

McDERMONT ARENA SOCCER

General Information and Rules

Mens 1st Div---15 players per team, maximum of 6 players on field.

Mens 2nd and 3rd---15 players per team, maximum of 7 players on field.

Co-ed---15 players per team, maximum of 7 players on field with 3 females minimum and maximum of 4 males.

Teams:

Submitting a roster: every player must be 18 years or older. Rosters must be submitted and a waiver form must be signed before any player can take the field. Rosters must be finalized and no changes are allowed after the start of the second game. Teams without a roster on file will forfeit each game until we get their roster. The league director (Jana Lara) will allow changes to a team roster if the team would otherwise not be able to field enough players each week due to injury, illness, players moving, or other special circumstances. A \$10 fee must be paid if teams chose to change roster after they have a full roster. Changes must be done 3 days before their next game. If done after 3 days, changes may not be accepted for their next game. All changes must go through sports coordinator.

The league may also choose to deny a team's request if the addition of a replacement player would significantly improve a team's level of play. A player must be on the roster and have a signed waiver form to play in the league. Each player must present a photo ID, which shows the date of birth of the player to play in the game. The purpose of the id is to verify that they are in fact on the roster.

Teams must give a 24 hour notice of forfeit. If teams do not give a 24 hour notice the team must pay a \$20 fee before their next game. Teams forfeit all games until fee is paid and proof is shown to scorekeeper.

RULES

Note: The Rules and information below will be amended as needed dependant on how we monitor the league and input from all teams.

Start of Game.

- Official line-up cards to be ready 15 minutes prior to kick-off.

- Players to be suitably attired in same jerseys, shorts and socks with numbers on back of jerseys, players will not be allowed to play without numbers. Goalkeepers jersey to be a different color than the field players. Players' footwear will be either Indoor style or Turf shoe style, replaceable studs and either firmground or hardground shoes will not be allowed.
- The minimum number players on the field for the 1st Div will be five (5) and the 2nd, 3rd & CoEd Div will be six (6) when both teams are short the usual number of players and agree to play with fewer.

Substitutions:

- During play, substitutions will be unlimited provided the player being substituted is within the broken white line by the team's bench area. During the time the substitution takes place neither player can gain an advantage while they are simultaneously on the field and the ball is inplay. Such violation shall result in a 2 minute team power play penalty, where the coach will choose the player to serve the penalty.

Duration of Game:

Duration of a regular game will be (4) quarters of (11) minutes.

There will be (2) minutes time out after the first and third quarter, with (5) minutes at halftime.

Ball In and Out of play:

- The ball is in play at all times from the start of the game to the finish, including, rebounds from a goalpost, crossbar, perimeter wall, referee, and in the event of an infringement of the rules until such time as the whistle is blown.

Ball Out of play:

- The ball is out of play when it crosses the perimeter wall or it has made contact with the building superstructure above the field of play.
- A free kick will be awarded to the opposing team at the SHOOTOUT MARK nearest to the red line where the ball was last played

Delay of Game Violations:

- THREE LINE PASS : If a player including the goalkeeper plays the ball over three lines, (two red and halfway line) in the air towards the opponents goal line, without it touching another player, the perimeter wall, or a Referee on the field of play between the red lines, the Referee shall award a free kick to the opposing team at the SHOOTOUT MARK of the first red line that the ball crossed.
- TWO LINE PASS : If a goalkeeper plays the ball other than by hand over two lines (defensive red line and halfway line or halfway line and attacking red line) in the air towards the opponents goal line, without it touching another player, the perimeter wall, or a Referee on the field of play between the red

lines, the Referee shall award a free kick to the opposing team at the SHOOTOUT MARK of the defensive red line.

Fouls and Time Penalties:

- **FOULS:** A player who intentionally commits any of the following offenses while the ball is in play shall be penalized by the Referee awarding a free kick to the opposing team, to be taken at the point of infraction.

- a) Kicks or attempts to kick an opponent.
- b) Trips an opponent, i.e. throwing or attempting to throw him.
- c) Jumps at an opponent.
- d) Charges an opponent from behind.
- e) Holds or pushes an opponent.
- f) Handles the ball. (this does not apply to the goalkeeper in his teams penalty area).
- g) Intentionally obstructing an opponent.
- h) Charging the goalkeeper in his area.
- i) Unsportsmanlike conduct.
- j) Boarding : i.e. pushing or knocking an opponent into the perimeter wall.

