

# Hallmark Sports Club

## Indoor Soccer Rules of Play

### *Section 1: Team Rosters and Player Eligibility*

- A. The maximum number of players on a regular season Team Roster is eighteen (18) except for U17, U19 and High School Girls, for which the maximum is 22; however, only 18 may be on a team bench for a particular game. The minimum number of rostered players is eight.
- B. Team Rosters – with all players’ signatures – must be submitted to Hallmark SportsClub at the end of the team’s first game. Players may be added to or dropped from the Team Roster- up to and including the fourth game. To update a Team Roster, the coach should submit a photocopy of the original roster with the word “REVISED” and the date of the revision printed at the top, with appropriate notations for all players added and/or deleted.
- C. All players under the age of eighteen (18) must have a parent or guardian’s signature on the Waiver/Registration form prior to participation in any SportsClub sponsored event.
- D. Each coach must maintain proof of age for each player listed on the Team Roster. Any of the following are acceptable as proof of age:
  - 1) Copy of Player’s Pass with photo from recognized team
  - 2) Copy of passport
  - 3) Copy of Drivers License
  - 4) Copy of Birth Certificate AND photo I.D. (school, military, etc.)
- E. All teams in U19, High school Girls, and younger leagues are required to have an adult coach present on the team bench at all times. Only rostered players and a maximum of two (2) coaches will be allowed on the team bench/area.
- F. Youth players – may play on more than one team in an age group as long as management has been notified before the start of the season. Please call management to discuss double rostering before playing your first match. Management reserves the right to refuse such requests. On an individual basis, girls playing on boys’ teams may play down one age group (with a maximum of three girls per boys’ team). Players may play multiple age groups as long as they are age appropriate.
- G. All Girls teams may play down one age group if the coach so desires.

## ***Section 2: Game Balls***

- A. U8 through U12 leagues play with a regulation Size 4 ball.
- B. U13 and older leagues play with a regulation Size 5 ball.
- C. Hallmark SportsClub will provide the Game Ball for all league games. At the conclusion of each game, the Game Ball must be promptly returned to the Referee.

## ***Section 3: Number of Players, Size of Goals, Substitutions***

- A. U7 through U10 teams play 6 v 6 (six field players plus a goal keeper). A minimum of four field players plus the goalkeeper must be on the field at all times. The size of the goal shall be reduced to 6 ½ feet tall by 14 feet wide.
- B. U11, U12 teams play 5 v 5 (five field players plus a goalkeeper). A minimum of three field players plus the goalkeeper must be on the field at all times. The size of the goal shall be reduced to 6 ½ feet tall by 14 feet wide. Example: If U11 plays against U10, they would play U11 rules (5 v 5).
- C. U13 through adult players play 5 v 5 (five field players plus a goalkeeper). A minimum of three field players plus the goalkeeper must be on the field at all times. High School Girls play 6 v 6 (six field players plus a goalkeeper).
- D. Men's Over 40 teams play 4 v 4 (four field players plus a goalkeeper) for games played on Field #2. For games played on Field #1, Men's Over 40 teams play 5 v 5- provided that both teams have at least six players ready to compete at the start of the game. A minimum of two field players plus goalkeeper must be on the field at all times for 4 v 4 games (three plus the goalkeeper 5 v 5). The size of the goal shall be 8 feet tall by 14 feet wide.
- E. Players may substitute at any time, including while the ball is in play (on the fly), provided that the player leaving the field and the player entering the field are within the substitution area (the area immediately in front of the team's bench). As long as both players are within the substitution area, and neither player is involved in play, no penalty will be assessed for having too many players on the field. If, however, the players involved in the substitution are not within the substitution area or if both players become simultaneously involved in play, as Unsporting Behavior Time Penalty (Blue Card and Powerplay) will be assessed against the offending team.
- F. Any teammate may change place with the goalkeeper at anytime, as per regular substitution procedures, provided that the goalkeeper wears a jersey, which distinguishes him/her from the other players and the Referee.
- G. The following Goal Differential policies shall apply for all leagues and games played at the SportsClub:

- 1) When a team trails its opponent by five goals, the team may add a player to the field of play until the goal differential is reduced to four.
- 2) If the goal differential increases to eight, a second player may be added until the goal differential is reduced to seven.

