

Camp Jordan Indoor Soccer House Rules

1. Coaches are responsible for their players' and fans' conduct while participating in league play at Camp Jordan Arena. Coaches must be 21 years or older and must provide us a social security number for their Risk Mgt form.
2. Coaches, assistant coaches, and/or parents are subject to the same off court conduct as players.
3. Abuse or vandalism of Camp Jordan property will NOT be tolerated.
4. Use of alcoholic beverages is STRICTLY PROHIBITED at Camp Jordan Park. Also, no firearms or weapons are permitted in the Park or Arena.
5. Smoking or use of tobacco products is PROHIBITED EXCEPT in designated areas.
6. ENTER and EXIT Camp Jordan Arena by way of MAIN lobby doors. All doors designated as Emergency Exits only are to remain closed at all times. (EXCEPT in the case of an EMERGENCY)
7. No pets allowed in the Arena.
8. Arena Closure Days: Thanksgiving, Christmas Eve, Christmas Day, New Years Eve and New Years Day.
9. The small court may be used for pickup games as long as a Board Member or Commissioner is supervising play.
10. Kids should not be dropped off and left at the arena without adult supervision.

Camp Jordan Indoor Soccer League Rules

1. Off court warm-ups pertaining to use of a soccer ball is prohibited.
2. Soccer balls will be provided by league. DO NOT bring a ball to the Arena.
3. Shin guards will be worn at all times while on the court.
4. No jewelry will be allowed on the court.
5. No food or drink or gum chewing in players' area.
6. Duration of matches will be determined by availability of playing time.
7. Matches that end in a tie will remain tied.
8. Players receiving three (3) red cards during a season will have his/her playing privileges revoked for the remainder of the playing season.
9. Coaches/teams will not be allowed to pick up players for play. NO GUEST PLAYING IS ALLOWED.
10. No players may switch or be moved to another team during the Indoor Season.
11. A player MAY NOT be rostered on two teams in the same division in the same age group.
12. (Examples of acceptable double rostering: player registered on a U16 select team and rostered on his U19 High School team)
13. Teams will not be allowed to play an *ineligible or unregistered player. The result of this will end in a forfeit of game(s). The coach can be expelled from the league.
14. On completion of regular league play, a single elimination tournament to include all teams will be held to determine league champions.
15. The Indoor Committee reserves the right to reorganize teams and leagues before the start of the season to ensure fair play and competitiveness of the league.
16. There will be no referees or scorekeeping done for the U-4 and U-6 recreational team brackets on the small court.

An INELIGIBLE PLAYER is a player not registered and/or not on that team roster.

Camp Jordan Indoor Rules

I. General

FIFA Laws of the Game shall apply on all courts except as changed or added as follows:

A. Small Court

The following changes and/or additions shall apply to the **small court only**:

Law 1 - The Field of Play

The field of play will be as marked by the ERSA.

From the corner of each side of the goal, extending out 3 feet onto the field of play is a semi-circle, which is a free zone. No attacking player shall attempt to enter the zone. **Penalty:** indirect free kick for the defending team.

Law II - The Ball

The ball size shall be: U8 and below size 3, U10 size 4

The ball shall be considered the property of East Ridge Soccer Association. No personally owned balls will be allowed in the arena.

Law III - Number of players

U8 and younger – 5 v 5 ---can start play with 4 players without forfeit

U10 – 4 v 4 -----can start play with 3 players without forfeit

Law IV - Players Equipment

All players should have professional printed numbers, except for goal keepers' jerseys and the under 6 age groups, by the 2nd week of the season.

Law VII - Duration of the Game

The game shall consist of two halves. Each half shall be 20 minutes unless otherwise determined by the board.

Law VII - The Start of Play

Teams not ready to play at the scheduled game time shall forfeit the game. No grace period.

The team listed as visitor shall kick off for the 1st half from the visitor's end of the field and the home team for the 2nd half.

Law IX - The Ball in and Out of Play

A ball is out of play when it touches any netting or any part of the building other than the walls that constitutes the touch and goal lines or crosses the touch and goal lines. Restart shall be on the touchline nearest where the ball went out.

