



# Wedgbury Indoor Sports Center

## Indoor Soccer 2007 – 08

11/01/07

### League Information

1. **ALL PLAYERS MUST SIGN PARTICIPATION WAIVER AND CODE OF CONDUCT ACKNOWLEDGEMENT.** No one will be allowed to play without signing (legibly) both documents.
2. Team rosters will be a maximum of 18 players. Players may be rostered on only one team per league.
3. All rosters are frozen one hour after the third game. No additions or substitutions will be allowed after this time. Manager/Coach must submit one copy of roster/waiver to ISC representative. All rosters must be signed in ink.
4. Proof of age will be required for Friday Men's leagues. Driver's license, birth certificate, passport, or other verifiable identification will be checked the first week and spot-checked thereafter.
5. All youth teams must have at least one adult (age 21 or over) supervising from the bench.
6. League standings will be determined by points as follows:  
Win = 3 points; Tie = 1 point; Loss = 0 points  
League or tournament point ties will be decided as follows:
  1. Head-to-head
  2. Most goals scored
  3. Least goals against
  4. Goal differential
  5. Most wins
  6. Coin flip

### General Information

1. Code of Conduct defines the behavior expected of all participants and others visiting the facility. Willful disregard of these expectations may result in dismissal from the facility.
2. Indoor Sports Center (ISC) will not be held responsible for any lost or stolen property. Please report any incidents to ISC staff.
3. **NO SMOKING** in any portion of the building.
4. Rockford Park District insurance does not cover any injuries sustained while at the facility. Please report immediately all accidents to ISC staff for full documentation.
5. No outside food or beverages are allowed in the facility.
6. Children must be supervised at all times.
7. No food, beverages, gum, and/or spitting allowed on the fields. Offenders will be removed from their game for the remainder of the game.
8. **Referee's decision is final. Any individual who threatens a referee, opponent, staff, or other person may be expelled from playing or from ISC for up to one year.**

### Team Equipment and Safety

1. **ALL PLAYERS ARE REQUIRED TO WEAR SHINGUARDS.**
2. **SHOE CHANGE MANDATED BY INSTALLATION OF NEW TURF:** Molded plastic cleats are recommended. Cleats must not be longer than 2 inches. Metal cleats and indoor (flat) shoes are not permitted.
3. All players on each team must have the same colored, numbered jerseys. To allow for color conflicts, teams should have two different colors of jerseys. In case of a conflict, the HOME team must change.
4. All shirts should be numbered. All players must have the same shirt number after the roster freeze for the entire season.
5. No jewelry allowed on field. **NO EXCEPTIONS!**
6. Players shall not wear anything that is dangerous to other players or to themselves, including jewelry and eyewear (whenever possible "rec specs" should be worn). Knee braces are at discretion of referee, whose decision is final. If allowed by referee, braces with metal parts must be covered by socks or wraps.
7. No jumping the boards (either for substituting or retrieving ball).
8. No long pants are allowed other than for the goalkeeper.
9. Only rostered players and coaches are allowed in bench area.
10. No soccer is to be played outside of the fields.



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### Soccer Rules

#### **A. Number of Players**

1. A team must have a minimum of 4 players and 1 goalkeeper to begin or continue a game. The penalty is a game forfeit.
2. "Slaughter" Rule allows for extra players as follows:
  - a. At any time the goal differential is 5 goals or more, the team losing by 5 goals may add 1 player (6 players + goalkeeper).
  - b. At any time the goal differential is 8 goals or more, the team losing by 8 goals may add 2 players (7 players + goalkeeper).
3. Substitutions are unlimited and are made "on the fly."
  - a. Players coming onto the field may not enter the field until the player leaving the field is within 1 yard of the point of entry.
  - b. Penalty is a free kick from spot of ball and a blue card to player entering the field.

#### **B. Forfeits**

1. In the event that a team forfeits a game, the opposing team will be awarded a 3-0 forfeit victory (maximum points). There will be no refunds for forfeited games. The time slot or the remaining time may be used as scrimmage time. No referee will be provided for practice or scrimmage games.
2. **Late Teams:** Clock will start on time. Team will forfeit at 10 minutes.

#### **C. Duration of Games**

1. All games (youth and adult) will be 2 halves of 20 minutes each.
2. All tournaments will be 2 halves of 13 minutes each (unless otherwise designated by tournament committee).
3. All half-times will be no longer than 1 minute between end of first half and start of second half.
4. Games **MUST** start on schedule, so there will be no time-outs in any game. There will be no time stoppages for injuries except at the discretion of the referee in cases of serious or potentially serious injury. Referees are encouraged to err on the side of safety, please.