#### ***Section 4: Players' Uniforms and Equipment***

- A. The compulsory equipment for all players shall include: Jersey or shirt, shorts, socks, shin guards and shoes. All teams must wear jerseys and shorts of the same color. If a team elects to include player names on the uniforms, only the last names of the players shall be permitted.
- B. Goalkeepers must wear colors that distinguish themselves from all other players and Referees.
- C. No player may display any form of sexual, ethnic, gender or racial slur or other inappropriate symbol or slogan on the uniform.
- D. Age and size appropriate shin guards must be worn at all times by all players, and shin guards must be completely covered by the socks – NO EXCEPTIONS!
- E. Casts, splints and knee braces must be padded to the satisfaction of the Referee.
- F. If the Referee finds a player wearing jewelry of any kind (including metal or plastic hair restraints) or other articles deemed dangerous to the player or other players, the Referee may order the player to remove such articles, the player shall be sent off the field of play to adjust his/her equipment and he/she shall not return without first reporting to the closest Referee. If a player fails to carry out the Referee's instructions, the player shall not be permitted to participate.
- G. Eyeglasses worn on the field of play must be secured in the back with a safety strap or worn under sport goggles.

#### ***Section 5: Referees***

Referees are the sole authority on and around the field of play. By example, they shall:

- 1) Enforce the Rules of Play and Rules of Conduct in controlling the game.
- 2) Ensure that the Game Ball and all players' equipment are proper.
- 3) Act as timekeeper and keep a written record of the game.
- 4) Stop, suspend or terminate the game, at their sole discretion, for any infringements of the Rules of Play or Rules of Conduct. They may, however, allow play to continue for certain infringements of the Rules of Play, so as to prevent an advantage to be gained by the offending team. When such an anticipated advantage does not immediately materialize, the Referee may elect to stop play and award a Free Kick.

- 5) Stop the game if, in their judgment, a player is seriously injured until the player can be removed from the field of play. If a player is only slightly injured (in the judgment of the Referee), he may allow play to continue until the ball is out of play.
- 6) Ensure that any player bleeding from a wound promptly leaves the field of play. The player may only return on receiving approval from the Referee, who must be satisfied that the bleeding has stopped and there is no blood on the players' person or uniform.
- 7) Punish the more serious offense when a player commits more than one offense at the same time.
- 8) Take disciplinary action against players guilty of Cautionable or Ejectionable offenses. The Referee is not obliged to take his/her action immediately but must do so when the ball next goes out of play.
- 9) Take action against any person (coach, team official, parent, spectator, etc.) who fail to conduct themselves in a responsible manner, including expulsion from the facility.
- 10) Ensure that no unauthorized persons enter the field of play or team bench areas.
- 11) Provide SportsClub with a game report, which includes information on disciplinary action taken against players, team officials and any other incidents, which occurred before, during or after the game.

### ***Section 6: Protests***

Decisions of the Referees are final and cannot be protested. Any coach who desires to protest a game should file the protest with the SportsClub Arena Supervisor immediately following the game but no later than the end of the very next day. Only coaches may file a protest.

- A. A \$50 deposit or bond is required for all protests at the time of filing (or the protest shall be automatically denied). If the protest is upheld, the deposit will be refunded.
- B. If the basis for the protest is the use of ineligible player(s) on the opposing team, the protest must be made with the Referee during or immediately after the game in which the objectionable player participated but before the player in question leaves the bench area. Such protests require no forms or deposits. The Referee will suspend the game – for not more than five minutes – to allow the opposing coach to submit his/her roster and player documentation. If the documentation confirms that ineligible player(s) were used, the game is forfeited.

### ***Section 7: Duration of the Game, Forfeit Time***

For all leagues, games shall consist of two 20-minute halves. The halftime interval shall not exceed two (2) minutes.

