

# **Snohomish Indoor Soccer Dome**

511 Maple Ave ~ Snohomish, WA 98290 ~ Phone: (360) 568-6812



## **RULES OF PLAY, POLICIES & GUIDELINES**

**(Revised 1/2/2008)**

**Zero Tolerance for fighting, Players and or coaches may be suspended up to one year.**

Thank you for taking the time to read the house rules. Well- informed players and coaches improve communication among referees, players, and office staff. Here are some things we would like you to remember.

Our main goal is your safety on the field. Please understand that while we cannot control the actions of others, we will do our best to keep control of the game.

This is a family facility so please keep you language clean. There are lots of children running around. Fighting will NOT be tolerated. Please read the new rules on ejections for fighting.

We are open to any ideas you might have for the betterment of the facility.

### *Policies & Guidelines*

#### **WAIVER AND RELEASE FORM**

No individual will be allowed to participate in any league game, practice session, Tournament, clinic or camp until waiver and release form is properly completed. The team roster must remain in the office. Players may be added after that by stopping by the office before they play.

#### **LEAGUE FEE**

The balance of the team fee is due at the beginning of the second game of the session. A \$50.00 late fee may be charged on any team who has a delinquent balance.

#### **STARTING TIMES**

The clock will start on time and as soon as the preceding teams have cleared the field. Please warm up and be ready to play with the appropriate color on before this time.

#### **PROOF OF AGE**

A player may be required to show proof of age at any time during a session. Any player that gives a false birth date on the players roster may be suspended for one year.

**THE SNOHOMISH SPORTS CENTER AND ANY AND ALL EMPLOYEES HAVE THE RIGHT TO SUSPEND PLAY FROM ANY INDIVIDUAL FOR ANY REASON!**

### *Rules of Play*

#### **LAW 1: THE BALL**

Size 5 balls will be used for all adults and youth U-13 and up games.

Size 4 balls will be used for all U-12 and younger games.

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## **LAW II: FOULS AND MISCONDUCTS**

- Kicking or attempting to kick an opponent.
- Tripping
- Jumping at
- Charging from behind
- Charging in violent or dangerous manner
- Striking or spitting at
- Holding
- Pushing
- Intentionally handling the ball
- Obstruction
- Charging into the wall
- Dangerous play
- Charging the goalkeeper
- Slide tackling
- A player can be ejected for:
  - Violent conduct
  - Abusive language or gestures
  - Persistent infringement
  - Destruction of property
  - Third two-minute penalty (Mandatory)
  - Engaging in misconduct before or after the game
  - Leaving the bench during an altercation.
  - Attempting to stop a fight

**New Rule: If a fight breaks out, leave the field and go immediately to your team's bench. Wait for the referee to issue red cards. Do not attempt to break up a fight. Do not reenter the field until the altercation has been resolved. We have ZERO tolerance for this type of behavior. The game may or may not continue at the discretion of the referee.**

Abusive language will NOT be tolerated an automatic two-minute penalty will be given for anything heard by the referee.

A player or coach on the bench can be **ejected** for any of the above reasons.

## **LAW III: PLAYERS EQUIPMENT**

- Flat - soled shoes or other shoes designed for artificial turf and approved by the management must be worn at all times.
- **Cleats are NOT allowed.**
- Teams must wear same colored shirts.
- Shinguards are strongly recommended.
- Braces / Splints shall be well padded that the referee or office staff approves it. If a player uses this to his/her advantage or in a negative way, he will immediately be ejected from the game.
- Cast are **NOT** allowed on the field.
- You must remove all jewelry and hats before entering the field of play. The only hats allowed are stockings hats. Billed hats are **NOT** allowed, even for the goalkeepers no exceptions.

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## **LAW IV: NUMBER OF PLAYERS AND SUBSTITUTIONS RULES**

Six players, one of whom **MUST** be a goalkeeper.

Minimum number of players to start: 4 any less will be recorded as a forfeit.

Substitutions are on the fly and unlimited they go as follow:

During play, player must be within the touch line at his/her door wall area. You are not allowed to jump or substitute in the players box of the opposing team

To substitute a goalkeeper during play, you must first notify the referee. The substitute goalkeeper must already be wearing a shirt which distinguishes him/her from the other players and the referee.

**ONLY** players, substitutes and no more than **TWO coaches** are allowed in the players box. All parents and extra kids or adults **MUST** be upstairs or another designated watching area.

## **LAW V: DURATION OF THE GAME**

Adults and Youth U-10 and up will play two 23-minutes halves.

Youth U-9 and below will play two 15-minutes halves and have 7 players on field including the goalkeeper.

The clock will stop for serious injuries only.

