



2008 - 2009 INDOOR SOCCER TOUCHLINE RULES @ Grand Slam Sports Complex

PLAYER and TEAM BEHAVIOR

Teams or individuals who show a lack of respect to the officials, staff, players, and/or spectators of the league may have to immediately forfeit all games and will not be allowed to return. Teams are responsible for the actions and behavior of their players, coaches, parents, and fans on the fields as well as in the Grand Slam Complex. GAMEFACE and Grand Slam will not tolerate fighting, profanity or any other action seen as unsportsmanlike conduct or offensive to others. GAMEFACE reserves the right to suspend any individual or team based on inappropriate behavior by one or all parties involved. **Any individual or team who is suspended for the duration of the season will not receive a refund.**

INCLEMENT WEATHER POLICY

If GAMEFACE decides it is unable to host competition that day or evening because of inclement weather, we will contact all team representatives who are scheduled to be participating that day. A notice will also be placed on the home page of the web site, www.fcrevolution.com. All games that are canceled will be rescheduled and no loss of games will occur.

If GAMEFACE does not cancel league games during inclement weather and teams decide on their own that they will not participate, those games will be considered a forfeit. Under no circumstances will these games be rescheduled due to the fact that GAMEFACE continued to run the league. If school districts decide to close school, it does not necessarily mean the soccer leagues will be cancelled.

Game Ball: All teams must supply a SIZE 5 ball for each game.

Season: The season will include 7 regular season games plus playoffs. Each team will play a total of seven-45 minute games (running clock) and all teams are guaranteed a playoff game. All teams play 5 field players plus one goalkeeper.

Rosters: Each team will consist of an 18 player league roster, which is due prior to the start of the first game. No players may be added after the 3rd game (Rosters will be verified at this point).

NOTE: Individuals may play on two or more teams, but must choose ONE TEAM ONLY for the playoffs.

Team Benches: Team benches are allowed a maximum of 2 coaches in the bench area. Players and coaches are the ONLY personnel allowed in the team bench area.

Uniforms: No player may compete in the league without a matching team uniform shirt. It is strongly suggested that teams have 1 dark colored shirt and 1 light colored shirt.

Equipment: Players may wear flats or turfs. MOLDED SOCCER SHOES ARE NOT PERMITTED. Players with casts or braces will be permitted to play based on the referee's discretion. Shin guards are required for U14 and High School Leagues. **JEWELRY IS NOT PERMITTED IN ANY LEAGUE.** Players wearing jewelry must leave the game until it is removed and approved by the referee for re-entry. A regular substitution can be used to replace the offending player. Adult league participants not wearing shin guards assume all liability and risks.

Officials: Each team will pay the referee \$11.00/game. Games will not start until the referee is paid. Teams will forfeit if they cannot pay the referee.

Lateness:

Teams may start with 2 less players than a regular starting lineup until the end of the 1st half. If a team does not have a full lineup at the end of the half, that team will forfeit and pay opposing team the referee fee and is subject to GAMEFACE league fines for failure to produce a team on a continued basis. This team may also be subject to league probation, suspension or expulsion.

If a team fails to produce the minimum required starters (4) by the start time of the game, that team will forfeit and follow the procedures noted above. **If both teams arrive late, the clock will start running at the scheduled game time. The league will not fall behind due to teams not being ready to play on time.**

Forfeits:

In the event of a forfeit, the score shall be recorded as 5-0. If 30 minutes of playing time has been completed on the game clock the score at the end of play shall stand and all other statistics shall count.

In the event a game is interrupted because of events beyond the control of the responsible administrative authorities, it shall be continued from the point of interruption unless the teams agree otherwise or there are applicable conference, league or association rules. GAMEFACE reserves the right to alter all rules due to unforeseen circumstances.

Prizes: The winning team will be provided with a team award.

Regular Season Game Play:

Age Limits: Based on EPYSA age group chart for 2008/2009. High School teams may enter adult divisions based on registrations or level of competition, but must have an adult representative present at all games. **Current High School seniors and U18 youth teams and above must participate in the Men's Adult League.**

Timeouts: There are no timeouts.

Substitutions: Substitutions will be allowed "on the fly" as long as the player is showing an attempt to get off the field. If the player leaving the field plays the ball while another player is already on the field to replace him there will be a 1 minute penalty and the team will play short-handed. The player running off the field should be within 5 yards of the bench before the new player enters the field.

Rules & Interpretations:

1. **Start of Game:** All games will start on time unless there would be a serious injury that would cause a delay. The kick-off can be played forward or backward, can be scored directly. Players on the defensive side of the ball must be outside the center circle.

