

FAYETTE AREA LIONS DEN
INDOOR SOCCER



RULES PACKET
2022-2023
SEASON

Welcome to the 2022-2023 Fayette Area Lion's Den Indoor Recreational Soccer

IMPORTANT RULES:

- **Rule Change: Part 3, Section 5.1** -- All kicks are **INDIRECT**. **THE BALL MUST CLEARLY MOVE BEFORE IT IS TOUCHED BY ANOTHER TEAM MEMBER.**
- **Part 3, Section 10.2.E:** Player/Coach receiving red card will be ejected for the remainder of the game and must leave the facility immediately. The team will play short for the remainder of the game.
- **Part 3, Section 10.2.F:** Players/Coaches that receive a red card must sit out the next scheduled game and are not permitted in the facility during that game.
- **Part 1, Section 5:** Equipment 5. **All jerseys or team shirts must have a number on the back!** If you show up with team shirts without a number, your team will be asked to number all your shirts with a sharpie marker.
- **Part 1, Section 7:** Pre/Post Game Procedures 1. Arrive at least 15 minutes before your scheduled game time. We will start the game at the scheduled time even if your full team is not present (this includes playoffs). Teams must have a goalie and 2 field players to begin a game.
- **Part 3, Section 3:** Scoring 1. A legal goal is scored when the whole ball passes over the goal line.
- **Part 1, Section 6:** Player Eligibility 4. **All players must play in at least 4 games per session to play in play-offs or championship games.**
- **Part 1, Section 8:** Team Personnel 7. **ONLY rostered players and 2 coaches are allowed in the team bench area during games.**
- **Part 3, Section 10:2:** Red Cards J. **Cards can be issued to coaches for their parent's/spectator's conduct. Coaches are responsible for their team's fans!!**
- **Part 1, Section 7:** Pre/Post Game Procedures 6. Coaches are responsible for cleaning up and promptly leaving their bench area.
- **Part 2, Section 7:** **Appropriate behavior from players, coaches, and guests is expected at all times throughout the facility! COACHES are responsible to ensure that parents are aware they are expected to maintain control of small children during games (No playing on the field hockey nets or running on the track!).**
- **Part 2, Section 7:** **Additional Facility Rules may be added at any time; coaches will be advised in writing of any new rules or guidance.**
- **Part 2, Section 5: Rescheduling.** NO RESCHEDULING GAMES, except for weather and government mandates.

Part 1:

Section 1: Duration of Season

Session runs **6 games in the Fall** and **8 games in the Winter**, with the following week being playoffs.

Section 2: Duration of Games

Games will be two (2) 20-minute halves with a 3-minute halftime. Timeouts called by referee, only in the case of injury. Playoff and championship games will be modified.

Section 3: Team Roster

● 3:1 Number of Players

A. Sixteen players are allowed on a team roster.

B. Number of Players on the field during play:

1. U6, U8, and U10 teams will play 7 field players plus a goalkeeper (8 v 8).
2. U12 teams will play 6 field players plus a goalkeeper (7 v 7).
3. U14 and U16 teams will play 5 field players plus a goalkeeper (6 v 6).
4. 18+, U19, and 30+ teams will play with 5 field players plus a goalkeeper (6 v 6)

● 3:2 Player Injuries

A. If a player becomes injured, you may replace him/her with an alternate player. The injured player may return to your team pending there is room on the roster. If the alternate player fills the 16th spot on your roster, he/she must stop playing once the injured player returns. The injured player may not return to another team within the same session.

B. If an injured player is replaced with an alternate player, the injured player may not continue to play in a different field position.

● 3:3 Additional Roster Information

A. Players may be added to roster prior to your second scheduled game. After that, no new players can be added.

B. Players may only play for one team within the same division.

Section 4: Guidelines for Age Divisions

Listed below are the eligible birthdates for the 2022-2023 Season at the Lion's Den. **THERE WILL BE NO EXCEPTIONS TO THE AGE GROUPS!** Make sure you have the correct birth date for all players (*birth date must be written on roster form*)

Eligible Birthdates

U6 2017-2018

U8 2015-2016

U10 2013-2014

U12 2011-2012

U14 2009-2010

U16 2007-2008

Above age groups may "play up" 1 age group

U19 2004-2005-2006

18+ Co-Ed Must turn 18 during the league. (Must have 4 girls on roster and 2 on the field at all times.)