Small Court, cont'd

Law XI - Offside

No offside

Law XII - Fouls and Misconduct

No Slide Tackling of any kind. Penalty: indirect free kick from place of infraction.

When the keeper receives the ball in his/her hand, the keeper shall not punt or dropkick the ball. The keeper shall return the ball to play with a throw to another player. The thrown ball must touch the wall floor or another player before it crosses the halfline. **Penalty:** opposing team indirect kick from the center spot of the half-line.

If the keeper doesn't pick the ball up with his/her hands and plays the ball with his/her feet as any other defender, he/she may pass the ball past the halfline.

Attacking players may not score on the opposing team from their defensive half. Penalty: throw in by the keeper. Note: A deflection by a defensive player does not negate a shot from past the halfline.

Cards may be given at the discretion of the Referee. All cards will incur time penalties as follows and the individual will serve his full time with no exceptions:

Blue Card - 2 minutes

Yellow Card - 4 minutes

Red Card – Send-off for rest of game and the next game

Law XIII- Free Kicks

All free kicks shall be **indirect kicks**.

Law XV - Throw-In

When the ball crosses the touch line and goes out of play and would result in a throw-in, the ball shall be returned to play by a free indirect kick taken from the line parallel to the wall at the spot the ball passed over the wall or touched the netting.

B. Large Court

*The following changes and additions shall apply to the **large court only**:*

Law I - The Field of Play

The field of play will be as marked by the ERSA.

Law II - The Ball

The ball size shall be: U12 and below size 4, U14 and up size 5

The ball shall be considered the property of East Ridge Soccer Association. No personally owned balls will be allowed in the arena.

Large Court, cont'd

Law III - Number of Players

The number of players shall be as follows:

U12 and below	8v8	can start game with 6
U14 –	7v7	can start game with 5
U16 - U30	6v6	can start game with 4
O30 -	7v7	can start game with 5

A team must have a minimum of two less than the normal playing strength for that age group. A team will forfeit the game to the opposing team if the team has less than the required number of players at the scheduled start time unless determined unusual circumstances by the referees or board.

All players and bench personnel shall be listed on the official score sheet prior to the team being allowed to play. If the official score sheet is not filled out at the scheduled game start time, the time may start but the teams will not be allowed to play until the official score sheet is completely filled out. **No personnel will be allowed in the team bench area not on the official score sheet.**

Substitutions can be made at any time during the game without the referee's permission. The leaving player **must** be at his/her team door prior to the sub entering the field of play. If the leaving and entering players are on the field of play at the same time neither player may play the ball, interfere with play, or gain an advantage from his/her position. The entering player shall remain outside line parallel to the wall at the team door until the substituted player leaves the field of play. Penalty at discretion of the referee: Blue card. Second Team Offense Caution Yellow Card for Persistent Infringement.

Law IV - Players Equipment

Footwear should be a non-marring shoe manufactured for indoor wear.

All players should have professional printed numbers, except for goal keepers' jerseys and the under 6 age groups, by the 2nd week of the season. Jerseys numbers shall be the same as listed on the official score sheet.

Law V & VI - Referees and Assistant Referee

The indoor assignor shall establish the number and duties of referees.

The referees will normally be a head referee and a referee. Both shall have equal authority to signal and punish fouls. The head referee shall have responsibility over all administrative parts of the game. Games may start with only one referee at the discretion of the referee or the assignor.

The referees shall act for the board when no board member is present.

If an administrative issue arises, in the absence of the Director of Referees, a board member present may settle any dispute.

Large Court, cont'd

Law VII - The duration of the game

The game shall consist of two equal halves of 20 minutes each unless otherwise determined by the board.

The half time shall be long enough for the teams to swap ends and make substitutions and get water. The half time is not a coaching opportunity. If teams leave the field of play and in the referees opinion are taking to much time the referee shall start the game clock.

The game time shall not stop except for serious injury based on the referees decision and game conditions.

Time may be extended to take a penalty kick or a penalty shootout if the sixth foul occurred prior to expiration of time.

Law XIII - The start and restart of play.

