

## 2011 - 2012 Hempfield Indoor Soccer League

### 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 forfeit all games and will not be allowed to return. Teams are responsible for their actions of their players, coaches, parents, and fans. Fighting, profanity, or unsportsmanlike conduct will not be tolerated. Hempfield Recreation reserves the right to suspend any individual or team based on inappropriate behavior by one or any parties involved. **Any individual or team that receives a suspension will not be granted any refund.**

### Inclement Weather Policy:

All team representatives will be contacted if the facility is closed due to weather. Any and all games that are cancelled will be rescheduled and no loss of games will occur.

### Late Policy:

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

### Forfeits:

In the event of a forfeited game the score shall be recorded as 3-0

### General:

**Game Ball** – Futsal

**Field Players** – U10 – U12 – 4 field players plus keeper – U14-Adult – 5 field players plus keeper

**Season** – 8 week regular season plus the playoffs for the top 4 teams in each division.

**Bench** – Maximum of the 12 player roster and up to 2 coaches on the bench, any additional people will be asked to leave the bench area.

**Rosters** – Min 5 Max 12 players. Coaches must possess medical release forms for all games. **All rosters must be finalized by the team's FIRST game. No changes may be made after the first game. Each coach is required to have age verification for his/her team present at every game. Any coach may ask for age verification for any player on the opposing team.**

**Uniforms** – No team may compete in the league without having matching uniforms or t-shirts. **Player number must be provided on the back of uniform for referees to clearly see. (number must match roster)**

**Equipment** – Indoor shoes are required, NO SPIKES. Each player must wear shin guards. No jewelry permitted. A player wearing jewelry will be asked to leave the game until all accessories are off (A player may be substituted to take their place).

## Regular Season Game Play and Rules

### Length of matches:

2 – 20 minute halves, 2 minute halftime

### Timeouts:

NO TIME-OUTS

### Substitutions:

Substitutions will be made “on the fly” as long as the player coming off is showing an attempt to get off of the playing field. If a team is caught with an extra player on the field there will be a 2 minute penalty assessed and that team will play short –handed.

### **Rules and Interpretations – FIFA RULES APPLY EXCEPT AS NOTED!!**

1. **Start of Game** – All games will start on time unless there would be a serious injury that would cause a delay. The kick-offs can be played forward or backward. Players on the defensive side of the ball must be behind the red line.
2. **Off-Sides** – There will be no offsides
3. **Dead Balls** – all dead ball situations will be INDIRECT KICKS. Defenders **must be 10 feet away** from the ball on all kicks. “Defensive” restarts resulting from a foul in the box may be kicked from anywhere in the box.
4. **Penalty Kicks** – A penalty kick will be awarded when the offensive team gets a free kick inside the defensive penalty area. The goalkeeper is allowed to move laterally before the ball is kicked. All players not involved in the penalty kick must stand outside the white arch until the ball is played. After the kick the offensive player cannot play the ball unless it touches a different player first.
5. **Goalkeepers** – The goalkeeper must play the ball within 6 seconds of gaining possession. There will be no limit on steps. The goalkeeper must have both feet inside the box when handling the ball. **NO PUNTS**, only throwing the ball will be permitted by the goalkeeper. No throws from the goalkeeper may go past half-court. If a ball is played past half-court it will result in a free kick for the opposing team. Heading and using the chest to play the ball back to the goalkeeper is permitted.
6. **Out of Bounds** – All balls that go out of the playing field will be kicked back in, no throw-ins. If the ball passes the endline, goal kicks and corners (in-direct) will be awarded. **Goal Kicks can go ANYWHERE on the court.** If any ball hits the ceiling, the play will stop and a free kick from the center will start up play.

7. **NO SLIDING** – Goalkeeper are the only player that may slide to make a save. The goal keeper must **BEGIN** their slide inside the goal box, goalies can't start a slide from outside the goal box.
8. **Cards** – Yellow cards require the carded player to sit out for 2 minutes and that team will play shorthanded for that time. Any player that receives a second yellow card OR a red card will be required to leave the field. The team will play shorthanded the rest of the match. Coaches who receive a yellow card will be required to remove one player from the field for 2 minutes. Coaches who receive red cards will be required to sit out the rest of that game AND the next game their team plays. Ejections and suspensions will be handled by the League Director.
9. **FIGHTNING WILL NOT BE TOLERATED** – Teams and or players will be ejected from the building and face suspension from the league
10. **Protests** – no calls can be protested, the referee's call is final
11. **Dual-Roster** - If a player is Dual-Rostered that player must declare his/her primary team, they may only play GOALKEEPER on their secondary team. **No players may be dual-rostered within the same age-group.**
12. **Goals** – Can be scored from anywhere on the court
13. **Bench Area** – No food or gum is permitted in the bench area. NO SPITTING on the courts. Coaches and players are responsible for cleaning up their bench areas.
14. **Mercy Rule** – If any team is up by 10 goals, that team must remove one field player from the court.
15. **Standings** – Will be kept to determine the top 4 teams in each age group to participate in the playoffs.
  - a. Most points – Win = 3 Tie = 1 Loss = 0

**In case of ties the tie-breaker will be as follows:**

  - b. Head to Head
  - c. Goal Differential
  - d. Goals Against
  - e. Goals For
  - f. If still tied, a coin flip will determine seed.

\*Teams that play an additional game – Last game of season will not count towards standing

