

Willy Roy's Soccer Dome

RULES & REGULATIONS

RULE OF REGISTRATION & ELIGIBILITY

- All teams must be registered with the Soccer Dome office in order to play within the facility (**All players must fill out roster form to compete**).
- Teams must submit a roster prior to the **start** of their first league game and have all player information filled out completely. This includes player signatures. Any player under the age of 18 must have a **parents** signature in order to compete. (All rosters are kept on file for each session)
- Players are allowed to play on only one team per league, per session.
- Any player playing on a team and not rostered with that team will result in a forfeit for the team.
- Rosters will be frozen for the last 4 games of the session.
- Players can transfer on to another team only once per session. All transfers must be accepted through soccer dome management.
- Teams accused of playing **ineligible players** must have player present a picture ID to be matched with name and signature on roster.
- Teams not complying with this procedure will assume guilt and forfeit the game.
- Protest must be in writing immediately following the game.
- **All youth teams and high school teams** must have **adult supervision** in the **bench** area.
- If a player's eligibility is questioned by soccer dome staff, the player or coach must provide proof of age, and or identification.

PLEASE CHECK WITH THE SOCCER DOME STAFF FOR SPECIFIC AGE REQUIREMENTS FOR VARIOUS LEAGUES.

TEAM PAYMENT

- All teams must pay \$400 deposit to secure a place in the league.
- All teams must pay the remainder of the balance by the fourth game of the session.
- Teams delinquent in payment will be charged \$25 per game and possible dismissal from the league.
- Rescheduling a game must be made through management. The cost is \$100.

LEAGUE STANDINGS (NEW for 2012-13 Season)

- League standings are as follows:

3 points for a win,
1 points for a tie,
0 points for a loss.

- **League Tiebreakers:** 1. Head to Head. 2. Goal differential 3. Most goals scored 4. Least goals scored against

TIME CLOCK

There is no warm up time on the field. The clock will run continuously during the game and will not be stopped for injuries, delay of games, etc... There are no time outs.

TEAM RULES

NUMBER OF PLAYERS

- A maximum number of 18 (youth) and 15 (youth) players may dress and participate in particular game. A maximum number of 2 coaches are allowed in the team bench area. No unauthorized personnel or spectators are allowed in the bench area.
- **Maximum** number of players on the field during play (including goalkeeper): **6** (U11 – ADULT Leagues); **7** (U8-U10) – U4 – U7 teams will play 3 vs 3 or 4 vs 4 on the MINI Field.
- **Mini Field** - U4 – U7 will play 3 vs 3 or 4 vs 4 which may include GK's. **All restarts are IN-Direct KICKS on the Mini Field.**
- **Minimum** number of players required to start a game: **4** (adult, U-19, U-16); **5** (U-14, U-12); **6** (U-10)

SUBSTITUTIONS

•Substitutions may occur on an unlimited basis and “on the fly”, provided the player leaving the field and the player entering the field do not participate in play while they are simultaneously on the field. This applies to goalkeeper substitution as well. A substitution violation is a 2 minute penalty.

INJURIES

•If there is an injury, the referee will NOT stop the clock and instruct the coach to enter the field and tend to the player. The player must leave the field and not reenter play until the next available substitution. Under no circumstances is a player allowed to continue play while he/she has an open wound and blood is present.

PLAYER EQUIPMENT

- Uniforms must be the same color for every player on the same team and numbered.
- Goalkeepers must wear a jersey which distinguishes them from all other players.
- Jewelry of any kind is strictly prohibited and must be removed.
- Braces or casts must meet the referees approval as to its safety to other players. **(Bubble Wrap required on casts)**
- Footwear must be flat-soled indoor or turf shoe. **NO OUTDOOR CLEATS ALLOWED.**

•MANDATORY: ALL PLAYERS MUST WEAR SHINGUARDS.

•1 warning will be given for equipment violations. Time penalties will be assessed thereafter.

GOALKEEPERS

- Goalkeepers can score with their hands.
- Goalkeepers have 5 seconds to release the ball. GK's cannot bounce the ball.
- Punting** is not allowed in U12 – ADULT Leagues.
- Goalkeepers are not allowed to handle a ball that was intentionally passed back from any teammate unless given from the head or chest.

MISCELLANEOUS TEAM RULES

- A U8 - HS team may add an extra player when losing by 5 goals or more.
- LATE TEAMS:** If a team is late or does not have enough players to start the game, the clock will begin and the opposing team will be awarded one goal. 4 players are needed to start a game. A forfeit will result after 15 minutes and result in a score of 4-0.