25+ Women 1 player age 24 is permitted per 25+ team. (Must turn 25 during the league.)

25+ Men 1 player age 24 is permitted per 25+ team. (Must turn 25 during the league.)

Girls will be permitted to play in boy's divisions.

If there are not enough teams for your division, you may be asked to play up a division.

Section 5: Equipment

- 1. Shin guards must always be worn under socks. (Socks must cover the entire shin guard.) Shin guards must provide adequate and reasonable protection, be professionally manufactured, age appropriate, not

altered to decrease protection, and worn completely under socks with the bottom edge no higher than 2 inches above the ankles.

- 2. Sneakers, indoor soccer shoes, or non-marking soft, turf shoes may be worn. No metal cleats or spikes allowed.
- 3. No jewelry or hair bands/barrettes containing hard metal components may be worn during play. Earrings must be taped, if they cannot be taken out.
- 4. No wrist bands are allowed. Players will be asked to cut or remove wrist band.
- 5. All jerseys or team shirts must have a number on the back. Permanent marker may be used to put a number on the back of a jersey. If you show up with team shirts without a number your team will be asked to number all shirts with a sharpie marker. Sponsor names may be put on jerseys, as long as it does not interfere with the number. **The Fayette Area Lion's Den Inc. is a family-oriented facility and reserves the right to require a team to change jerseys if it is inappropriate.**
- 6. Cast must be wrapped with 1-inch soft material. Any player participating with a cast must submit a doctor's note stating that the player is released to play.
- 7. Players may bring water bottles to bench area. **NO FOOD OR DRINK ON THE TURF! NO FOOD IN THE ARENA!**
- 8. Players on the field are permitted to wear cloth or soft face coverings and/or gloves to prevent communicable diseases.
- 9. Coaches are responsible for cleaning up their bench area after their game is over.

Section 6: PLAYER ELIGIBILITY

- 1. Players must be properly equipped with the above equipment to be eligible to play each game.
- 2. Players must be on a roster and must have the roster/waiver form (signed by parent/guardian if under 18) to play.
- 3. Players must have all paperwork (roster/waiver form signed and proof of age) handed into the Lion's Den to be eligible for first game.

PLAYOFF ELIGIBILITY

- 4. *All* players must play in at least **4 games per session (NOTE: 3 games for Fall 2022 session)** to play in play-offs or championship games.
- 5. If an injury occurs during league play, players are still required to attend games and check in at referee table to be eligible for playoffs.
- 6. **If someone other than the player checks in for them, this will not count towards playoffs.**

Section 7: Pre/Post Game Procedures

- 1. Arrive at least 15 minutes before your scheduled game time. We will start the game at the scheduled time even if your full team is not present. (this includes playoffs). Teams must have a goalie and 2 field players to begin a game.
- 2. If a team does not have a full squad at the start of the game, they may play short. As players for the "short" team arrive, they may enter the game at any point.
- 3. Be sure to check your schedule to see if you are the Home (A) or Away (B) team.
- 4. **Away team will be responsible for alternate jersey wear pinnies**, if both teams are the same color.
- 5. All players and coaches must **congratulate and acknowledge by wave only** following each game, unless otherwise agreed by both teams to shake hands, elbow or fist bump.
- 6. Coaches are responsible for cleaning up and promptly leaving their bench area. Track must always be kept clear. **A \$25 fine will be charged for leaving the bench area a mess.** The fine must be paid before your next game.

Section 8: Team Personnel

- 1. U8, U10, and U12 Divisions: Coach must be at least 18 years of age and the Assistant Coach must be at least 16 years of age.

