*FAYETTE AREA LIONS DEN*

*INDOOR SOCCER*

**j0299763j0299763j0299763**

**RULES PACKET**

**2019-2020**

**SEASON**

**Welcome to the 2019-2020 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 league.
* **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:** Scoring1. 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 players, and 2 coaches, are allowed in the team bench area during games.
* **Part 3, Section 2:**  Substitutions 4. Substitutions can only be made through the door, substituting underneath the goal is NOT allowed. No exceptions!
* **Part 3, Section 10:2:** Red Cards J. Cards can be issued to coaches for their parent/spectators 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.
* **Section 5: Rescheduling.** NO RESCHEDULING GAMES!

**Part 1:**

**Section 1: Duration of Season**

Session runs 8 games with the following week consisting of 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. U14and U16 teams will play 5 field players plus a goalkeeper (6 v. 6).
4. 18+ and 30+ teams will play with 6 players in the field plus a goalkeeper (7v.7) (This includes U19 teams.)

* **3:2 Player Injuries**

A. If a player becomes injured, you may replace him/her with an alternate player. **(NO REPLACING/ADDING PLAYERS THE LAST 2 WEEKS OF THE SEASON).** 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.

C. Alternate player needs to play **four** games to be eligible for playoffs.

* **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 2019-2020 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** 2014-2015 **U8** 2012-2013

**U10** 2010-2011

**U12** 2008-2009

**U14** 2006-2007   
**U16** 2004-2005

Above age groups may “play up” 1 age group

**U19** 2001-2002-2003

\*No college freshman will be permitted to play in this division regardless of birthdates.   
**18+ Co-Ed** Must turn 18 during the league. (Must have 4 girls on roster and 2 on the floor 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**
* 8. Indoor Soccer Balls will be provided by the Lion’s Den—U6, U8 and U10 divisions will use Size 4 and all other divisions will use Size 5.
* 9. **NO OUTSIDE BALLS ARE ALLOWED IN THE FACILITY EXCEPT DURING PRACTICE TIME.**
* 10. Coaches are responsible for cleaning up their bench area after their game is over.

**Section 6: PLAYER ELLIGIBILITY**

* 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 player release form (signed by parent/guardian if under 18) to play.
* 3. Players must have all paperwork (medical release form signed and proof of age) handed into the Lion’s Den to be eligible for first game. Game Sheets must be signed and legible.

**PLAYOFF ELIGIBILITY**

* 4. ***All*** players must play in at least **4 games per 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 sign in to be eligible for playoffs.
* 6. If someone other than the player signs the sign in sheet that signature will be void and 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 or Away team.
* **4. Away team will wear pinnies,** if both teams are the same color.
* 5. All players and coaches must shake hands following the end of each game.
* 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 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 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**

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 cancelled 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 cancelled because school has been cancelled.

**\*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.
* 3. If a team fails to show up for a game, they will receive a fine of $75. This must be paid before their next scheduled game, or it will result in a forfeit.
* 4. If a team fails to show up a second time, they will be dismissed from the league without a refund.

**Section 5: Rescheduling**

* NO RESCHEDULING GAMES

**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. Locker Rooms/Restrooms—Teams are welcome to use the locker rooms for changing. However, lockers are for use by Lion’s Den members only. Players are asked to change quickly to reduce the amount of traffic in the locker rooms.
* 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 when meeting in the lobby**.** NO BALLS ARE ALLOWED IN THE LOBBY.
* 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.
* 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. WHILE IN ARENA, NO SPITTING ON TURF.
* 6. NO BAGS ON TRACK. THE TRACK NEEDS TO REMAIN CLEAR AT ALL TIMES.

**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

**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 yellow 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 arc, the kick will be taken at the spot of the foul.
* 2. For fouls committed inside the solid yellow arc, the kick will be taken at the white hash.

GOAL

*Fouls committed inside*

*this circle will be taken*

*from the hash mark.*

*Fouls committed outside the circle will be taken at spot of the foul.*

**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.)

1. Bounce or re-catch the ball, and play it
2. punt the ball
3. drop kick the ball
4. 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.

**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 will result in the dismissal from the league for the remainder of the session.
* H. Any coach, scorekeeper, 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. Any coach receiving two red cards will be dismissed from the league for the remainder of the session.
* **J. Cards can be issued to coaches for their parent/spectators conduct.**
* K. Protests are not allowed. All disputes will be settled by the Lion’s Den staff whose decision is final.
* **L. It is at the Lion’s Den discretion whether or not coach/players/spectators receiving cards can return for future sessions.**
* **M. 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:

1. A five-minute sudden death overtime period will be played. Coin will be flipped to determine which team is awarded kickoff.
2. 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.
3. 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)
4. 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.
5. 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