

ELKHART SPORTS CENTER

INDOOR SOCCER RULES

- NO GUM OR SPITTING ON THE FIELD
- *THIS MAY RESULT IN A RED CARD!!*
- NO JEWELRY IS ALLOWED TO BE WORN DURING A GAME
- NO BOARDING / NO SLIDE TACKLING
- NO FOUL LANGUAGE OR ARGUING WITH THE REFEREE
- ALL TEAMS MUST WEAR MATCHING COLORED SHIRTS

AT THE MANagements OR REFEREE'S DISCRETION, BREAKING THESE RULES WILL RESULT IN A BLUE, YELLOW OR RED CARD.

EQUIPMENT

- Each team is required to wear matching color and style, numbered jerseys. Goalkeepers must wear a different color from both teams.
- Home team is responsible for changing colors if a conflict occurs.
- Players must wear molded rubber cleats
- All division U12 and under shall use a size 4 ball and all other players shall use a #5 ball, which our facility will provide.
- U8,10,12,14,16,19 league players **MUST** wear shin guards
- Sports Center strongly suggests that shin guards be worn by adult league players as well.

DURATION OF GAME

- U8 will consist of two equal 23 minute halves
- All other divisions shall consist of two equal 25 minute halves.
- The time clock shall run continuously unless it is deemed necessary to be stopped by the official (i.e. serious injuries).
- No time outs will be allowed.
- Due to the tight scheduling, minimal time will be awarded at half time and between games

TEAMS & PLAYERS

- A team may carry a minimum of 7 or a maximum of 15 players on their roster.
- All rosters must be turned in by the first game and must be final prior to the second game. Any team which does not adhere to this rule will be subject to the forfeit of games.
- All players must adhere to age requirements of the Sports Center.
- U8 will play 8 plus goalie. U10, U12, and U14 will play 7 plus goalie. All others will play 6 plus goalie.
- Management shall rule on each infraction separately.
- A minimum of four players must be on the field at all times.
- A team may not continue if they have more than one player ejected.
- The team manager/coach/captain will be held responsible for the conduct of their team.
- Any player entering the playing area without first signing a roster/waiver form may be subject to banishment from the league and facility.
- Players and coaches only, are allowed in team boxes.
- ESC reserves the right to move players or teams from their registered leagues to another league level, when their skill level is not commensurate with the objective of the specific league they initially registered for during the season.

BLOOD RULE

- Any player with blood on clothing or person must leave the game until bleeding is stopped and blood stained clothes are replaced.

SUBSTITUTIONS

- Substitutions can be made in the following instances:
 - Goals made by either team (stoppage of play)
 - On the fly, providing the player leaving the field is inside the team area before the entry of the substitute.
Exception – Goalie.

FOULS & MISCONDUCT

- Blue card: A player persists in misconduct after receiving a verbal warning, or the initial misconduct is severe. The player receiving the blue card must serve two minutes in the penalty box.
- Yellow card: An issued yellow card must be served by a four minute penalty. The player receiving yellow card must sit for the four minutes. Once a goal is scored against the penalized team you are allowed a new player to enter the game

- **Red card:** A player which receives a red card must leave the team area and his team must play one man short for six minutes. Referee may request player leave the facility.
 - A player which receives a red card must serve one week suspension from play. This player, if in multiple leagues, will not be allowed to play or coach during his suspension, in any of those leagues. Should the player have a bye from play, he must serve his suspension the next scheduled game, the following week. Red cards will also carry over from league to league.
 - Red card ejections for coaches shall be administered the same for players. A minimum one game suspension shall be served.
 - Two red cards given to a player or coach in a session will be served by an expulsion for remainder of that session. This applies even if cards are in separate leagues.
 - Referees and management also may banish players from play for longer periods of time, depending on the severity of the infraction.
 - ESC will not tolerate violence in any form.
 - **MANAGEMENT RESERVES THE RIGHT TO REFUSE ANY PLAYER FROM PARTICIPATION AT ANY TIME.**
- Goalkeepers may dribble the ball and receive the ball back from his teammates from anywhere on the field. Exception: Ball must leave penalty area before returning.
- Balls which strike the ceiling may be placed at the spot directly under where the ball made contact. The player may set the ball and play without a restart whistle. Exception: Any ball which strikes the ceiling directly above the penalty area shall be brought out to the nearest line
- All players when serving a penalty time must serve the full penalty minutes.

