

2010 Northern Lights Indoor Soccer League Rules

FIELDHOUSE & MIDDLE SCHOOL RULES

We are guests of the Northland Pines school district and all fieldhouse rules must be followed to insure our ability to use this facility. Failure to follow any of the following fieldhouse rules may result in your removal from the school grounds and possible suspension from future league games and events.

Shoes: Athletic or indoor soccer shoes that will not damage or mark the fieldhouse floor must be worn. Shoes must be clean and dry before entering the fieldhouse. This rule applies to spectators as well as players.

Food and Drink: No food is allowed in the fieldhouse. Only bottled and clear "fitness water" can be brought into the fieldhouse for consumption.

Hours: League players, guests, and parents may only remain in the building during regular league game times. If a free court is available while other games are in progress only registered players may use this space to warm up, this is not open gym time. No sports other than soccer will be allowed to be played in the fieldhouse during league play. Shooting baskets with a soccer ball is not allowed.

High Ball Play: Any player intentionally playing high balls off the lights and score boards in the fieldhouse will be suspended for their next regularly scheduled league game. They will also not be allowed to play-up or be a temporary player until this suspension is served. Restitution for any damage resulting from this type of play will be the responsibility of the player or persons involved. Failure to make restitution in a timely manner will result in the banning of all persons involved in the incident from future league events until accounts are settled

TEAM INFORMATION AND SCHEDULING

Number of Players: Seven is the maximum number of players on a team: four field players and three substitutes. A team must have a minimum of 3 field players to start a game. If at any time during a game a team can not field 3 players then play will be suspended and the score at that time considered final. Players may only play on one team per division. There are no goalkeepers in 4V4.

Player Registration: All players on a team must be registered and all league fees paid by Friday January 2nd, 2009. Teams cannot add players to their rosters after the season's first game without the consent of the Indoor League Commissioner or designee. Officials have the right to demand proof of age for any player included on the roster.

Play-ups, Temporary Players: On occasion, a team may not have sufficient players. With the consent of the referee and league officials, a team may use one registered player from the next younger age bracket, or the same age bracket but from a team not competing with the requesting team, to play in a game to allow the requesting team to meet **minimum number (3)** of player requirements. Use of two or more players from other teams will result in a forfeit, although teams may play the scheduled game with consent of both coaches and the referee. The referee may determine whether a substitute player is appropriate for the game. The referee may consider age, size, skill level differences, demeanor, or other factors as necessary to assure the safety of all players in making this determination. A player can only play in one game per day as a play-up or temporary player.

Schedule Changes: It is the responsibility of the coach or team captain to check the schedule for any changes after each game (you will not be notified of changes). The league will post schedule changes for ensuing weeks on the United Northwoods soccer website (www.unsoccer.org). Persons should not assume that requests for changes in schedule will be granted after the season commences. The Commissioner for the Indoor League will consider reasonable, timely requests for cause. Requests for schedule changes should be made to the Indoor League Commissioner.

Sportsmanship: Good sportsmanship is to prevail at all times. Coaches will be held responsible for the conduct of themselves, their players, players' parents and spectators. Referees or league officials grant permission to attend this event only to those persons who demonstrate good sportsmanship. Referees or league officials may remove any person violating this requirement at any time. Referees or league officials have sole discretion in making this determination. League officials may revoke the right of a player, coach, team, or spectator to participate in one or more future events, including further participation in the indoor league for violations of this policy. No refunds of registration fees paid will be made to persons removed from participation for violations of the sportsmanship rule.

Age of Participants: Teams will be placed into divisions based upon age. Teams that span more than one age group will be placed into the division of the oldest player on the team.

Falsifying Ages: A team, player or coach determined by a league official to have falsified age, identity, or skill level will be dismissed from the league and potentially future events sponsored by the Northern Lights Soccer league. This unsportsmanlike conduct will not be tolerated by the Northern Lights League.

Proof of Age: All participants must provide proof of age if asked by an official (players and coaches are required to have their proof of age at all times). Acceptable proof of age include Wisconsin Youth Soccer Association photo player pass from past or current season that includes birth date, copy of driver's license or Wisconsin ID card, photo ID from school or other source acceptable to league officials that includes age and birth date, copy of birth certificate. Copies of passport or immigration documents or other official documents maybe considered. Teams registering several players or individuals may submit proof of age with registration forms.

Forfeits: Teams are given five minutes from the official game starting time before a forfeit is issued by the referee. Official starting times may be modified due to other scheduled games that are running late or referee availability. **All forfeits must be approved by the league commissioner before the game is considered an official forfeit.**

Protests: Protests are strongly discouraged as this is a friendly league. **Referee judgment calls are not grounds for a protest.** A team wishing to protest must do so to the league commissioner or designee within 24 hours of the game in question. The formal protest request must be made by the head coach of the team. **Videotape is not acceptable as a form of protest or decision review.**

Weather Related Issues: The league commissioner or designee reserves the right to modify, reschedule, or cancel the games due to inclement weather. The league officials have the right to move or reschedule games, as well as the right to shorten game lengths.

EQUIPMENT

Game Ball: The ball must meet all US Futsal Federation guidelines and be between 62 (24.5") and 64 cm (25.0") in circumference and weigh between 400 and 440 grams. Indoor balls supplied by the league shall be the only ball authorized for use during matches.

Shin Guards: All players must wear shin guards. Any player without shin guards will not be allowed to play.

Protective Casts: Referees must approve players wearing protective casts. Hard casts will not be allowed. No jewelry will be allowed, including earrings of any type, rope necklaces and bracelets. The only exception will be players wearing medical bracelets.

