



## INDOOR LEAGUE RULES

### Age Rules

**Over 30 leagues:** Players must be 30 years of age by the team's first game.

**Over 40 leagues:** Players must be 40 years of age by the team's first game. Teams may carry four players age 37-39

### Player/Team Roster

Team captains are responsible for roster management. All players must register with the ISSA to participate.

Rosters must be complete by the first match of the season with a minimum of 10 players. Players 11-18 may be added up to start of the 3<sup>rd</sup> match. At the start of the 3<sup>rd</sup> match the roster is locked through the remainder of the season. Any player who may substitute for the team at any time must be included in the initial roster.

Players may not play for more than one team in the same division.

At check in all players must show their ID to collect their ISSA pass. No Exceptions. All players must have the ISSA issued player pass at all games.

### Number of Players

A maximum of 18 players on the roster may dress and participate in any particular game, one of which must be identified and dressed as a goalkeeper.

Only one (1) rostered coach is permitted behind the players bench and ABSOLUTELY no one except participating rostered players and coaches are permitted on the bench or field

Mens League: 6 players, one (1) must be a goalkeeper

Womens League: 7 players, one (1) must be a goalkeeper

Minimum number of players required to start a game: 4

### Game Duration

Two (2) x 20 minute halves.

Running Clock: Except in the case of an unusual delay, injury or any other situation determined by the REFEREE.

**Late Players:** Players arriving after start of game must wait for dead ball before entering the field.

**Late teams:** Time clock will start at designated game time and end at scheduled time. If there are not enough players at scheduled kick off time, the team has up to 10 minutes to wait for more players to show. If after the 10 minutes a team still cannot be formed the opponent may decide to earn the forfeit win or wait for more players to show. Both team captains must agree that the match will take place if 10 minutes have passed.

### League Standings

League standings are determined by 3 points for a win, 1 point for a tie, 0 points for a loss.

League winners will be determined by the total points at the end of all games.

Tiebreakers - in order:

- Head to head
- Goals against entire season
- Goal for entire season
- Coin toss if necessary

### **Forfeits/Cancellation**

There is no rescheduling of games. All no show/cancelled games will be billed to the forfeiting team at \$50 and recorded as a 0-3 loss. The non-forfeiting opponent will be credited with a 3-0 win and \$50 credit will be added to their team account for loss of game. The team that shows may still use the field for their game duration.

### **Slaughter rule**

If a team goes up by 5 goals, the opposing team can add an extra player on the field. If a team goes up by 10 goals a player from winning team must be removed from the field.

### **Team/Player Equipment**

Teams are responsible for their own jerseys/shirts. Numbers are not required. In the event of teams wearing same color jersey (or similar colors that make it difficult for the referee to distinguish) the team listed as the away/vistor team on game day must change or wear pinnies. Pinnies will be provided by the facility.

Goalkeepers must wear a jersey or pinnie that distinguishes them from the rest of the team

Indoor flats only. NO CLEATS PERMITTED

Shinguards must be worn at all time, which are covered by the players socks: NO EXECPTIONS

Jewelry of any kind is prohibited and must be removed or taped to cover it

NO gum or spitting on the field

Braces and casts must meet the referee's approval for player safety

Safety eyewear is permitted, NO Street glasses

The referee and/or Soccerplex staff will be the judge of improper equipment.

### **Rules, Violations and Conduct**

Referees are responsible for controlling the game and their decisions are FINAL.

**Offsides** – NO offsides

### **Play Stoppages**

All boards, glass and SIDE netting are in play (Note: netting above bench area is in play but not the walls)

Ball hitting the ceiling will result in a free kick to the opposing team below the point where it made contact with the ceiling.

A goal kick or corner kick will be awarded if the ball touches the netting in between the vertical blue lines near the goals. The ball is in play if it touches the boards above the goals.

A corner kick will be taken from the corner spot

Goal kicks are to be taken from anywhere on the marked line

All dead balls and fouls must be played within 5 seconds or this will result in awarding a free kick to the opposing team

The opposing player must be 3 yards (10 feet) away from the ball, any encroachment will result in a 2 minute penalty and a Blue card issued to the player encroaching

Penalty kicks are to be taken from the penalty mark

### **Substitutions**

All substitutions are on the fly. Players leaving the field MUST exit the field before the substitute can enter the field. (This will be left to the referee's discretion)

Jumping over the boards is NOT ALLOWED and will result in a 2 minute penalty

### **Goalkeepers**

Goalkeepers may change on the fly during the game provided the new goalkeeper is wearing a neutral color shirt that does not conflict with either team or the referee.

Goalkeepers may only hold on to the ball for 6 seconds

Punts and or drop kicks are not allowed

Goalkeepers may slide to gain control of the ball, however if done in a dangerous manner could result in a free kick

Goalkeepers are not allowed to retrieve the ball outside the penalty area, bring it back to the area, then pick the ball up with his or her hands. A free kick at the top of the arch will be awarded to the opposing team for such a violation by the goalkeeper

### **Fouls and Misconduct**

All free kicks are direct

Any player who kicks, trips, strikes, checks, jumps at, pushes, hold, charges, obstruct, or handles the ball( expect the goalkeeper handling the ball) , will be penalized by awarding a direct free kick to the opposing team.

Slide tackling is NOT allowed. An automatic blue card will be issued.

Time penalties will be assessed by the referees against any player for committing offenses deemed severe, tactical, or blatant in nature. These penalties will be administered by the showing of a BLUE or RED card, depending on the severity of the offense and the intent of the player.

If the referee has a reasonable suspicion that a player is under the influence of drugs or alcohol, they have the power to remove that player from the playing field

**Blue Card**

The first blue card will result in a 2-minute penalty

The second blue card will result in a four-minute penalty when issued to the same player

A third blue card issued to the same player will result in ejection and a 5 minute penalty

A player must serve his/her own penalty with the exception of the goalkeeper

A team must play short handed for the two minutes unless the opponents score a goal before the two minutes have expired. A player must serve the entire 4 minutes penalty for a second blue card unless a second goal is scored

When both teams receive the same number of blue cards at the same time, then both teams must play shorthanded for the entire 2 minute penalty

**Red Card**

A five (5) minute penalty to be served by a teammate of the player sent off. The referee will not restart the game until this player has been removed from the bench areas and his/her name is recorded. The five (5) minute penalty will be served entirely regardless of goals scored during that time.

All red cards carry a MINIMUM one game suspension. There is a \$50 fine assessed to all red cards penalties

TEAM CAPTAIN/COACH responsible for providing the referee with the name of Red Card offender

**Fines and Suspensions**

Players and Coaches ejected from the game by the referee will be fined \$50 and a minimum one game suspension- next scheduled game. If a player or coach is red carded for FIGHTING, that player or coach will be suspended for 2 games.

The team is responsible for payment of the fine before the scheduled game. Unpaid fines will result in game forfeit and offending player will not be permitted to play until fine is paid.

**Roster Violations**

Any team found to play non-rostered and/or unregistered ISSA players will be fined up to \$500 per offense, games can be forfeited and/or suspension for remaining games and league. Final determination will be made by Soccerplex staff.

**Spectator Policy**

This is an adult event. Only adults (18 and over) may attend.

Individual teams are responsible for their actions of both their team members and spectators

The Soccerplex & Sports Center Lake Zurich enforces a zero tolerance policy to offer SAFETY and Fun for everyone involved. All posted facility rules must be adhered to.

The Soccerplex & Sports Center Lake Zurich reserves the right to change these rules at any time.