2. **Off-sides:** There are no off-sides.

3. **Dead Balls:** All dead ball situations are DIRECT free kicks. Defenders must be 5 yards away from the ball on all kicks. "Defensive" restarts resulting from a foul in the box may be kicked from anywhere in the circle.

4. **Penalty Kick:** A penalty kick will be awarded when the offensive team is awarded a free kick violation inside the defensive penalty area. The goalkeeper is allowed to move laterally before the ball is kicked. The kick will be taken from the white hash mark inside of the penalty circle. The kicker cannot play the ball again unless a defending team's player touches it. All players must stand outside the arc until ball is played.

5. **Goalkeepers:** Upon gaining possession with the hands, goalkeepers are allowed unlimited steps; however, the ball must be played within 6 seconds. Goalkeepers may not play the ball with their hands if the

ball is intentionally kicked back to them by one of their own players. Heading and using the chest to play the ball back to the keeper is allowed. The keeper must have both feet in the box when handling the ball. The keeper can grab the ball while standing inside the box for air balls outside the box. The keeper may not drop- kick or punt the ball. The keeper may throw the ball; but not over midfield on the fly without the ball making contact with the floor or another player. In both cases violation of this will result in a free kick from midfield.

6. Out of bounds: Balls leaving the playing field over the end line will result in a goal kick or corner kick. Goal kicks can be taken from anywhere in the goal/penalty box. Goal kicks can cross midfield in the air. Balls leaving the playing field over the touchline will result in a kick-in. Defensive players **MUST BE FIVE YARDS BACK** on all kick-ins. If a ball hits the ceiling, play is restarted by a free kick at the point of where the ball was kicked. If a ball hits the ceiling above the box, the kick will be placed at the top of the Goal area circle.

7. **NO SLIDING.** (Note: Goalkeepers may slide to make saves)

8. Touching the boards during the flow of the game is **NOT PERMITTED.**

9. A yellow card requires the carded player to sit out for a 2 minute period and the team will play shorthanded. The team must play shorthanded for the **ENTIRE TWO MINUTES!** A player receiving a 2nd yellow card or a red card will be required to leave the field. The team will play shorthanded for the remainder of the game. **All ejections and suspensions will be handled by the League Director.**

10. **FIGHTING WILL NOT BE TOLERATED – Teams and/or players will be ejected from the building, and face suspension from the league.**

11. **FOUL LANGUAGE IS NOT PERMITTED.** Players, coaches or fans will be ejected from the facility if this rule is not followed.

12. **Coaching** - Two coaches are permitted in coaching area. Coaching from the sideline is permitted. No coach, player, or spectator may make obscene comments or gestures to referees, other coaches, players or spectators. Coaches have total responsibility for the conduct of their players, friends, and spectators at all times. Spectators will be ejected from the building for disruptive behavior.

13. **BENCH AREA** - No gum or food in field area. **No spitting.** Coaches are responsible for cleaning their bench areas after every game.

14. **PROTESTS:** THERE ARE NO PROTESTS.

15. Standings and tiebreakers will determine seeding for playoffs as follows:

Most points [win= 3, tie= 1, loss= 0]

Head to head [does not apply if more than two teams are tied in points]

Goal differential

Goals against

Goals for

If still tied, a coin flip will determine the seed.

OFFICIAL LEAGUE POLICIES

Every player and coach must sign the official roster form which includes the waiver release acknowledging participation in the league and its rules.

GAME RESPONSIBILITIES:

A) Each team must pay the official \$11.00/game.

B) GAMEFACE International staff will be responsible for running the clock and recording scores on scoreboard. Score and standings will be updated on the web site at www.fcrevolution.com.

C) GAMEFACE International and The Grand Slam Sports Complex do not provide liability insurance for players and STRONGLY SUGGEST that teams and players provide liability insurance and supplemental player medical insurance.

Playoff Games: Every team is guaranteed a playoff game. Teams may choose not to play in the playoffs. Teams will need to inform the league director 72 hours before playoffs that they will not be playing to avoid paying fines. Playoffs will be single elimination or tournament format depending on the make up of each division. Games will be 24 minutes in length and league winners will be given awards. All overtime games will be decided by golden goal, first team to score wins. Playoffs will be completed the same night for all teams on their designated night.

Tiebreaker for playoffs: If tied at the end of regulation, a two minute overtime golden goal period will be played without goalkeepers (5v5). If the game is still tied, one player will be removed after each 2 minute period until a winner is determined.