- 2. U14, U16, and U18/U19 Divisions: Coach must be at least 21 years of age and the Assistant Coach must be at least 18 years of age.
- 3. 18+ and 30+ Divisions: Must have a Captain and Assistant Captain.
- 4. Coaches may be asked to show proof of age.
- 5. **ONLY rostered players and 2 coaches are allowed in the team bench area during games. Violating this rule may result in a forfeit.**
- 6. Coaches must stay at the team bench area and are not allowed on the field during game play. **Coach entering field will result in a red card.** If an injury occurs, the coach will need to be invited onto the field by the referee.

Part 2:

Section 1: CONDUCT OF TEAM PERSONNEL AND SPECTATORS

- 1. All players, coaches, and spectators are expected to conduct themselves in a **professional and positive manner.**
- 2. **Abusive language or behavior** will not be tolerated by anyone.
- 3. Coaches are responsible for the conduct of their team personnel, players and spectators. Please inform parents of rules. Rules are available online.
- 4. **Protests are not allowed.** All disputes will be settled by the Lion's Den management; whose decision is final.
- 5. Yellow and red cards will be issued accordingly.
- 6. The Lion's Den reserves the right to dismiss and/or terminate any individual from league play without refund for harassing officials, other players or team personnel, spectators, or staff. The Lion's Den will contact proper authorities if needed. **We are a family-oriented facility providing an atmosphere that is non-threatening, safe and enjoyable for everyone.**

Section 2: Referees

- 1. Referees have total authority as empowered to them through the Lion's Den and the official United States Indoor Soccer Association & NFHS Rule Book.
- 2. Referees have the authority to dismiss anyone from game play and/or the facility before, during and after the game.

Section 3: Inclement Weather or Other Outside Agent

In the case of inclement weather, every attempt will be made to play the scheduled games. However, if the management of the Lion's Den feels that travel is unsafe, games will be canceled and rescheduled. **This also applies to other outside forces, such as government mandates from local, state, and federal agencies. If there is a facility closure, any scheduled games will be canceled and rescheduled.** In case of cancellation by the Lion's Den, coaches will be contacted at least 1 hour prior to game time. Do not assume that games are canceled because school has been canceled.

***The coach has the authority to forfeit a game if weather is an issue.**

Section 4: Forfeits

- 1. If a team does not have enough players to compete, they will receive a 0-5 loss.
- 2. **If a team competes using a player that is not on their roster, the team will be required to forfeit and receive a 0-5 loss.**

Section 5: Rescheduling

- **NO RESCHEDULING GAMES, except for weather and government mandates.**

Section 6: Scoring/Standings

All goals are 1-point goals. The point system to determine standings will be as follows:
3 points for a WIN

- 1 point for a TIE
- 0 points for a LOSS

The accumulation of points will determine the standings in each division. In case of a tie in the point standings, the tie-breaking criteria will be in the following order:

1. head to head
2. differentiation of goals for/goals against-head to head
3. differentiation of goals for/goals against-all games
4. deduct points for cards
5. Coin Toss

The maximum goals awarded to a team for goal differential will be 10 goals per game. This will eliminate teams running up the score.

Section 7: Facility Use

- 1. Restrooms—Players, spectators and coaches are asked to use the restrooms in a timely manner. Those with small children should accompany them for safety reasons and to eliminate any horseplay.
- 2. Lobby—Teams are welcome to use the lobby to meet before/after games and snack before or after games. Please be courteous to our members and staff when meeting in the lobby.
- **Appropriate behavior from players, coaches, and guests is expected at all times throughout the facility! COACHES are responsible to ensure that parents are aware they are expected to maintain control of small children during games (No playing on the field hockey nets or running on the track).**
- 3. Outside of Arena—Teams are welcome to use the outside of the arena to meet before/after games. We ask that you keep your bags off the track.
- **NO ONE IS ALLOWED BEHIND EITHER OF THE GOALS.**
- **NO BALLS ARE ALLOWED OUTSIDE THE ARENA TURF.**
- 4. All other areas of the Lion's Den are closed to teams and spectators. **NO SPECTATORS, PLAYERS, CHILDREN OR PARENTS ARE PERMITTED TO BE BEHIND GOALS.**
- **5. NO SPITTING ON THE TURF.**
- **6. NO BAGS ON TRACK. THE TRACK NEEDS TO REMAIN CLEAR AT ALL TIMES.**
- Additional Facility Rules may be added at any time; coaches will be advised in writing of any new rules or guidance.
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Part 3: Rules of Play