- **TIME PENALTIES:**

All of the above FOUL infractions are subject to primarily a free kick, secondly, when the infraction is more severe the Referee will issue a Blue Card Penalty (2 minutes in the penalty box), and thirdly, the Referee will issue a Red Card, (ejection), and a 2 minute penalty for a teammate, (Coaches choice).

- **MISCONDUCT PENALTIES:**

- a) A (5) minute Misconduct Penalty shall be assessed against players who show disapproval by word or action of the decision by the Referee or other game officials or acts in a severe unsportsmanlike manner. A yellow card will be shown under these circumstances. The player may not exit the penalty box until the first guaranteed substitution or when the ball goes over the wall and is out of play, after his penalty has expired.

- b) Team Misconduct shall be defined as physical or verbal abuse of the Referee where the offender is not identifiable. For any team violation, the Referee shall assess a misconduct penalty to the coach of the offending team.

- c) Game Delay (Team Misconduct). Should a game be delayed because a team is not present or prepared to play, the coach shall be assessed a Misconduct Penalty. This rule shall apply to the

commencement of the game, halftime, intervals at the end of quarters as well as any other commencement during the course of the game. This means the Referee may also subtract minutes from the time of the game as a penalty for the start of the game being delayed.

MISCONDUCT TECHNICAL INFRACTIONS.

A five (5) minute non-Power Play penalty shall be assessed for the following offenses.

(yellow card)

- a) Player leaves penalty box prior to expiration of time penalty.
- b) Player commits delay of game violation.
- c) Encroachment after a team warning.
- d) Player removing jersey in celebration.
- e) Player violates penalty kick procedures after a team warning.
- f) Violations by the coach, incidents will be reported to the league. A player coach shall serve his penalty time in the box like a normal player.

EJECTIONS : (with power play).

When a player is ejected, (red card) a two (2) minute Power Play Penalty will be awarded for the following incidents. When this happens the Coach will select the player to complete the two (2) minute penalty.

- a) Violent Conduct or Serious Foul Play.
- b) Foul or Abusive Language or Action.
- c) Head Butting.
- d) Third Man into an Altercation.
- e) First man off the bench joining an altercation.
- f) Leaving the penalty box and joining a fight.
- g) Spitting on or at an opponent or official.

EJECTION (without power play)

Accumulation of time penalties:

If a player accumulates three time penalties (bluecards), or two time penalties (yellow cards) the player will be ejected. No power play will be awarded. Ejection from game will result in a \$10 fee and suspension in next game played. Player must pay fee and show proof of receipt to scorekeeper before next game played AND sit out the next game played. Other action may be taken if needed.

DURATION/EXPIRATION OF TIME PENALTIES:

Two Minute Penalties issued to players shall be subject to the following concerning duration and expiration of penalty time. A player whose time has expired must immediately leave the penalty box, subject to other restrictions in this Rule.

a) Power Play Goal : If a team is reduced to a lesser number of players on the field than its opponents, due to time penalties, and such team is scored upon by its opponent, then the player having the least amount of un-expired Power Play time remaining may return to the field of play.

b) Equal Number of Penalties : In situations where an equal number of players from each team are serving time penalties and a goal is scored, no player shall be released and no penalty voided, as this is not a Power Play Penalty.

c) Multiple Penalties: All teams require a minimum number of players on the field. When there are two players serving time penalties and a third receives a penalty he or she will go to the penalty box, he or she shall however be replaced by a substitute. The penalty time for the third player will not start until the first players time has elapsed.

d) Penalty Box Exit: Once a player enters the Penalty Box he or she shall remain there for the duration of his penalty time, he or she shall not be released to join his or her team at time outs or at quarter breaks. A player shall not leave the penalty box unless released at one of the following occasions.

(1) The expiration of the time penalty.

(2) At the end of the half, the player will be allowed to go to the area for halftime break.