RULES OF THE GAME * FIFA rules apply if not modified within *

The following rules have been designed to ensure fair play for all participants. Each player is expected to understand these rules prior to their participation in the Northern Lights indoor soccer league. Any questions concerning these rules should be directed to the league commissioner.

Game Duration: The game shall consist of two 20-minute halves separated by a five minute halftime period. Games tied after regulation play shall end in a tie. There are no timeouts and the Game Clock does not stop in 4V4 games except during penalty kicks, injuries, and equipment failure. The referee has the official time on the field and holds the right to take necessary action if he/she feels that a team is delaying the game.

Out of Bounds: The field of play will be the standard basket ball court boundaries. The ball is considered out of bounds when all of the crosses all of the line (weather on the floor or in the air) or hits the ceiling and anything suspended from it. A kick-in is taken from the spot were the ball crossed the sideline or a goal kick is awarded (see rule below). If a ball hits the ceiling or anything suspended from it an indirect kick-in is awarded to the opposing team and is taken from a point directly below were the ball hit the obstruction (see exception under Five Yard Rule). **The ball can not be played off the side curtains or the back walls and is consider out of bounds if striking either.**

The Goal Box: This is the 8 foot wide by 6 foot deep area marked on the floor in front of each goal. **All players may pass through the goal box as long as they do not touch the ball while in the box.** If the ball comes to a rest in the goal box, a goal kick is awarded to the defense regardless of who touched the ball last. **Any part of the ball or player's body on the line or inside the plane of the box is considered in the goal box.** The plane of the goal box extends upward to the ceiling on all sides. If a defensive player touches the ball after it has entered the plane, a goal will be awarded to the offensive team. If an offensive player touches the ball after it has entered the plane, a goal kick will be awarded to the defensive team.

Goals: A goal is scored when the entire ball crosses the goal line and is completely within the goal frame/netting.

Kick-Ins: The ball shall be kicked into play from the sideline instead of thrown in. The ball is considered in play when the ball is touched and moves one full rotation.

Five Yard Rule: In all dead-ball situations, including kick-offs, defending players must stand at least five yards away from the ball. If the defensive player's goal box is closer than five yards from the spot of a free kick, the ball shall be placed five yards from the goal box in line with the direction of play prior to the penalty. In this case the defensive players may make a wall just in front of the goal box, but may not move towards the ball until it is played. This same rule applies if the ball hits a ceiling obstruction and the resulting spot of the ball would be within the goal box.

Direct & Indirect Kicks: All dead-ball kicks (kick-ins, kick-offs, goal kicks, free kicks) are indirect with the exception of corner/penalty kicks.

Goal Kicks: May be taken from any point of the end line.

Penalty Kicks: Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction (the infraction does not automatically result in a red card). Penalty kicks are direct kicks taken from the center of the midcourt line with all players (on both teams) remaining behind the midcourt line throughout the penalty kick process. The player taking the penalty kick may only play the ball once. Penalty kicks are dead ball infractions and the clock is stopped. If a goal is not scored, the defense is awarded possession and restarts play with a goal kick.

Substitution: Substitutions may be made during dead-ball situations, regardless of possession. Teams must gain the referees attention and players must enter and exit at mid-court. **Substitutions can not be made on the fly!**

Offside: There is no offside's in 4V4 Soccer!

Delay of Game: Any player may be cautioned with a yellow card if it is deemed by the referee that the player is intentionally wasting time .e.g.: if a player intentionally kicks the ball long distances away from the playing field in order to waste time.

No slide Tackling: If a player is sliding, no contact with another player is allowed. If a player slides and contact is initiated, a free kick shall be awarded. This does not prevent players from sliding to stop/intercept a ball where contact is not initiated during the slide. Example: a player may slide to save a ball from going out-of-bounds.

Hand Ball: A normal hand ball situation results in a direct kick from the spot of the foul. If it occurs within 5 yards of the goal box see Five Yard Rule exception above. Deliberate handling of the ball that denies a team of an obvious goal-scoring opportunity will result in the following: (1) A penalty kick (2) A yellow card given to the player committing the hand ball (at the discretion of the referee).

Cautioned Players (Yellow Card): Players that receive two yellow cards in one game will result in a red card. (Please see red card rule). Any player accumulating three yellow cards during the season will automatically be suspended for their next league game (no exceptions).

Player Ejection (Red Card): Referee's have the right to eject a player or coach from the game for continual disobedience or as a result of an incident that warrants sending off. The team may then continue with their remaining three or four players, however, if the player receiving the red card was on the field of play, the team must complete the entire game a player short. If this results in a team not being to field 3 players then the game will be considered a forfeit and play suspended. The player receiving the red card will automatically be suspended for their next league game (no exceptions). Players who are red carded must leave the field house immediately. If the player delays or refuses to leave, the game will be forfeited in favor of opposing team (regardless of the score at the time of the incident).

****If players are red carded for fighting, they will be ejected from the building, parking lot, and grounds for the duration of all that days games.**

Coach/Parent/Spectator Ejection: Referees have the right to eject a coach, spectator or parent from any game for continual disobedience or as a result of an incident that warrants ejection. Coaches or parents whom are ejected by the referee or league officials must leave the field house before play will continue. If a coach or parent refuses to leave, the game will be forfeited in favor of the opposing team.

League Scoring: Games will be scored according to the following: 3 points for a win; 1 point for a tie; 0 points for a loss. A forfeited game is scored as a 6-0 win for the team that is present.

Northern Lights League Officials: The league will designate two adults to assist the Indoor League Commissioner and referees in monitoring all games and enforcing these rules. Officials will wear identifying clothing or other identification. All decisions by these officials are final. Persons with concerns or complaints during or after sessions should contact these officials for assistance.

*** The league commissioner will have final say on all disputes and interpretations of the Rules. ***

Revised 11/5/2008 SJG