Section 1: Start of Game

- 1. Home team will take the opening kick.
- 2. The kickoff can be forward or back. A goal cannot be scored on kickoff.
- 3. As soon as the ball is touched it is deemed "in play".
- 4. The player doing the kickoff may not touch the ball a second time until it has been touched by another player.

Section 2: Substitutions

- 1. Substitutions can be made anytime during the game and on an unlimited basis provided the player coming off the field is inside the door and not touching the field prior to the substitute entering the field. If the substitute enters the field before the player is completely off the field, a yellow card will be issued to the substitute.
- 2. After a goal is scored or an injury timeout, referees will hold up the restart of play briefly for substitutions.
- 3. If play is stopped for an injury, the injured player must come off the field and a substitute can enter the game. Exception: The goalkeeper may remain on the field, unless the referee deems it necessary for him/her to come off.

- 4. Substitutions can only be made through the door, substituting underneath the goal is NOT allowed. No exceptions!

Section 3: Scoring

- 1. A legal goal is scored when the whole ball passes over the goal line and under the cross bar before the buzzer sounds, provided it has not been thrown, carried, or propelled by a hand or an arm of an attacking player.
- 2. The goalkeeper can score by propelling the ball from within his/her penalty area into the opposition's goal, as long as all other scoring criteria is met.
- 3. A goal may not be scored directly from a kickoff.
- 4. Each team is responsible to put up their own goal using the scoreboard, if staff member is unable to do so during the game.

Section 4: Three Line Pass

- If a player plays the ball over 3 lines, in the air without touching another player, referee, or perimeter wall, a free kick will be awarded to the opposing team at the designated spot on the hashed white line.
Exceptions: Goalkeeping may throw the ball over all 3 lines and score. This does not apply to free kicks.

Section 5: Free Kicks

- 1. All kicks are **INDIRECT**. (Indirect means that the ball must be touched by another player before a score.) **THE BALL MUST CLEARLY MOVE BEFORE IT IS TOUCHED BY ANOTHER TEAM MEMBER.** NO **TRICKING** the defense into moving by acting as if you were going to kick the ball. A free kick will be awarded to the opposing team when a foul is called, delay of game, or ball hits the ceiling or net. The opposing team must be at least 10 feet away from the kicker. **If the kicker does not feel that the defending team is at least 10 feet away, they may ask the official to back up the defense.** It is at the officials' discretion as to whether this is a valid request. If the referee moves the defensive wall, the free kick cannot be taken until the referee blows the whistle. Once the referee blows the whistle, the kicker has 5 seconds to play the ball.
- 2. If the free kick is not made within 5 seconds, the opposing team will be awarded a free kick from the same spot. **Players must "set" the ball with their hand for a free kick.**
- 3. Defenders may not move until the ball is kicked and may only jump vertically to block a free kick. If a defending player moves forward inside of the 10 feet area, after the official blows the whistle to take a free kick, an *encroachment violation* will be called resulting in a yellow card.
- 4. **The player taking the free kick may not touch the ball a second time until another player has touched it.** A second touch will result in a free kick by the opposing team from the spot where the initial free kick was taken.

Section 6: Penalty Kicks

- 1. Awarded when the defending team commits a free kick violation inside the goalkeeper/penalty box.
- 2. All players except the goalkeeper must stay outside the penalty arc and behind the penalty mark.
- 3. The goalkeeper must keep both feet on the goal line until the ball is kicked.
- 4. The kick is taken at the penalty line within 5 seconds after the referee blows the whistle.
- 5. Kicker cannot touch the ball more than once until it has been touched by another player.
- 6. A penalty kick can be taken by any field player that is currently on the field at the time of the infraction.
THE PENALTY KICK WILL BE A DIRECT KICK.