GAMES & PROCEDURES

- **Free kicks and Goal Clearance:**
 - Balls that make contact above the red line and behind the goal areas will be restarted with the referee handing the ball to the goalie. The opposing players must remain outside the goal area.
 - All restarts will be direct.
 - All defensive players must be a minimum of 10 feet from the ball when kicked.
- **Goalkeepers:**
 - Shall have five seconds to distribute the ball after gaining possession, and if he fails to do so, the

opposing team shall be awarded a kick outside the area. May have another member of his team serve his two minute penalties.

- May bounce the ball.
- May have the ball played back to him from anywhere on the field.
- May have the ball played back to him from a player on his own team, after passed to him by the goalkeeper.

FORFEITED GAMES

- A forfeit may be called by an official for the following:
 - A team cannot field at least four players at a game time.
 - A player leaves the team areas to join an altercation. If both teams do so, it will be declared a double forfeit.
 - A team which has two players which receive red cards will have to forfeit, regardless of the score.
- A forfeit game shall result in a 6-0 score, to the winner. In the case of a double forfeit, neither team shall receive points.
- Due to the tight scheduling of teams, there will be **NO GRACE PERIODS**. A team must have a minimum of four players at game time.
- All teams which receive a forfeit will have the field up until five minutes before the next scheduled game. The scheduled referee will not officiate unless it is agreed upon.

ILLEGAL PLAYERS & PROTEST PROCEDURES

- **ILLEGAL PLAYERS:**
 - A player which is not of legal age:
 - A player who is on multiple rosters:
ESC does not allow players to be on more than one roster; unless it is a different league division. ESC also reserves the right to remove players from the roster if we feel they are too strong for the league in which they are playing.
- **PROTEST PROCEDURES:**
 - Any manager/coach who believes that the team which he is playing has illegal players must verbally announce to the referee that he is protesting, and must state which player or players are in the question. The referee shall advise the opposing team that the game is being played under protest. Upon completion and within 24-hours, a written protest must be given to the management and should be accompanied by a \$25 fee. The fee will be refunded by the management of ESC if the protest is substantiated.

- The same 24-hour time frame and \$25 fee applies to any protest. Referee judgement calls are not protestable.
- ESC shall rule fairly and promptly on all protests. The severity of all penalties levied to the violating teams will be imposed accordingly.

POINTS, SCORING, & STANDING

- All goals shall count one
- Teams will receive two game points for a win including forfeit one point for a tie and zero game points for a loss or forfeiture of game.
- Each team will receive a maximum of six goal differential points.
- League game point tie breakers are as follows:
 - Head to head
 - Goal difference-head to head
 - Fewest goals allowed
 - Fewest red cards

- NOTE TO COACH & MANAGER and/or CAPTAIN

- **Packets:** Please make sure you have received the following items
 - Indoor soccer rules
 - Roster forms
 - Schedules
- All youth teams shall have an adult manager and/or coach. **NOTE:** All U16 & U19 divisions must have an adult on the bench at least 21 years old. The absence of an adult manager and/or coach is an automatic forfeit of game by the offending team. If neither team has an adult manager/coach present, both will forfeit. Exception: Prearrangement with management.
- In the event the game must be postponed due to adverse conditions, please contact this facility information, **Elkhart Sports Center reserves the right to postpone games and may not be able to reschedule games due to the availability of the floor.**
- Coaches, managers, and/or captains are responsible for making sure their respective teams understand all rules and making sure that all team members receive copies of the scheduled games and rules.
- Elkhart Sports Center reserves the right to determine whether a league or division requires one or two referees.
- No slide tackling or spitting on floors, walls, or team box area will be tolerated.

- **ESC reserves the right to rule accordingly in any situation which may occur and is not covered in the ESC rules.**
- **All league fees must be paid in full prior to the first game or games may be forfeited.**
- **All first place teams in their respective league will receive awards. ESC will provide all players and coach on the roster of the winning teams first place awards. A maximum of 16 awards will be presented to the winning teams.**

TEAM RESPONSIBILITY

- **All teams are responsible for the behavior of their fans.**
- **Games may be suspended or forfeited if fan behavior is deemed inappropriate by ESC management or referees.**
- **Any guest may be asked to leave ESC for any reason deemed appropriate by ESC management.**