Teams not ready to play at the scheduled game time shall forfeit the game.

The team listed, as visitors shall kick off for the 1st half from the end of the field of play in front of the visitors end and the home team for the 2nd half. A kickoff may be taken in any direction.

Restart of play that calls for a drop-ball shall be restarted with a direct free kick at the appropriate spot if a team had possession of the ball at the time play was stopped. If no team had position the visitors shall have a direct kick at the center spot.

Failure of a team to place the ball in play within 5 seconds after the referee indicates shall result in a turnover to the opponent.

All restarts shall be by direct kick. There shall be no dropped balls.

Law IX - The Ball in and Out of Play

A ball is out of play when it touches any netting or any part of the building other than the walls that constitutes the touch and goal lines or crosses the touch and goal lines. Restart shall be at the center spot of the nearest line. (Two red lines and the halflines)

Law XI - Offside

There shall be no offside.

A player is guilty of a three-line violation if the ball passes over three lines (two red lines and the half line) in the air toward opponent's goal line without touching another player or the perimeter wall. Penalty: Direct free kick from the center of the red line the ball first crossed (this is not considered a foul).

Law XII - Fouls and Misconduct

No Slide-Tackling of any kind. **Penalty:** Free kick from place of infraction and the person who commits the

foul may receive a Blue Card for the first offence and a caution may be given to ANY player committing a second slide tackle in the same game. (A slide away from and not endangering another player shall be permitted.)

Large Court, cont'd

No spitting of any kind anywhere but the trash cans. Penalty: may receive a red card at the discretion of the referee.

The keeper having possession of the ball in his/her hands shall release the ball into play within five (5) seconds. Penalty: kick shall be taken from the spot at the top of the penalty arc; defending team may set a wall.

Any player receiving a time penalty must serve the full time. The time penalty starts when the player leaves the field of play or the ball is returned to play, whichever is later. A maximum of two time penalties per team may be served at one time. If a team has two (2) players serving time penalties and a third player receives a time penalty, the third player MUST be substituted for and not reenter for two minutes. At the expiration of one of the other two player's penalty time the substitute for 3rd player will serve the time penalty.

All foul and abusive language or gestures directed toward players, coaches, fans, or referee, shall be punished by showing the Red Card and sending off the player.

A penalty/shootout shall be awarded when a team commits a total of six fouls any time during the game. The count shall be restarted after the awarding of a penalty/shootout. The count shall not be "wiped out" at the end of the first half (this count continues from the time the game starts until the end). If a team has 5 fouls in the first half then the count resumes and continues throughout the game. The following shall not count as a foul toward a penalty/shootout: three-line violation, encroachment, double touch, handling, delay of game, giving a card (blue, yellow or red) that was not a foul involving another player, intentional back pass to keeper in his hands or ball in and out of touch.

A penalty/shootout shall be awarded for a foul that denies an obvious goal-scoring opportunity as described in Law 12 sending-off offenses except if the foul occurs in the penalty box and then a penalty kick shall be awarded. If you award a penalty/shootout or *P/K* then this does not count toward the foul count. A *P/K* in the penalty area with five (5) fouls this does not count as the sixth foul and double penalty. If the foul count is less than five (5) the foul shall count toward the team foul total.

The referee shall issue a Blue Card, Caution, and/or Send-off, for any offence listed in the laws of the game and amended here. These punishments shall carry the additional penalties:

Blue Card - 2 minutes time penalty

Caution (Yellow Card) - 4-minute time penalty

Send-off (Red Card) - ejected from rest of game and the next scheduled game

Persons sent-off for fighting will be suspended from all play for the remainder of the indoor season.

At the discretion of the referee, a two-minute time penalty (Blue Card) may be assessed to any player deemed guilty of unfair play or unacceptable behavior, which does not warrant a caution.

The goalkeeper must serve all misconduct (caution) penalties and the referee shall give that team time to make the change of the keeper. (However the game should not be delayed for time wasting).

If a player receives a red card due to a sending-off offense, as defined in the *Laws of the Game*, the player shall sit out the next scheduled game.

