



Arena Soccer Rules and Procedures 2015

Payment: A league participation deposit of \$50 will be collected on or before the first game to secure your team spot. Deposit will not be refunded if team drops or is removed. Registration fees are to be paid individually. All players must be paid in full by the fourth (4th) week or will be dropped.

- Women's Arena: \$25.00
- Men's Arena: \$25.00
- Coed 8v8: \$30.00

Referee Fees: Teams are responsible for submitting payment to an employee for referee fees and will be given your team "game card". The "game card" can be picked up latest by half time and turn in to the referee for check-in of players. If a team fails to do so, referee will be given intrusions NOT to proceed with game and will call it a forfeit.

- Women's Arena: \$20.00
- Men's Arena: \$20.00
- Coed 8v8: \$20.00

Team Game Card: All teams will be responsible for game cards at each game.

Roster & Liability Waiver: The roster/waiver forms must be signed by all players and are due before the start of the 5th game. Roster/waiver will be on file in the sports park office and any additional players MUST sign prior to participation. Deadline to add or remove players will be at the start of your 5th game. Players are only allow to crossover teams once before deadline. Participants must be at least 15 years of age. (Participants between 15-18 years of age MUST submit a minor permission slip.) All players on roster must play a minimum of four (4) games to qualify for playoffs participation.

Number of players per team: Eight (8) minimum and twelve (12) maximum players per roster. (No max or min for coed league). Players are only allowed to participate on one (1) team with in both division. For U12 and below, the minimum and maximum standards are no fewer than 5 or more than 7, including a goalkeeper. For above U12, no fewer than 4 or more than 6, including a goalkeeper, are allowed. If multiple time penalties are being served, there shall be a minimum of four (4) players per team, including the goalkeeper, on the field of play. Except for coed who have 8 players (7 field + goalkeeper). Must have a minimum of 2 girls and 4 guys at all times. A goal scored by a female in coed counts as two (2).

Substitutions: (unlimited substitution); During dynamic play, substitutions may be made at any time on an unlimited basis, provided the player substituted for is off the field of play within his own bench area, before the substitution is made. Neither the player entering the field nor the departing player may participate in play and or gain an advantage during a period of time when they are simultaneously on the field and the ball is in play. Such violation shall result in a 2 minute Team Power Play penalty. Any player can serve the two (2) minute Power Play penalty which shall not accrue against that player for purposes of multiple accumulated time penalty ejection. All team bench personnel and players listed on the Official Line-up shall be subject to the authority and jurisdiction of the Referee.

Unsportsmanlike Conduct, Alcohol, Drugs & Tobacco: A player may be ejected without warning for any unsportsmanlike conduct or suspicion of being under the influence of any substance from the referee, league coordinator, or staff. An ejected player must leave the premises immediately and will sit out the next scheduled league game.

Approved Ball (size 5): (size 3 or 4 for U12 and under) both teams MUST provide a game ball by half time. Every ball used in the game must be inspected and approved by the referee. If any team fails to present a game ball by half time they will be asked to pay ref fees of \$25 and the opponent team with a ball will only be responsible to pay \$15 for ref fees. If both team don't present a ball by half time they will each pay \$25 for ref fees.



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Forfeits: All teams are responsible to pay a \$40 fee for all forfeits. Team must have a minimum of four (4) players to start game, a grace period of 7-minutes will be provided before the forfeit takes place. If a team forfeits without giving 48-hour notice, they will be responsible for paying the ref fee (\$20) for both teams plus a \$10 fee for the forfeited game. The league coordinator may drop a team after 3 or more forfeits take place without a 48-hr notice at her discretion. No payment will be refunded in this instance.

Incident Weather Procedure: Teams will be responsible for contacting the league coordinator for updates on weather that may cause schedule changes. A decision on field conditions will be determined no later than 3 hours prior to game start times.

Plexiglas: DO NOT JUMP OVER Plexiglas! The Referee should stop play immediately if the Plexiglas breaks while the ball is in play.

Scorekeeper: The timekeeper shall assist the Referees by operating the official clock and scoreboard.

Point System: W= 3pts, T= 1pt, L= 0pts, & Forfeit = -1pt, (winning team 3pts).
(The first four (4) games on the schedule are scrimmages, on Oct. 10/22 & 10/23 games will be official and will be posted on the standings).