Section 7: Fouls

- 1. For fouls committed between the white dotted line and the solid yellow line, the kick will be taken at the spot of the foul.
- 2. For fouls committed inside the solid yellow line, the kick will be taken at the white hash.

Section 8: Goalkeepers

- 1. Unlimited steps are allowed within the goalkeeper/penalty box provided he/she plays the ball within 5 seconds of possession.
- 2. Goalkeepers may not: (result in free kick by opposing team at penalty mark.)
 - A. Bounce or re-catch the ball, and play it
 - B. punt the ball
 - C. drop kick the ball
 - D. roll the ball with a bounce and kick it while inside the box
- 3. NOTE: Goalkeeper cannot put a bouncing ball to the floor and play it with his/her foot inside the box.
- 4. Goalkeeper may not play the ball with his/her hands if the ball is outside of the goalkeeper box – including reaching out over the “plane of the box”. Violation results in free kick by opposing team from penalty mark.
- 5. If the goalkeeper gets control of the ball inside the box but loses his/her balance and falls out of the box, this is a violation. Violation results in free kick by opposing team from penalty mark.
- 6. The goalkeeper may slide within the box.
- 7. The goalkeeper may not use his/her hands if a teammate intentionally kicks the ball back to him/her. Violation results in free kick from penalty mark.
- 8. **Obstruction of the Goalkeeper** – an offensive player may establish position by the goalkeeper. However, the offensive player may not move with the keeper. Violation results in free kick by opposing team from the point where the ball was when the violation occurred.

Section 9: Violations

- 1. **Sliding**—If player slides into an opposing player or any part of the player’s body touches the floor, this is considered dangerous. A free kick will be awarded to opposing team. If a player falls into an opposing player, but the offensive team remains in control of the ball, then advantage is given, and referee will call a “play on”. Every attempt shall be made by the referees to assure player safety.
- 2. **Two Hands on the Wall**—two hands may be placed on the wall for safety only. If two hands are placed on the wall in an attempt to shield others from the ball or delay the game, a free kick will be awarded to the opposing team.
- 3. **Hand Checking**—players are not allowed to hand check on other players’ backs. Violation results in a free kick.
- 4. **Spitting, Kicking, Striking, Tripping, and Jumping**—A player shall not kick, attempt to kick, strike, attempt to strike, spit at, trip, attempt to trip, or jump at an opponent. A free kick will be awarded to the opposing team.
- 5. **Handling**—A player shall be penalized for deliberately handling, carrying, striking, or propelling the ball with a hand or arm. A free kick will be awarded to the opposing team. The NFHS has defined the upper boundary of the arm is in line with the bottom of the armpit, anything under this boundary when not in a normal playing position is considered handling. A player moving to protect themselves from a driven ball is not considered handling.
- 6. **Holding, Pushing**—A player shall not hold or push an opponent with the hand(s) or arm(s) extended from the body. A free kick will be awarded to the opposing team.
- 7. **Charging and Obstruction**—A player shall be penalized for charging an opponent in a dangerous or reckless manner or using excessive force. A player shall not, in any manner, charge the goalkeeper in the penalty area, unless the goalkeeper is obstructing the player or dribbling the ball with the feet. A player shall not charge into an opponent when neither player is within playing distance of the ball. Obstruction is the deliberate act of a player that moves into the path of an opponent to block, slow down, or force a change in direction when the ball is not within playing distance. Being in the way of an opponent is not an offense and is different than moving into the way. A free kick will be awarded to the opposing team for a charging or obstruction foul.