- A. Teams must leave the field of play and bench area promptly at the end of the game.
- B. Limited on-field warm-up is allowed before the game at the discretion of the Referee.
- C. If a team arrives more than five minutes late (minimum number of players allowed on the field of play), one goal will be awarded to the opposing team, and the game will promptly begin. If a team arrives more than eight minutes late, two goals will be awarded to the opposing team, and the game will promptly begin. If a team arrives more than ten minutes late, three goals will be awarded to the opposing team, and the game will promptly begin. If a team arrives fifteen or more minutes late (or does not appear), the game will be forfeited, and the score will be recorded 4-0.
- D. The referee may start the game early. (Up to 15 minutes)

### ***Section 8: The Start and Restart of Play***

The team facing the scoreboard shall take the Kick Off to begin each half of play, and teams shall change ends of the field at halftime. After a team scores a goal, the opposing team restarts play with a Kick Off. The Kick Off Procedure shall be as follows:

- 1) All players must be in their team's half of the field, with opponents of the team taking the Kick Off at least ten feet from the ball.
- 2) The ball shall be stationary and placed on the center mark.
- 3) After the Referee gives the signal, the ball is in play when the ball is put into play in any direction.
- 4) The kicker may not play the ball a second time until it has been touched by another player. If the kicker plays the ball a second time before it has been touched by another player, a Free Kick is awarded to the opposing team where the infringement occurred.
- 5) For any other infringement of the Kick Off Procedure, the Kick Off is retaken.
- 6) A goal may be scored directly for a Kick Off.

### ***Section 9: The Ball In & Out of Play, Restarts for Ball Out of Play***

- A. When the ball exits the field of play or hits the netting above the dasher boards, the opposing team shall restart the game with a Free Kick from the point on the touch line or within three feet of the perimeter wall, nearest to where the ball left the field of play. If the ball was last played within the team's own penalty area or if in the judgment of the Referee, the ball was intentionally played over the perimeter wall, play shall restart with a Free Kick from the top of the restraining arc.

- B. If the ball exits the field between the red lines in the netting aligning with the corner spots last touched by an offensive player, the game will restart with a goalkeeper distribution. With the ball in his or her hands, the goalkeeper has 5 seconds to distribute ball outside the penalty area. The restart is taken from any point inside the penalty area with all opposing players at least 10 feet from the penalty area. The goalkeeper may not play the ball a second time before the ball is touched by another play outside the penalty area. If the ball exits the field between the red lines in the netting aligning with the corner spots last touched by a defending player, a corner kick is awarded to the opposing team. Consistent with the procedures for taking of a free kick (as outlined in Section 14), corner kicks are to be taken from the designated corner spot.
- C. If the ball strikes the ceiling or any overhead fixture, play is restarted with a Free Kick taken from the red restart dot (or center of the field even with the yellow lines on the south wall) on the half of the field where the ball made contact with the ceiling or fixture.
- D. The ball is in play at all times, including when it rebounds from the Referee, perimeter wall (dasher boards), goalpost or Plexiglas.
- E. The “three-line rule” does not apply to any game played at the SportsClub.

### ***Section 10: Dropped Ball and Restart Due to Injury***

A Dropped Ball is used to restart the game after play is temporarily stopped by the Referee- and neither team is in clear control of the ball- or for any reason not mentioned elsewhere in the Rules of Play.

- A. If play is stopped due to player injury, the scoreboard clock does not stop unless the player must be assisted from the field. If the clock is stopped due to injury, the player must (temporarily) leave the field. The team with control of the ball at the time of stoppage will restart the game with a Free Kick. If control was not established, the restart will be a Dropped Ball.

### ***Section 11: Method of Scoring***

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided the team scoring the goal committed no infringements of the Rules of Play.

- A. The team scoring the greater number of goals during a game is the winner. If both teams score an equal number of goals; or no goals are scored, the game is declared a draw.
- B. There will be no game tiebreakers in regular league play.

