

4v4 INDOOR SOCCER RULES



WAIVERS & ROSTERS

- a. All players must sign a liability waiver to participate. If under the age of 18, a parent or guardian must sign the waiver. NO WAIVER, NO PLAY, NO EXCEPTIONS.
- b. A roster is required for every team, every session that you register.
- c. All players must be listed on a team roster to participate in league play.
- d. Your team roster is due by the third week of each session. If one is not received, your team will forfeit all games until a roster is turned in.
- e. Players may be added to the roster until the third week of league play. After that period, all rosters are frozen.
- f. No one may play on two teams in the same league. (Exceptions include youth leagues where a team splits into 2 teams and Coed leagues.

EQUIPMENT

- a. All teams are required to have matching colored shirts with a number on the back. Any player who does not have a numbered jersey will not be allowed to play. Each player's jersey number must match the jersey number listed on the team's roster. The Home team will be asked to change if there is a color conflict.
- b. **Absolutely NO screw-in cleats allowed.** Rubber molded cleats, turf shoes and/or tennis shoes are permitted.
- c. Players must wear shin guards while on the field. NO SHIN GUARDS, NO PLAY, PERIOD.

PLAYER ELIGIBILITY

- a. Management may request ID on a player at anytime, to verify age and/or identity. A team using an ineligible player may forfeit all games where that player played and the player may be suspended per management discretion.
- b. A team using a player who is not on their roster will forfeit any and all games that player participated in.
- c. A team using a player who did not complete a waiver prior to playing will forfeit that game.
- d. You must be at least sixteen (16) years of age to play in adult leagues.
- e. If you have been paid to play professional (indoor or outdoor) soccer within the last 6 months, or are now doing so, you are only eligible to play at the highest level available at this facility.

NUMBER OF PLAYERS

All teams will play 4v4.

EIGHT is the maximum number of players on a team. FOUR field players at a time for 4v4 leagues. There are no goalkeepers in 4v4.

U5 and U6 leagues will be coed. There is no min/max number of males/females required on the field at a time. Teams may choose to play with all males/females or a mixture of both.

SUBSTITUTIONS

Substitutions may occur at any dead ball situation, but players must get referees attention and enter/exit at the half-field mark only.

BALL

The facility will furnish balls for league games only.

GAME TIMES

The game shall consist of two 20 minute halves separated by a 2 minute halftime period. The clock will begin running at game time. Teams must have at least three (3) players ready to play for the game to begin. If a team is not prepared to play after five minutes has elapsed, the game is forfeited and the opponent is credited with a 5-0 victory (for standings purposes). Games tied after regulation play shall end in a tie.

GOAL SCORING

A goal may be scored from a touch on the offensive half on the playing field.

GAME SCORING

Games will be scored according to the following:
3 points for a win, 1 point for a tie and 0 points for a loss.

Ties between two or more teams will be broken by: (1) head to head results between tied teams, (2) goal differential, (3) fewest goals against during league play and finally (4) shootout with entire rosters.

NO OFFSIDES and NO SLIDE TACKLING IN 4v4 SOCCER

FIVE YARD RULE

In all dead ball situations, defending players must stand at least five yards away from the ball. If the defensive player's goal area is closer than five yards, the ball shall be placed five yards from the goal area in line with the place of penalty.

KICK-INS

The ball shall be kicked into play from the sideline instead of thrown in.

INDIRECT KICKS

All dead ball kicks (kick-ins, free kicks, kick offs) are indirect with the exception to corner and penalty kicks.

GOAL KICKS

May be taken from any point on the end line and not in the goal box area.

KICK OFF

May be taken in any direction and does not have to go forward. Players may not cross the midfield line until the ball is kicked.

PENALTY KICKS

A penalty kick is awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction. It is a direct kick taken 15 ft. from the goal on the offensive side of the midfield line with all other players behind the midfield line. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are NOT live balls.

GOAL ARC RULE

There is no ball contact allowed within the goal arc. However, all players may pass through the arc as long as they do not touch the ball while in the arc. If the ball comes to a rest in the arc or on the goal arc line, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or player's body on the line or inside the plane of the arc is considered in the goal arc and an extension of such.

