

Lemoore Recreation 2016 Indoor Soccer Rules

(Updated 8/1/16)

1. Field of Play

All games will be played at the Lemoore Recreation Center located at 721 W. Cinnamon Dr.

2. The Ball

A soccer ball will be furnished by the Community Services Department for all games played. This will be the only permitted game ball.

3. Players and Eligibility

- A. Games shall be played with no more than six (6) or less than three (3) players to a side at one time.
- B. Coed teams may *NOT* have more than three (3) male players and no less than one (1) female player on the field at a time.
- C. *All players must be properly registered with all of the official Community Services Department forms and rosters.*
- D. Substitutions are unlimited and can be made anytime.

4. The Game-Start and Duration

- A. The home team shall determine choice of ball/side.
- B. Games shall begin promptly at the listed starting time. 5-minute grace periods are allowed until enough players are present. The clock will start at the listed game time.
- C. Duration of games will be two 20-minute halves and there will be a five-minute halftime.
- D. Games may end in a tie.

5. Indoor Soccer Rules

This league will be played as outdoor soccer with the following exceptions:

- A. Maximum number of players on a team roster is twelve (12).
- B. There are NO goal kicks ~~or corner kicks~~.
- C. *The referee's authority will govern the game!* Only the team captain may converse with the referee.
- D. Players play off the walls. If the ball hits the net, it is dead at the point of contact, and the ball will be awarded to the opposing team.

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- E. There are no off sides. *Three-line violation*: If the ball is played, 'in the air', over all 3 white lines without touching another player or a wall, a free-kick will be awarded from where the ball crossed the defensive white line.
- F. Direct free kicks are given for balls going out of bounds instead of throw-ins.
- G. The referee has the discretion to allow a goal for blatant fouls, which may have resulted in a goal if the foul was not committed.
- H. No jewelry, piercings, or hard braces will be allowed to be worn by any player.
- I. All players on a team must wear approved uniforms with non-duplicate visible numbers on the back. Goalkeepers must wear a different color, and be easily identifiable from all other players on the field.
- J. The clock will only be stopped for injuries that exceed 3 minutes at the referee's discretion.
- K. The ball is out of play only when the ball leaves the field. If the ball leaves the field it will be returned to play by the opposite team kicking the ball on the ground within six feet of where the ball went out of play.
- L. A goal is scored when the ball completely passes the goal line.
- M. At the start of each half, a two-touch is required before a goal may be scored.
- ~~N. Players other than the goalkeeper may pass through the marked-off goalie area, but cannot make a play on the ball. If a defender other than the goalie makes contact with the ball within the goalie area the referee may either award a goal to the offensive team or award a penalty kick. If an offensive player makes contact with the ball in the goalie area any goal scored will be disallowed.~~
- O. The goalkeeper can return the ball back into play from his/her marked-off area by placing the ball on the ground and kicking it, throwing it underhand below the waist, or dribbling the ball back into play. Goalkeeper has five-seconds to get rid of the ball or the opposing team receives a direct kick at the penalty mark. **A goalie may NOT dribble out of, then re-enter the marked off "goalies only" area and pick the ball up.**
- P. A free kick will be given at the point where an infraction occurred, unless the infraction was in the goalie area.
- Q. All free kicks will be direct kicks. The "two-step" rule will be used.

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- R. All free kicks, kick-offs, or kick-ins require a clearance of *six feet* from the opposing team.
- S. No slide tackling will be permitted.
- T. **There are no 'time-outs'. The clock will not stop.**
- U. No more than one hand on the walls at any time.
- V. If any team does not show by five-minutes after game time that team will forfeit the game. The forfeited game will be scored as 5-1.
- W. All players are subject to identification check at any time before or during the game. Any player unable to provide identification will not be allowed to play.
- X. Additional players can be added to the roster any time before the 2nd game (regular season) to replace a roster spot. New players must sign roster & release from liability form at the Community Services Department before playing. Maximum 12 players per team.
- Y. Players unable to play out the season due to an injury can be deleted from the roster and replaced with another player up to one week before the tournament. (At the discretion of the Community Services Director/Coordinator.) A doctor's note must show proof of such injury.
- Z. Once tournament play has begun, no roster substitutions will be allowed under any circumstances.
- AA. Standings in each division will be determined in the following order; head to head, point basis, score against.