### ***Section 12: Fouls, Goalkeeper Restrictions & Privileges***

- A. Penal Offenses (Fouls)**

A Free Kick is awarded to the opposing team if a player commits any of the following offenses or acts against an opponent in a careless, reckless or excessive manner.

- 1) Kicking or attempting to kick an opponent
- 2) Tripping or attempting to trip an opponent
- 3) Jumping at opponent
- 4) Charging an opponent
- 5) Striking, elbowing or attempting to strike or elbow an opponent
- 6) Pushing an opponent
- 7) Tackling an opponent to gain possession of the ball, making contact with the opponent before touching the ball
- 8) Holding an opponent
- 9) Spitting or attempting to spit at an opponent
- 10) Handling the ball deliberately (except for the goalkeeper within his/her team's penalty area)
- 11) Boarding an opponent (propelling an opponent into the perimeter wall)
- 12) Any slide tackle – with the exception of the goalkeeper, provided that the goalkeeper originated the slide tackle within his/her team's Penalty Area
- 13) Playing in a dangerous manner
- 14) When not playing the ball, obstructing an opponent so as to prevent the opponent from playing the ball
- 15) Preventing the goalkeeper from releasing the ball into play

#### **B. Goalkeeper Restriction & Privileges**

A Free Kick shall be awarded to the opposing team (to be taken from the top of the restraining arc) for any of the following offenses:

- 1) Failure by the goalkeeper to distribute the ball from his/her hands to another player or to advance the ball outside the penalty area within five (5) seconds of gaining control of the ball.
- 2) If a teammate intentionally kicks the ball (plays the ball with the foot or shin) to the goalkeeper plays the ball with his/her hands
- 3) If the goalkeeper collects the ball outside the Penalty Area, dribbles the ball into the Penalty Area, and plays the ball with his/her hands.
- 4) Goalkeeper cannot punt or drop kick ball. Goalkeeper may bounce ball but needs to release ball within 5 seconds.

#### **C. Penalty Against Goalkeeper**

When a Time Penalty (Blue Card or Yellow Card) is assessed against a goalkeeper, it shall be served by a teammate.

#### **D. Slide Tackle Provision**

The goalkeeper shall be allowed to slide tackle for the ball, provided that the slide tackle originates inside his/her team's Penalty Area.

### ***Section 13: Time Penalties***

Time Penalties may be assessed against players for committing any of the offenses outlined in the Rules of Play. Time Penalties shall be administered by the showing of a Blue Card, Yellow Card, or Red Card.

- 1) A player's Time Penalty shall begin at time when the ball is put into play from the ensuing restart (Free Kick or Penalty Kick).
- 2) Any player who delays going to the penalty box to serve his/her Time Penalty shall receive an additional Dissent Time Penalty.
- 3) If a team is reduced by penalties to fewer players on the field than its opponents, and the team having more players scores a goal, then the player who served the most of his/her first time penalty can return to the game. Only one penalized player may return on each goal (subject to the exclusions of Section 15C (8)).
- 4) If one team is reduced to fewer players serving multiple Time Penalties and a goal is scored against them, the player may not return to the game, but remaining time his/her first time penalty shall elapse. His/her second time penalty shall begin at the time of the Kick Off.

#### **A. Penal Time Penalties (Blue Card and Powerplay)**

If, in the judgment of the Referee, any of the 15 infractions described in Section 12A is committed while the ball is in play and deemed blatant, serious in nature, or tactical in intent, then the player shall be shown the Blue Card and assessed a two-minute Time Penalty. In addition, a Penal Time Penalty shall be assessed to a player who:

- 1) Denies the opposing team a goal or obvious goal-scoring opportunity by deliberately handling the ball (his/her does not apply to the goalkeeper within his/her team's Penalty Area)
- 2) Denies the opposing team a goal or obvious goal-scoring opportunity by committing an offense punishable by a Free Kick or Penalty Kick.

