game times and anything else pertaining to the league.

Visiting team kicks-off on the Referees whistle.

5 Second Rule: If a player taking a kick delays longer than 5 seconds after having placed the ball for restart, the ball will be turned over to the opposing team to take the restart.

Opponent must be 5-steps AUTOMATIC (5 yards away). Blue card may be issued.

Out of Bounds: The ball is out of play when it touches the netting above the perimeter wall or goes completely over the wall.

3-Line Rule Violation:

The floor is divided into 4 sections by 3 lines.

Anytime the ball is kicked or thrown completely over three lines, toward the opponent's goal by the attacking team, a 3-line violation is called.

The opponents are given a "Restart" with a free kick at the center of the first line closest to the opponents goal.

Kick In: When the ball passes over the perimeter wall or the netting, it shall be kicked in from the point where it passed over the wall or hit the netting and within 3 feet of the wall. The ball may be played in any direction by a player of the team opposite to that of the player who last touched it before it left the field. The ball shall be in play immediately after it has traveled half of its circumference.

Any player, coach, or spectator for a team that causes a game to be abandoned by the referee will be considered the guilty party in the abandonment and the opposing team will win by a forfeit victory. (3-0) Scoring purposes.

No Timeouts. Time Stoppage for Serious Injury: The clock may be stopped for serious injuries or if the ball leaves the perimeter wall, at referees discretion.

Free substitutions are allowed throughout the game. The player leaving the field must have at least one foot within 3 feet of the player's box door and be within the white striped line before another is allowed to enter the field. After a goal is scored, multiple substitutions are allowed as long as the players leave the field within 15 seconds. **A player that jumps over the dasher board wall from the player's box during a substitution will be assessed a two minutes penalty (Blue Card).**

No children under the age of 14 are allowed in the facility after 10pm. Any team in violation will have their game stopped and will be asked to leave the facility. Constant violation of this rule will result in membership interruption and participation may be revoked. 10pm curfew strictly enforced.

The only time a whistle will be blown to put the ball in play is when a referee instructs a player to wait for a whistle or when a player asked the referee for distance when an opposing team attempts to set up a wall.

All kicks are direct. The kickoff does not have to go forward. If a team intentionally passes back to the keeper, the keeper may not handle the ball with his hands. The keeper may not receive the ball with his hands on; a kick off the boards or glass from their own

team. This will be assessed as a direct kick from white line.

A goal can be scored on a kickoff. If the ball hits the top net from a kickoff, the ball is placed on the kicking team's side of the field and the opposing team is awarded a free kick from the white dot.

No Food, Candy, Gum or Sport Drinks in Player Boxes or on Field.

Do not punt the ball. If the goalie punts or drop kicks the ball, the opposing team is awarded a kick from the top of the penalty area. A direct kick will be awarded to the opposing team from the top (white dot) of the penalty area.

Goalies may slide inside the box. Any foul by a goalie inside the penalty area is an automatic penalty shot. After making a save or receiving the ball off the net, a goalie must play the ball outside the keeper zone or area before the referee counts to 5 (within 5 seconds). Blue card issued to GK – a teammate may serve the penalty. Yellow Card to GK, the GK must serve the 4-minute penalty.

PLAYOFFS:

Playoffs start after 9th game of the season for teams that play in the 10 game season. Only the top 4 teams from each division advance to playoffs when applicable. Playoffs for teams with less than 10 teams will be for the top two teams in the standings. 5-team division will be decided by standings, NO playoffs.

All games must have a winner. In the instance of a tie during a semi-final or final, we will do an indoor style shootout to determine a winner. Three players from each team will be chosen to take the indoor style shootout. In COED division, the shooter will alternate by gender. If the game is tied following the top-3 shootouts, teams will continue to choose 1 player from each team for head-to-head. No player may go twice until each player from that team has taken a penalty kick. In the instance of a tie in a FINAL, teams will play one golden-goal 4-minute overtime period. The first team to score will win the game. If the game is tied following the 4-minute overtime, indoor style shootout will be taken to determine a winner. Coed Leagues: One of the first 3 kickers must be a female.

Co-Ed League:

Games are 7 on 7. There must be at least three females on the field not counting the goalie. Five total players are required to start a game. Co-Ed teams must have a goalie and 4 field players (two females are required in this lineup not counting the goalie) to start a game.

Mercy Rule:

If a team is up by 6 goals or more, any shot taken and scored from inside the white arch by the team ahead in the score will not be allowed. The team that is ahead must take their shots from outside the white arch in order for the shot to be counted. Team that is down in score can add a player. Once the score goes back to 5 or less, numbers go back to even.

MECRY RULE APPLIES:WOMEN'S REC LEAGUE&COED D3 Rec

Age Requirements: Men's Over 35- Only 2 players over 30 years old allowed on the roster. Two player(s) must be 30+ years to be allowed on the team roster.