If a defensive player touches the ball after it has entered the arc, the plane of the arc, or an extension of the goal arc (such as any part of the ball or player's body on the line or inside the plane of the arc), a goal will be awarded to the offensive team. If an offensive player touches the ball after it has entered the goal arc, the plane of the goal arc, or an extension of the goal arc (such as any part of the ball or player's body on the line or inside the plane of the arc), a goal kick will be awarded to the defensive team, and a goal will not be counted if scored.

The plane of the goal arc extends upward infinitely. The referee's judgment call and ruling on the field will not be overturned.

PLAYER EJECTION (YELLOW/RED CARD)

The Referee has the right to eject a player, coach, or spectator before, during or after the game. That person must leave the facility immediately. If after receiving a red card as a coach, player, or spectator, misconduct continues, additional red cards may be awarded. Teams still play with 4 players, respectively.

- a. If a player is issued a red card, he/she is ejected for the remainder of that game and the next league game.
- b. Anyone receiving a 2nd red card in a 1 year period will be suspended for 8 weeks from the facility as a player and/or a coach.
- c. Any one player, coach or spectator receiving a 3rd red card within 1 year of the 1st will be suspended from the facility for 1 year from the date of the 3rd red card.
- d. Foul and abusive language or fighting is a mandatory ejection from the game and the facility. Anybody leaving the bench during a fight will be ejected and the game may be forfeited.
- e. All fees are non-refundable to suspended players. Any player or non-playing person given a red card for fighting is guilty of violent conduct and ejected from our facilities for not less than 1 year and up to permanently.

MISCELLANEOUS

- a. Any player's or team fee check that is returned will be suspended from playing until the problem is corrected and a fee of \$25.00 is paid for said returned check.
- b. Spitting on the field or in the team bench area is prohibited.
- c. Those with physical or mental impairments of a serious nature that may put you or others at risk will be restricted from play. Pregnancy and heart conditions are examples of physical impairments.
- d. Knee braces must be inspected by the Referee prior to the start of the game.
- e. Casts must be padded and inspected by the Referee and/or management.
- f. Blood is not allowed in the playing field. Any minor injuries involving blood must be covered by a band-aid or other suitable covering.

YOUTH LEAGUES

- a. There are no timeouts in youth league games.
- b. Teams may have a maximum of two coaches in the bench area during games.
- c. If a youth team splits into 2 indoor teams, players are allowed to 'double roster'.

SUSPENDED GAMES

Any game suspended is final. The sole exception is blackouts, which will be replayed if called before the end of the 1st half.

ABANDONED GAMES

Any player(s), coach or spectators for a team that cause a game to not be allowed to continue will be guilty of abandoning the game and the victory will be awarded to the opposing team.

LEAGUE WINNERS

YOUTH TEAMS: If your team wins the league, you will be awarded "champion" prize for that session (up to a maximum of 15 rostered players) or \$50 off the next session.

ADULT TEAMS: If your team wins the league, you will be awarded "champion" prize for that session (up to a maximum of 15 rostered players), \$50 off the next session or 7 free beverage pitchers of your choice.

SPORTSMANSHIP

Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. Abuse of the referees will not be tolerated. Any instance of such conduct will disqualify the responsible team from league play.

THINGS TO NOTE

When the winning team goes up on their opponent by double figures we stop putting points on the scoreboard. We will, however, track the final score on our score sheet. Scores will be posted

on the website according to our 10-goal rule. For example, if a team wins by the score of 14 – 3 the website will indicate a score of 13-3.

Referees shall collect \$9 per team prior to the start of the match. Teams are responsible for providing exact change. If a team has not paid at the scheduled start time, the clock will start (without play) and the team that has not paid will forfeit 1 goal per min up to 5 minutes at which the game will be declared a forfeit. If both teams have not paid, the clock will run without play until both teams have paid. The 1 goal per minute penalty will apply to both teams and suspension of the game may occur if payment to the referee is not received.