Section 10: Cards

10:1. Yellow Cards

- A. Yellow cards will be given for infractions deemed intentional, blatant, or continually repeated.
- B. A player that receives a yellow card must sit out on his/her team bench for 2 minutes. The team will play short for 2 minutes. This includes the goalkeeper—no one can sit out for the keeper.
- C. If a yellow card is issued to a player with less than 2 minutes on the game clock, and the game goes into overtime, the remaining penalty time will be carried into the overtime period.
- **D. Two yellow cards in one game equal a red card.**
- **E. Three yellow cards in one session equal a red card.**

10:2. Red Cards

- A. Red cards will be given for any infraction that is violent, purposely causes injury or extremely unsportsmanlike.
- B. A red card will be given to players receiving two yellow cards in one game.
- C. Any player, coach, or scorekeeper who comes off the bench during a dispute on the field will automatically receive a red card.
- D. A red card will be given to players receiving three yellow cards in one session.
- **E. Player/Coach receiving red card will be ejected for the remainder of the game and must leave the facility immediately. The team will play short for the remainder of the game.**
- **F. Players/Coaches that receive a red card must sit out the next scheduled game and are not permitted in the facility on that league's night. Byes do not count as a scheduled game.**
- **G. Two red cards received by a player OR coach will result in the dismissal from the league for the remainder of the session.**
- **H. Any coach or player who is verbally abusive or taunts a referee, other players, or other coaches will be issued a red card. It is the referee's discretion, whether the red card violation warrants stoppage of play and an automatic forfeit to the offending team. This applies to all behavior before and after the game while on the facility property.**
- **I. Cards can be issued to coaches for their parent/spectator conduct.**
- J. Protests are not allowed. All disputes will be settled by the Lion's Den staff whose decision is final.
- **K. It is at the Lion's Den discretion whether coach/players/spectators receiving cards can return for future sessions.**
- **L. Any physical abuse or threat by players, team personnel, parents or spectators will be handed over to the proper authorities. All individuals will be banned from the Lion's Den property indefinitely.**

Section 11: Playoff Procedures

- 1. All playoff games held at the end of each session will be 20 minutes in length (no halftime). Home team is the team with the best record and takes initial kickoff. If a tie exists at the end of the 20 minutes, the following tie-breaking procedures shall be followed:
 - A. A five-minute sudden death overtime period will be played. Coin will be flipped to determine which team is awarded kickoff.
 - B. If the score remains tied, all coaches and officials shall assemble at the halfway line to review the procedures as outline below:
 1. The head referee shall choose the goal at which all of the kicks from the penalty mark shall be taken.
 2. Each coach will select any three players, including the goalkeeper, on or off the floor to take kicks (except those disqualified, including players who were removed with less than 2 minutes left to play).
 3. Team that won the previous coin toss will kick first.
 4. Teams will alternate kickers. There is no follow-up on the kick.
 5. The defending team may change the goalkeeper prior to each penalty kick.

6. Following three kicks for each team, the team scoring the greatest number of kicks shall be declared the winner.
7. Add one goal to the winning team score and credit the team with a victory.
 - C. If the score remains tied after each team has had three kicks:
 1. Each coach will select three different players to take the kicks in a sudden-victory situation, where one team scores and the other team does not score, the game is ended.
 2. The coach may choose any three players to participate (except those disqualified including players who were removed with less than 2 minutes left to play)
 - D. During all tie-breaker penalty kicks, the ball remains alive until its momentum is spent, it goes out of bounds (touches the arena net or arena ceiling) or it is retouched by the kicker.
 - E. If the score in any playoff game is 10-0 the mercy rule will come in effect and the game will be over.
- 2. **All championship games will be 25 minutes in length (no half time).** The team with the best record takes the kickoff. If a tie exists, the tie-breaking procedure will be followed.

Part 4: Sportsmanship Creed:

Athletes, coaches, officials, and spectators are our guests. Help keep this a game by respecting each of their roles.

The *athletes* are opponents, not enemies, playing a sport they love. Help them enjoy it!

The *coaches* are here to provide leadership that does not place winning over instilling the highest ideals of character.

The *officials*, while enforcing the rules of play, have the right to do their job in a non-threatening environment.

The *spectators* are here to encourage their team by cheering loudly and freely, in a positive manner.

Good sportsmanship is expected from **EVERYONE** who enters our doors.