REFEREES AND OFFICIALS

- The referee is responsible for controlling the game and has complete authority when they are on the field of play. All referee decisions are final. Any protest must be made in writing to Soccer Dome management directly after the game.
- Any **verbal abuse towards officials** and/or management is strictly prohibited. Any type of abuse may result in ejection or possible dismissal from the league and facility.

FOULS AND MISCONDUCT

- Any player who intentionally kicks, trips, strikes, boards, jumps at, pushes, holds, charges, commits dangerous play, obstructs, or handles the ball (except the goalkeeper within their own penalty box), will be penalized by awarding a free kick to the opposition. Any of the above fouls will be judged by a 2 minute time penalty blue card.
- All free kicks are direct.
- Time Penalties: Time penalties will be assessed by the referee against any player (s) for committing offenses deemed severe, tactical, or blatant in nature. These penalties will be administered by showing of a Blue, Yellow, or Red Card depending on the severity of the offense and the intent of the player (s).

BLUE CARD

- A **two minute** penalty
- A team must play shorthanded for 2 full minutes unless the opponent scores a goal before the two minutes has expired.
- A player who commits a foul in the penalty area and is worthy of a penalty kick, will receive a 2 minute penalty and the team will play shorthanded for 2 full minutes unless the opponent scores a goal.
- An offense committed by a team in the penalty area which is not worthy of a penalty kick will result in a free kick taken from the top of the restraining arc.
- When both teams receive an equal number of blue cards, they must both play shorthanded for the full two minutes no matter how many goals are scored during that time.
- A player who receives two blue cards in the same game will receive a yellow card (4 minute penalty), a third blue card a player will receive a red card (5 minute penalty).
- Blue Card Violations:** Any hard, dangerous or unnecessary foul; jumping the boards; illegal substitutions; goalkeeper intentionally handling the ball outside the penalty area; encroachment, **SLIDING or slide tackling.**

SLIDING and SLIDE TACKLING:

- When a player purposely leaves both of their feet to slide on the field or tackle an opponent. The Soccer Dome allows no sliding or slide tackling in all leagues.
A **2 minute penalty** will result in U12 and above leagues.

YELLOW CARD

- If issued, is a warning and shall result in a **2 minute time penalty** to be served by the offending player (s). The accumulation of 2 blue cards will result in a Yellow Card.

RED CARD

- If issued, shall result in a **5 minute time penalty** to be served by another player from the offending team. The ejected player must leave the field and bench area.
- A player receiving a **red card** will automatically receive a **one game suspension**.
- Penalized team shall remain shorthanded for the entire duration of the penalty.
- The accumulation of 3 blue cards will result in a Red Card.
- At the discretion of Soccer Dome Management, any suspension may be increased after further review with officials.**

FIGHTING

- Fighting will not be tolerated.**
- Any player who fights will receive a **minimum three game suspension**. 2nd offense by same player receiving a Red card for fighting will result in league expulsion for the remainder of the season.
- Any player who leaves the bench area to engage in misconduct will receive a **minimum three game suspension**.
 - **Suspensions may vary between 1 – 5 games depending on severity of the situation.**

MISCELLANEOUS RULES

FREE KICKS AND RESTARTS

- All free kicks and restarts (including kickoffs and kickins) are **direct**.
- Opposing players must stand **10 feet from the ball** and must not interfere or encroach in any way.
- All players have **five seconds** to play the ball after being signaled by the referee to do so, including goalkeepers after handling the ball. Otherwise the ball will be awarded to the other team with a direct kick.
- Out of Bounds Rule:** when the ball leaves the field of play over the wall it will be restarted at the location where it went out.
- Ceiling Rule:** If the ball hits the ceiling or any hanging object, the ball will be restarted by the opposing team directly on the white dot closest to where the ball hit. If this location within the penalty area, then the ball will be restarted on the restraining arc.
- Holding the Boards:** A player may only grab the boards for protection. Using the boards to gain an advantage will result in a restart for the opposition. Players are not allowed to play the ball with two hands on the boards. This is for the Safety of the players and teams playing.

PLAYER AND TEAM CONDUCT

•NO CHEWING GUM ON PLAYING FIELDS

•Chewing Gum will result in a Red Card violation.

- No food or drinks** permitted on the playing field or bench area. Only bottled water.
- No smoking** anywhere on the playing field or bench area.
- THE SOCCER DOME DOES NOT COVER ANY INJURIES SUSTAINED WHILE PLAYING SOCCER IN THE ARENA. ALL PLAYERS PLAY AT THEIR OWN RISK

UPDATED 11/2012