## **LAW VI: THE REFEREES**

One or two referees will be on the field at all times.

## **LAW VII: THE START OF PLAY**

The Home team shall kickoff.

teams will switch ends at halftime and will alternate kickoffs.

If color conflict by both teams the home team **MUST** change colors.

A goal can **NOT** be score from the kickoff.

## **LAW VIII: BALL IN AND OUT OF PLAY**

The ball is out of play when it wholly crosses the perimeter wall or it hits the net.

An INDIRECT FREE KICK shall be taken from the point where the ball went out of play.

When the ball makes contact with the buildings superstructure, a DIRECT FREE KICK shall be taken on the offending teams defensive Red line.

When play is stopped in any extraordinary circumstance, such as a serious injury, a DIRECT FREE KICK shall be given to the team who had control of the ball when play was stopped.

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## **LAW IX: METHOD OF SCORING**

A goal is scored when the referee signals that the whole of the ball crosses over the goal line and under the crossbar.

## **LAW X: THREE LINE VIOLATIONS**

When the ball is played across both red lines in the air towards an opponent's goal without being touched by another player or perimeter wall, a DIRECT FREE KICK shall be awarded to the opposing team on their offensive red line.

## **LAW X1: GOALKEEPER RESTRICTIONS**

Once a goalkeeper has possession of the ball with his/her hands, the ball must be put into play within 5 seconds

After putting the ball into play, the goalkeeper may not play the ball with his/her hands until it has been touched by an opponent or has traveled across the red line and back.

**NOTE: At no time may a goalkeeper handle a ball that has been intentionally passed back to them. This is just like outdoor FIFA rule.**

The goalkeeper may not bring the ball into the box himself and pick it up.

When a goalkeeper is outside the box and intentionally commits a handball, the referee may give a two-minute penalty.

The first two-minute penalty assessed to the goalkeeper may be served by a teammate unless the referee signals otherwise.

A goalkeeper may not be charged when, in the opinion of the referee, he/she has control of the ball.

A goalkeeper may not bounce the ball once in control and must put into play within 5 seconds.

You may not hinder or obstruct the goalkeeper while they are attempting to release the ball. YOU MUST GIVE THE GOALKEEPER 9 FEET.

## **LAW X11: TIME PENALTIES**

Two minute penalties can be assessed for:

- Illegal substitution
- Illegal equipment
- Intentional hand ball
- Slide tackling
- When a penalty kick is awarded
- Delay of game
- Unsportsmanlike conduct
- Bench misconduct
- Abusive language

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- Spitting or snot blowing on the turf or bench (Use the garbage cans provided).

When a player is ejected from the game, the team **MUST** play short for 5 minutes regardless of goals scored (The referee may signal otherwise).

The ejected player may **NOT** play in any other game that night and may be subject to other consequences put by the disciplinary board.

If a player is issued **TWO** two-minute penalties consecutively, he/she will serve the entire 4 minutes without being allowed back on the field, regardless of goals scored.

Release of players from the penalty box:

- When the player serves the full time.
- After a goal is scored by the other team at the referee's discretion
- Only one player can come out per goal.

## **LAW X111: BREAKAWAY FOULS**

A last defender shall be cautioned if he/she fouls an opponent who is on a clear breakaway towards the goal.

There is advantage on all plays to be determined by the referee's discretion.

## **LAW X1V: FREE KICKS (NEW RULE)**

the player taking the free kick may not play the ball a second time unless it has been touched by another player (The wall and the referee are not players).

Opposing players shall be 9-feet from the ball when the kick is taken. An automatic two minutes will be given for any player interfering with the free kick within the 9 feet. **EXCEPTION:** if the player taking the free kick intentionally kicks the ball at the opposing player with the intent of getting them two minutes, the two minute penalty will be given to the kicking team for unsportsmanlike play!

A player has 5 seconds to put the ball into play. The 5 seconds start at the referee's discretion failure to put the ball into play with in the 5 seconds will result in the kick being awarded to the other team.

## **ALL FREE KICKS ARE DIRECT! Except for three:**

- Kick off
- Kick in
- Goal throw in

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## **LAW XV: PENALTY KICKS**

Anytime a penalty kick is awarded, a two minute penalty must be given.

If an offense is not severe in nature, the kick shall be taken from the top of the arc, and the defense shall be allowed into the box.

Time shall be extended at the end of a period for the taking of the penalty kick.

Players from either team shall not interfere with the kicker or the goalkeeper.

## **LAW XVI: GOAL THROWS**

When the ball makes contact with the net between the corners, having last been touched by the offensive team, the goalkeeper shall be given a goal throw in which he may travel throughout the box and release the ball within 5 seconds.