For all Penal time Penalties, a Powerplay and Free Kick shall be awarded to opposing team, unless the infraction occurred within the offending team's Penalty Area, in which case a Powerplay and Penalty Kick shall be awarded to the opposing team.

#### **B. Unsporting Behavior Time Penalties (Blue Card and Powerplay)**

Unsporting Behavior Time Penalties may be assessed, at the discretion of the Referee, to a player, coach or team while the ball is in or out of play, before, during or after a game. These penalties shall be administered by the showing of a Blue Card, and the resulting Powerplay shall be two minutes in length. If committed while the ball is in play, the restart for any Unsporting Behavior offense shall be a Free Kick to the offended team.

Examples of Unsporting Behavior include, but are not limited to:

- 1) Encroachment (interfering with the taking of a Free Kick or other restart)
- 2) Delay of Game (delaying restart of play)
- 3) Failure to retire the required distance (ten feet) for the opposing team's restart
- 4) Any other act committed against an opponent that is deemed to be unsporting in nature by the Referee (including retaliation, acts committed while the ball is out of play, etc.)

If any non-playing personnel (coaches, trainers, team officials, parents, spectators) exhibits Unsporting Behavior- or conduct likely to bring the game into disrepute- their team shall be assessed a two-minute Unsporting Behavior Penalty, to be served by any player. The Referee shall report any such misconduct to the SportsClub Arena Supervisor immediately following the game.

A team shall be assessed a two-minute Unsporting Behavior Time Penalty for:

- 1) Having too many players on the field at any time (while the ball is in play)
- 2) Committing an illegal substitution (players not within the substitution area)
- 3) Not having a player dressed as the goalkeeper on the field of play (while the ball is in play)

**C. Dissent Time Penalties (Yellow Card and Powerplay)**

A player, coach or bench personnel shall be Cautioned, shown the Yellow Card, and assessed a two-minute Time Penalty if he/she shows Dissent (disapproval by word, gesture or action) against any decision of the Referee. The opposing team shall be awarded a Powerplay.

**D. Ejectionable Time Penalties (Red Card and Powerplay)**

A player shall be Ejected from the game, shown the Red Card, and assessed a four-minute Time Penalty (to be served by a teammate), if in the Referee's judgment, he/she:

- 1) Commits Serious Foul Play against an opponent (examples include, but are not limited to: a slide tackle from behind which endangers the safety of the opponent; charging the goalkeeper while the latter is in full possession of the ball; and of the 15 penal offenses judged to violent in nature; etc.)
- 2) Commits Violent Conduct against an opponent, teammate, Referee or any other person (examples include; physically contacting or abusing a Referee; leaving the team bench area to engage in misconduct or confrontations; etc.)
- 3) Spits at an opponent or any other person
- 4) Uses offensive, insulting, threatening, or abusive language (including racial, gender and/or ethnic slurs)

- 5) Receives a second Caution (Yellow Card) in the same game\*
- 6) Commits any combination of three Time Penalties (Blue and/or Yellow Cards) in the same game\*

For acts of Serious Foul Play, Violent Conduct, and Spitting, a Free Kick of Penalty Kick shall only be awarded if the infraction was committed against an opponent while the ball is in play.

All ejected players, coaches, and/or bench personnel must immediately leave the field and vacate the bench area. Failure to do so in a timely manner shall result in termination and forfeiture of the game for the offending team. A teammate of the ejected player/coach/bench personnel must serve the entirety four-minute Time Penalty before re-entering the game (regardless of the number of goals scored by the opposing team). For examples #5 and 6 only (denoted with \*), the Time Penalty and Powerplay shall be two-minutes in length (in accordance with the issuance of a second Caution of the assessment of the third Time Penalty).

Any ejected player, coach, or bench personnel shall be suspended for the team's next game. Each incident will be further reviewed by SportsClub management, and fines and/or additional suspensions may be levied on an individual basis. The ejected player shall not be eligible to participate with the team until all suspension(s) are served and all fine(s) are paid in full. If a player or coach receives his/her second Red Card in one session, he/she shall be suspended and declared ineligible for the duration of that session.