(3) A Power Play Goal is scored against the players team and he or she has the least amount of time left on their penalty

e) Penalty Box Decorum : Penalized players must go directly to the penalty box immediately following the signal by the Referee. The player is required to remain seated until 10 seconds prior to release. Players are not permitted to leave the Penalty Box during timeouts or at the end of a quarter. Failure on the part of the player to abide by the Penalty Box Decorum will result in a 5-minute misconduct penalty. (yellow card)

GOALKEEPING RESTRICTIONS:

The following infractions shall cause the Referee to stop play and award a free kick to the opposing team at the FREE KICK MARK.

a) A goalkeeper is not permitted to play the ball with his own hands in the event that the ball has been deliberately passed to him by a teammate. A player may pass the ball to his own goalkeeper using his head, chest or knee, etc. If, however, in the opinion of the referee a player uses a deliberate trick while the ball is in play in order to circumvent this rule, the player shall be shown the yellow card for

misconduct, (5) minute penalty, and a free kick is awarded to the opposing team from the spot where the infringement occurred or at the Free Kick Mark.

b) A goalkeeper who receives the ball outside of the penalty area, may not handle the ball if he goes back into his area. Referee will award a free kick at the Free Kick Mark, when the goalkeeper violates this rule.

c) A goalkeeper who intentionally handles the ball outside of the penalty area shall receive a Blue Card violation. This penalty may be served by another member of the team but it will be recorded against the goalkeeper.

d) If a goalkeeper has possession of the ball outside of the area, or receives the ball in this area, he has to release the ball within (5) seconds. For violation of this rule, the Referee will stop play and award a free kick to the opposing team at the Shootout Mark on the Red line closest to the offending team's goal.

RESTART REGULATIONS AND RESTRICTIONS :

a) If a team commits an infraction causing a stoppage of play, the opposing team is awarded a free kick. The Referee may allow a free kick to be taken from a point within a (3) foot radius from the point of infraction. The ball must be stationary and the kicker shall have (5) seconds to play the ball after being signaled by the Referee to do so.

b) When a free kick is taken all of the opposing team shall be at least 15 feet from the ball until it is in play.

c) In case a free kick is taken from an opponent's Free Kick Mark, Penalty Kick Mark, Shootout Mark, Corner Mark, or otherwise controlled by the Referee, the Referee signals the restart with a whistle.

d) A Drop Ball restart will take place when no team has clear possession when there is a stoppage. The ball must touch the turf before it is in play.

PENALTIES :

a) All players with exception of the properly identified player taking the kick, shall be on the field of play behind the Red line.

b) The goalkeeper remains on his goal line until the ball is kicked. Encroachment by the keeper prior to the ball being played will be a warning from the Referee, subsequent violations will result in a (5) minute Misconduct non-Power Play Penalty, (yellow card).

INFRINGEMENTS/SANCTIONS :

If the Referee gives the signal for a penalty kick to be taken, and, before the ball is in play, one of the following situations occurs :

1) The Player taking the penalty infringes the rules, the Referee allows the kick to proceed. a) If the ball enters the goal, the kick is retaken. b) If the ball does not enter the goal, the kick is NOT retaken.

2) The Goalkeeper infringes the rules.

A) If the ball enters the goal the goal is awarded.

b) If the ball does not enter the goal, the kick is retaken.

3) A teammate of the goalkeeper crosses the red line, the Referee allows the kick to proceed.

a) If the ball enters the goal the goal is awarded.

b) If the ball does not enter the goal, the kick is retaken.

4) A teammate of the kicker crosses the red line, the Referee allows the kick to proceed.

a) If the ball enters the goal, the kick is retaken.

b) If the ball does not enter the goal, the kick is NOT retaken.

5) If both teams violate the rules then the kick is retaken.

6) For the first offender the Referee will give a warning, subsequent violations shall result in a (5) minute Misconduct Penalty (non-power play) assessed against the individual.

SHOOTOUTS :

A shootout shall be awarded for any of the following fouls committed by a defending player in his defensive half of the field.

a) A foul from behind against an attacking player having control of the ball and one or no defensive players between himself and the goal.

b) Any foul where he is the last player on his team between the attacking player with the ball and the goal.

c) If the violation is within the confines of the goalkeepers area then the Referee will award a penalty.