6. Fouls and Misconduct

- A. **The Referee AND Soccer Attendant have the discretion to issue yellow card penalties, and / or red card a player** for dangerous play (i.e. rough play along the walls, wild kicks with the potential to cause bodily injury). Ejections from games may result in a player's suspension for future games and future leagues. Suspensions will be made by the Community Services Director/Coordinator with consultation from the game referee and / or Soccer Attendant
- B. **THE REFEREE AND SOCCER ATTENDANT MAY RED CARD A PLAYER AT ANYTIME WHILE THEY ARE ON THE PROPERTY (INCLUDING THE PARKING LOT)**

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- C. **There are no longer 2-5 minute “cool down” periods for players. Yellow cards will be given for rough play and unsportsmanlike conduct.**
- D. Yellow-carded players will be sidelined for 5 minutes. No substitution is allowed: the team must play short for five minutes.
- E. Two (2) yellow cards in one (1) game will result in a red card.
- F. Four (4) yellow cards in one (1) season will result in removal from indoor soccer for the rest of the season.
- G. No player or fan shall at any time:
 - i. Lay a hand upon, strike or threaten a referee, staff person, spectator or another player.
 - ii. Use verbal abusive attack upon a player, referee, staff person, or spectator.
 - iii. Be under the influence of drugs or alcoholic beverages.
- H. No alcohol is permitted on the premises, including the parking lot. The first violation may result in expulsion from the league with NO Refunds.

If any of the above has been violated, the player will be suspended from the league and/or assault charges will be filed. The Community Services Director will determine duration of the suspension.

Any physical alteration will result in an automatic phone call to the police department.

- I. Red carded players and ejections.
 - i. Verbal abuse and/or foul language towards a referee or staff person will result in a red card.
 - ii. Red-carded player must leave the field. The team must play short for the remainder of the game. Red-carded players may also be ejected from the building at the discretion of the Referee, and/or the Soccer Attendant.
 - iii. Fighting / physical assault will result in an automatic ejection from the game **and the Facility**, and a suspension for AT LEAST 1 YEAR, **with a possible lifetime ban** (At the discretion of the Community Services Director)
 - iv. Ejected players must complete an incident report, and have a meeting with the Community Services Director before being allowed to play another game.

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- v. A player's 1st red card will result in a penalty to be determined by the Community Services Director, with consultation from the game referee, depending on the severity of the offense. **Players must pay a \$20 fine for any red card penalty, and that player will not be allowed to play another game until the fine is paid.**
- vi. A player that plays in two leagues (i.e. rec and co-ed) must sit out 1 game in BOTH leagues after receiving a red card.
- vii. **A player's 2nd red card will result in an automatic removal from all indoor leagues for a minimum of one calendar year.**
- viii. Any physical attack or threat toward a referee or staff person will result in an automatic ejection from the league, and a police report will be filed.
- ix. **Any player suspended or removed from the league is also subject to suspension from the Lemoore Recreation Center and/or any City sponsored program or event (including open play soccer). The length of the suspension will be determined by the Community Services Director and may include an indefinite suspension.**

7. Tournament / Championship Play

(Not all Leagues will have a season ending tournament).

- A. The tournament format will be as follows.
 - i. Single elimination format
 - ii. Seeding based on regular season head to head results
 - iii. 1st tie breaker is season point total
 - iv. 2nd tie breaker is points scored against
- B. Tournament games shall be played under the same rules as regular season games. Tournament games ending in a tie will be decided by (2) 5 minute overtime periods sudden death (whoever scores first) wins.
- C. Tournament game ending in a tie after the (2) 5 minute overtime period's sudden death will be decided by a shootout. 3 players from each team will participate in the shootout.
- D. Tournament game ending in a tie after the shootout will be decided by a sudden death shootout. 1 player from each team will participate until a winner is determined.
- E. Winning team at the end of the playoff tournament (Championship/Recreation Cup) has the option of either receiving a \$100 discount off the next season's registration fee (60% of team must be returning), order championship t-shirt for the team or trophy.
- F. Second place team has the option of either receiving a \$50 discount off the next season's registration fee (60% of the team must be returning) or trophy.