Uniform: All players MUST wear a number, matching color jersey, shin guards and indoor soccer footwear, will be given up the 4th week. Jewelry and other accessories are prohibited. Rings shall not be worn; however if a player is unable to remove a ring, he shall be required to properly tape the ring to his finger to ensure that it does not present a danger to him or other players. Any cast worn must be properly padded to the satisfaction of the Referee. The Goalkeeper wears jersey colors distinguished from all other field players and from the Referees. Numbers are required to appear on the back of the shirt. If failure to do so, player will not be allowed to participate.

Footwear: (will strictly take effect in January 2016): A player's footwear must conform to the following standards: Flat soled shoes or other footwear designed for artificial surface must be worn. No footwear with fewer than thirty (30) molded mini-studs shall be permitted.

Injured player: In case of an injured player referees are advised to stop to time. Referees stop play only after the team having an injured player on the field of play has gained possession of the ball, the position of the injured player on the field of play is critical to the playing of the game or the injury is deemed critical in nature.

Penalized Player Injury: If a penalized player is injured and requires medical attention, he may proceed to his team's bench area, and a substitute may be designated to serve the injured player's time penalty in the penalty box. In this case, the injured player may not rejoin play until the first guaranteed substitution or when the ball has gone over the perimeter wall following the expiration of his time penalty.

Blood: The Referee shall send any player to his team bench who requires treatment for blood. Following treatment, the player must show the Referee, prior to reentering at a guaranteed substitution or the ball over the perimeter wall for Referee's approval.

Spectators: ALL SPECTATORS & NON-PLAYERS/KIDS must be in spectator designated areas in stands for safety purposes. Anyone aside from being a player or team manager/coach is not permitted to be in dugouts or on field at any time.



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Protests: All game protests must be addressed to the manager prior to the 2nd half of the game.

Referee: The decisions of the Referee regarding facts connected with play interpretations of the Rules are final. The authority of the Referees commences when they enter the arena. The Referees are responsible for the record of the game, the control of the timekeeper and allowing the full or agreed time, adding time lost through accident or other cause.

Referees' decisions on points of fact connected with play shall be final so far as the result of the game is concerned. The Referee's power to assess penalties, and maintain control of the game, extends to violations of these Rules committed during play, during stoppages, and as players and other team personnel proceed to and from the field of play. The Referee has the power to:

WARN/PENALIZE/REPORT /CAUTION/EJECT: From the time the Referee enters the arena, he has the authority to penalize or report any team, player, or bench personnel, as required by these Rules, for fouls, time penalties, warnings, including all Blue, Yellow, and Red Card offenses, regardless whether the ball is "in play." Should a player simultaneously commit two (2) or more different violations, the Referee shall penalize the most serious violation.

- (a) **Apply Advantage:** The Referee allows play to continue when the team against which an offense has been committed will benefit from such an advantage and penalizes the original offence if the anticipated advantage does not ensue at that time.
- (b) **Exercise Discretionary Power:** The Referee has discretionary power to stop the game for any violation and to suspend or terminate the game by reason of the elements, interference by spectators, or other cause which he deems necessary.
- (c) **Prohibit Entry onto Field:** The Referee ensures that no unauthorized persons enter the field of play. Bench personnel may enter the field of play at their team bench at a timeout or between periods.
- (d) **Restart Signal:** The Referee signals the restart of the game after all stoppages. A whistle is required for Corner Kicks, Penalty Kick, Shootouts, Kick Off, and restarts at Free Kick Mark. The Referee shall whistle to alert the timekeeper on Goalkeeper Distributions.

- Enforces the Rules of the Game
- Stops play if a player is guilty of a foul or misconduct
- Stops play if there is a serious injury
- Keeps the official time of the game
- Requires a player to leave the field if the player is bleeding or has blood on the uniform
- Prevents anyone from coming onto the field unless invited by the referee to treat an injury
- Provides the official report of the game
- Makes sure the field, the ball, and player equipment are safe and legal
- Suspends or terminates a game if needed

Shootout: A shoot out will occur after a team 6th, 9th, and 12th team fouls. Also a shootout shall be awarded for any of the following fouls committed by a defending player in his defensive half of the field:

- A foul from behind against an attacking player, having control of the ball and one or no defensive players between himself and the goal.
- Any foul where he is the last player on his team between the attacking player with the ball and the goal.
- A Penalty Kick, if appropriate, shall take precedence



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Application for Shootout:

- The ball is placed at the Shootout Mark nearest the attacking goal.
- All players of the attacking team stand behind the halfway line and outside of the center circle. Players of the defending team stand behind the halfway line and inside of the Center Circle.
- 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.
- 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 of the boards, passing to a teammate, etc.), and play resumes; except that
- Neither team may substitute for the first three (3) seconds of a Shootout. Such a substitution shall be assessed a two (2) minute Power Play penalty. (any player can serves the 2-minute Power Play penalty, which shall not accrue against that player for purposes of multiple accumulated time penalty ejection.)
- The goalkeeper shall be restricted to goalkeeping privileges while inside the penalty area. Any foul committed by the goalkeeper, regardless of field position, shall be penalized by an additional Power Play penalty and the taking of a penalty kick by any member of the offended team. The goalkeeper shall serve the appropriate time penalty.
- If a shootout infraction is called with less than 5 seconds remaining, the game shall be extended to allow the shootout to conclude by the ref adding time to show 5 second of remaining time on the scoreboard clock.

Penalty Kick: A Penalty Kick proceeds the same as a Shootout except:

- The ball is placed at the Free-Kick Mark;
- The Goalkeeper has both feet on his Goal Line until the ball is in play; and
- The player taking the Penalty Kick may not touch the ball again until after it touches another player.

Referee Timeout: The Referees may call a Referee Timeout during any unusual penalty situation for the purpose of sorting out time penalties and clarifying the circumstances to the Public Address Announcer.

Timeouts: Each team shall be allowed a sixty (60) second timeout per half during regular game. During playoffs teams shall be allowed a thirty (30) second time out per half. NO timeouts during overtime!

Five Second Play Requirement: Failure by a team to put the ball into play within five (5) seconds after the Referee has signaled the ball ready for play or by the blowing of the whistle, shall result in a possession turnover to the opponent. This restart shall also require a whistle.

Three-Line Pass: If a player, including the goalkeeper, plays the ball over three lines in the air towards his opponent's goal line, the Referee shall award a free kick to the opposing team at Shootout mark line that the ball crossed



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No Sliding or Slide Tackles: A slide tackle (or attempted slide tackle), inside the goal box automatically results in a penalty kick. Players must remain on their feet at all times. In addition to a “typical” slide

tackle, it will also be considered such if a player has one knee on the ground. The goal keeper may slide inside the goal box only.

Referee Cards:

- Blue: 2-minute time penalty
 - Yellow: 2-minute time penalty
 - Red: 5-minute time penalty and ejection
- Card combination:
- Blue + Blue = Yellow
 - Yellow + Blue + Blue = Red
 - Blue + Blue + Blue=Red

Red Cards:

- 1st Card – Removal from the current game & a minimum one game suspension.
- 2nd Card – (within the same season) minimum of three (3) games suspension.
- 3rd Card – (within a 6 month period) minimum three (3) months suspension.

Fights:

- 1st Fight – three (3) game suspension for all players involved
- 2nd Fight – (within the same season) full team automatic expulsion
- 3rd Fight – (within a 6 month period) minimum six (6) month suspension for player
(All red card will be determine by referee and league coordinator)
ALL SUSPENSIONS ARE CARRIED OVER INTO THE NEXT SEASON

Delay of Game Fouls: A player may not kick the ball out of bounds intentionally. The team kicking the ball out of the arena is responsible for retrieving the ball. Failure to do so will result in a two-minute penalty. (Referee’s judgment)

Playoffs: For playoff games and championship game men’s/coed, each player on the field must have a valid ID and be on the roster to play in the game. If the player is on the roster but fails to produce an ID he or she will NOT be allowed to play, even if the other team gives permission. Top four team will advance to playoffs from each division. Awards will be determine during Championship.

Insurance: Ingold Sport Park & Fallbrook Sports Association do not carry sports insurance to cover players. Teams and players must carry their own if the wish to be covered.



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I understand and agree to uphold all previously stated rules and regulations set forth by Ingold Sports Park and the Fallbrook Sports Association during the time my team participates in any sporting event. I agree for all my players on the roster to play at their own risk throughout the duration of the respective season.

Team Name: _____ Date: _____

Team Manager: _____ Signature: _____

Phone: __ (____) _____ - _____ Email: _____

Ingold Sports Park Soccer Coordinator: _____

Ingold Sports Park Manager: _____

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