APPLICATION OF SHOOTOUT :

a) The ball is placed on the Shootout Mark nearest the attacking goal.

b) All players on the attacking team stand behind the halfway line and outside of the center circle. Players on the defending team stand behind the halfway line and inside the center circle.

c) The Goalkeeper has at least one foot on his goal line and may not move off of it until after the Referee whistles the Shootout to begin.

d) Once the Referee whistles the Shootout to begin, from that moment, all of the players behind the halfway line may move into the attacking half of the field. The player taking the Shootout plays the ball forward using any legal manner to score (e.g., direct shot on goal, dribbling and shooting, playing the ball off the boards, passing to a teammate, etc.).

e) Violations will be treated as noted in, Fouls and Time Penalties, Misconduct Penalties, and Misconduct Technical Infractions.

f) If a Shootout infraction is called with less than 5 seconds remaining in any quarter, the game shall be extended to allow the Shootout to be played, adding 5 seconds to the clock to allow the play to take place.

BALL OVER THE WALL RULE :

a) When the ball is played over the perimeter wall along the touch line, it shall be kicked in from the point it crossed the perimeter wall by an opponent of the team that last touched the ball before it went out of play. If the ball touches a player or personnel on the bench or goes out through the bench door, the Kick-In shall be awarded to the opposing team.

b) If a defensive player plays the ball directly over the perimeter wall in the defensive zone (between the goal line and the red line) the Referee shall award a free kick to the opposing team at the Free Kick Mark, (top of the penalty arc). Any ball which hits a player, the boards, plexiglass, a ref or bounces on the field before going out of play over the wall shall result in a Kick-In.

DISCIPLINE

The following guidelines will be utilized in discipline resulting from accumulative BLUE and YELLOW cards, and direct RED cards for players, coaching staff and team managers or captains. Team captains or managers will ultimately be responsible for their spectators in the event of their misconduct on the sidelines.

BLUE CARDS:

a) Three accumulated Blue Cards in one game (automatic red) depending on severity of the fouls will result in a (1) game suspension or \$10.00 fine to a (2) game suspension and a \$20.00 fine.

YELLOW CARDS:

a) Two accumulated Yellow Cards in one game (automatic red) depending on severity of the misconduct will result in a (1) game suspension and a \$10.00 fine to a (5) game suspension and a \$50.00 fine.

RED CARDS:

a) If a player accumulates three time penalties (bluecards), or two time penalties (yellow cards) the player will be ejected. No power play will be awarded. Ejection from game will result in a \$10 fee and suspension in next game played. Player must pay fee and show proof of receipt to scorekeeper before next game played AND sit out the next game played. Other action may be taken if needed. Direct Red cards will be dealt with on a severity situation and will result in a (1) game suspension and a \$10.00 fine and up to a (5) year ban and a fine not exceeding \$50.00.

Note #1 The three guidelines above take into consideration that these penalties are the result of cards received in one game.

Note #2 Players that continually need disciplining will find that fines and suspensions will be increased by the discipline committee.

Note #3 Continual Team misconduct will be cause to put the Team on probation and possible points deduction in their respective Teamdivision.

Note #4 Red Card recipients can request a hearing with the discipline committee. It is to his or her benefit that the Team manager and or team captain be in attendance. The date and time of the hearing will be advised by the Discipline Committee.

REFEREE ABUSE:

a) The minimum suspension for Referee abuse shall be at least (2) games and more if the circumstances warrant.

Note: Referee abuse is classified as a verbal statement or physical act that implies or threatens physical harm to a Referee or the Referees equipment or property.

b) The minimum suspension period for Referee assault will be (1) year from the date of the assault, however, if injuries are inflicted, the minimum period will be (5) years. In addition the guilty party will be subject to being arrested for assault and be subject to a Lawsuit by the injured Referee. Note: The definition of assault includes, but is not limited to the following acts committed upon a Referee: Hitting, Kicking, Punching Choking, Spitting at or on, Grabbing or Bodily running into the Referee, the act of Kicking or Throwing any object at a Referee that could inflict injury, damaging the Referees uniform or personal property. For example: car, equipment, home etc.

c) Referee abuse includes the assistant Referees and the Timekeepers that are working during the games, in between games and also after games and at any such time that is relevant.