#### **E. Fighting and Termination of the Game**

If a physical altercation occurs, it is solely the Referee's responsibility to bring it to an end. If player(s), coach(es), and/or bench personnel leave the team bench area to join in a fracas, the team shall forfeit the game and the entire team shall receive a minimum one-game suspension. If a game is terminated due to both teams fighting (players from both benches leave the team bench areas to join a fracas), both teams shall forfeit the game. Each incident will be further reviewed by SportsClub management.

#### ***Section 14: Free Kicks***

For any infraction of the Rules of Play, or when the ball exits the field of play, a Free Kick shall be awarded to the offended team. A goal may be scored against either team directly from any Free Kick or other restart of the game.

- A. The team defending a Free Kick must retire a minimum of ten (10) feet in all directions.
- B. Once instructed to do so by the Referee, a team shall have five (5) seconds to restart play. Failure to do so shall result in the award of a Free Kick to the opposing team.

- C. Penalty Kicks (Section 15), the ball must be played forward. All other Free Kicks may be played in any direction. Free Kicks that originate inside a team's own penalty area must be kicked into play beyond penalty area. All improper restarts must be retaken.
- D. On all Free Kicks, the ball is in play as soon as it is touched (and, in the case of a Free Kick taken inside a team's penalty area, when the ball exits the penalty area).
- E. The kicker may not play the ball a second time until it has been touched by another player. For violations of this rule, a Free Kick is awarded to the opposing team where the infringement occurred.

### ***Section 15: Penalty Kick***

A Penalty Kick is awarded if a player commits one of the 12 offenses described in Sections 12A (1-12) inside his/her team's penalty area, irrespective of the position of the ball, provided that the ball is in play. A two-minute Penal Time Penalty must also be assessed when a Penalty Kick is awarded.

- A. If, however, the offense committed was a violation of Section 12A (13) (playing in a dangerous manner) or Section 12A (14) (obstruction an opponent), neither a Penalty Kick nor a Powerplay shall be awarded, and play shall be restarted with a Free Kick to the opponent at the top of the restraining arc.
- B. A goal may be scored directly from a Penalty Kick.
- C. The Penalty Kick shall be taken as follows:
  - 1) The ball is placed on the penalty mark.
  - 2) The player taking the Penalty Kick is properly identified.
  - 3) The defending goalkeeper remains on the goal line and between the goalposts, facing the kicker, until the ball has been kicked.
  - 4) All players other than the kicker take positions within the field of play but outside the penalty area and behind the penalty mark, at least ten (10) feet from the ball.
  - 5) The ball is in play when it has been kicked and moves forward.
  - 6) The kicker may not play the ball a second time until it has touched another player.
  - 7) Additional time shall be allowed at the end of each half for a Penalty Kick to be taken.
  - 8) If a team scored on the Penalty Kick, the Penalty is over if the team scored upon was reduced to fewer players than their opponents.

If an infraction of these procedures is committed by the defending team and a goal is not scored directly as result of Penalty Kick, the kick shall be retaken. If an infraction is committed by the attacking team (other than for Section 15C (6)) and a goal is scored, the goal shall be disallowed and the kick shall be retaken. For

violations of Section 15C (6), play shall be stopped immediately and a Free Kick shall be awarded to the opposing team.

### ***Section 16: Team Standings***

For all leagues, the following Points System and Tiebreakers shall be used to determine league standings:

A. Standings Points System

- 1) Three points to win
- 2) Three points for a forfeit plus an award of four goals
- 3) One point for a tie
- 4) Zero points for a loss

B. Tiebreakers

- 1) Head-to-head competition (results) between the two teams
- 2) Team with the least number of goals allowed
- 3) Team with the greater number of goals scored

At no time should a coach or parent approach an opposing player. If there is a problem the coach of the player, referee, or management should be notified.

If time permits, every attempt will be made to make up matches due to acts of God. The SportsClub reserves the right to schedule matches at any time regardless of the day.