#### **D. Start of Play**

1. All kick-offs will be started by a signal from the referee.
2. The ball may be played into either half on a kick-off (forward or backward).
3. Opposing players must be at a distance of 10 feet on all kicks.
4. Referee's signal will be used on penalty kicks and any temporary stoppage other than free kicks. This includes blue cards for time penalties, cautions, send-offs, injuries, substitution infractions, or illegal or ineligible personnel on the field.

#### **E. Ball In/Out of Play**

1. Any ball leaving the field, or touching the ceiling of the field, will result in a direct free kick (DFK) from the spot where it left play (also see rule 2). The ball will be placed on or near the kick-in line near the boards, when the ball is played out along the sides.
2. If the ball touches the ceiling directly above the penalty area, having last been touched by a defender, restart is DFK from the top of the penalty arc.
3. Any ball played out by the defense between either corner spots will be a corner kick.

#### **F. Delay of Game**

1. Teams have 5 seconds to put the ball into play on all restarts. Penalty is a DFK for the opposing team from the location of the previous restart.
2. After a goalkeeper save, the goalkeeper must release the ball into play 5-6 seconds after gaining possession. The penalty is a DFK from the top of the penalty arc.



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### G. Goalkeeper Infractions

1. Goalkeeper may not bounce the ball. Penalty is a free kick for repeated infractions.
2. Goalkeeper may not hold the ball for more than 5-6 seconds.
3. Goalkeeper may not pick up or touch the ball with the hands:
  - a. After it has been deliberately played to him by a teammate's foot.
  - b. After he has released it, and without an opponent touching it prior to his second touch.
4. **Goalkeeper may not punt or dropkick ball into play** (see definitions: dropkick).
5. Penalty for any of the above is a DFK from the penalty arc.

### H. Fouls and Misconduct (Blue Card, Yellow Card, Red Card)

1. DFK from spot of foul: Slide tackling, tripping, holding, pushing, jumping at a player, charging, deliberate handball, obstruction, dangerous play, obstructing play against the boards (using two hands on the boards to obstruct playing of the ball).
2. Automatic Blue Card (2 minute penalty): Boarding, tackling from behind under any circumstance, slide tackling (where any level of danger might present itself), charge from behind, or any foul considered serious enough by the referee to warrant a two minute penalty.
3. Automatic Blue Card (5 minute FULL length penalty): Denying a goal or goal scoring opportunity by any foul resulting in a free kick, and not involving serious foul play.
4. Blue Card + Yellow Card (2 minute penalty): Second blue card offense.
5. Yellow Card (2 minute penalty): Dissent against a referee's decision, unsportsmanlike behavior, second blue card offense, reckless fouling.
6. Blue Card + Yellow Card + Red Card (2 minute penalty, player dismissed from game, suspension decision based on referee's report): Third blue card offense.
7. Red Card (5 minute FULL length penalty, dismissed from game, suspension decision based on referee's report): Striking anyone, spitting at an opponent or the referee, foul or abusive language, serious foul play, violent conduct.
8. **Fighting** (Red Card offense, see above): Referee will stop play and dismiss any player that strikes or attempts to strike any referee, teammate, opponent, or anyone else. Player and/or team may be suspended or removed from the league for a period to be determined by management **without refunds**. The team will forfeit that game, and possibly any or all other games, based on suspension.

### Definitions

**DFK:** Direct Free Kick – goal can be scored directly from the free kick

**Slide tackle:** Diving feet first at the man or ball, usually on or near the floor, presenting a danger to one or both players

**Dropkick:** A kick made after a goalkeeper save, where the ball hits the floor and is kicked on the first bounce or first contact with the floor

**Two-minute penalty:** Blue or yellow card offense where the player sits out and the team plays short for two minutes or until there is a score. Another player may be removed in place of the goalkeeper (i.e. the goalkeeper need not be replaced). On equal blue cards (both teams), this becomes a two-minute FULL length for both teams.

**Boarding:** Charging a player into the sideboards, either carelessly, recklessly, or violently

**Careless:** Oops, sorry

**Reckless:** Out of control, potential danger to players

**Excessive, violent:** With intent to harm, or overly reckless

**Serious foul play:** Excessive or violent foul with the ball in proximity to foul

**Violent conduct:** Excessive or violent foul away from the ball, or not against an opponent (e.g. the referee, a substitute, or a spectator)