Large Court, cont'd

If a player receives a red card due to a sending-off offense, as defined in the *Laws of the Game*, the player shall sit out the next scheduled game

Players are prohibited from participating with other teams until suspensions are served on the team for which the player was playing when the suspension occurred.

Law XIII - Free Kicks

When a player is taking a free kick all opposing players must be at least ten (10) feet from the ball until the ball is returned to play.

Any free kick awarded to the attacking team for a foul committed in their opponents penalty area shall be taken at the top of the penalty arc.

Law XIV - The Penalty Kick

Penalty kicks shall be taken from the spot at the top of the penalty arc. All players except the keeper and the person taking the penalty kick shall be behind the halfline and shall not be part of the play. The kicker shall not touch, kick, or play the ball more than once. The results shall be a goal or if the kick fails a goal kick. The shot is considered over when the initial energy is expended.

The penalty/shootout shall be awarded as specified in Law XII changes listed above. The ball shall be placed on the White dot nearest to the offending team's goal. Prior to the restart all players of both teams except the kicker and the defending goalkeeper shall be behind the halfline. The keeper shall remain on the goal line until the referee sounds the whistle for the restart. Upon the Referee sounding the whistle for the restart the ball is live and play resumes. If time expires prior to the taking of the penalty/shootout or there is not at least six (6) seconds left to play when the ball is ready for play, the referee shall extend time not more than six (6) seconds for the shootout to be taken.

Law XV - The Throw-In

There shall be no throw-ins. When the ball passes over the touchline or touches the netting at the touchline the ball shall be placed in play by the appropriate team with a free kick by placing the ball on the line next to the wall where the ball went out (they have 5 seconds to put the ball in play).

Law XVI - The Goal Kick

If the ball was last touched by an offensive team's player and touches the netting over the goal line or goes out of play over the goal line, the ball shall be placed back in play by the defensive player as a goal kick.

Law XVII - The Corner Kick

If the ball was last touched by the defensive team player and touches the netting over the goal line or goes out of play over the goal line, the ball shall be placed back in play by the offensive player as a corner kick.

II. Administrative

- A. The decision of the referee shall be final. There will be no arguing with the referee.
- B. The team captain should be the only player to address the referee.
- C. The team and coach are responsible for their fans.
- D. If a team plays a non-registered player(s) or a player(s) not on that team's official roster, the game will automatically be a forfeit. Repeated offences shall be cause for coach, team manager and/or team disqualification and barred from participation for the rest of the season or longer.
- E. League standings will be determined by the point system where a win is worth 3 points, draw 1 point and a loss no points. Forfeited games will be scored as 3-0 loss for the forfeited team.
- F. The basic premise for all rules shall be player safety and sportsmanship.
- G. An adult who receives a red card shall leave the arena or the game shall be suspended. A youth player who receives a red card may be allowed to stay in the team area if no other adult supervision is available.
- H. All judgments by referees are final. No appeals. However, clarification of any rule may be brought in writing to the attention of the Director of Referees via email. The authority to overturn any referee action rests solely with the Director of Referees.
- I. Ties will remain that unless it is tournament. A time of five minutes will be put on the scoreboard: each team shall remove one player for each minute of play until a team scores (Sudden death). Should a winner not be determined, after a two-minute break the clock will be set once again for five minutes? The same players left in the game shall continue to play, pulling additional players every minute until each team has one player and a keeper on the field, at this point play will continue until a winner is determined. Should a player become injured during the overtime play, the coach may substitute the injured player with the last player that left the field of play. The opposing coach will also have the same option due to fatigue of his players to make the substitution fair. Each player has 5 seconds to leave the field of play. Penalty: A blue card is awarded to the offending team if the leaving player touches the ball or fails to leave the court in the specified time (5 seconds).

J. The following applies to Adults ONLY

The 12- point system shall be in effect for all adult players effective September 1, 2007.

Players shall be given one point for each yellow card received.

If a player received two yellow cards that result in a red card in a match the player will receive two total points for that match.

Point totals accumulate for the seasonal year, September 1 to August 31 of the following year.

Point totals include all cards received from both indoor and outdoor participation

Players that accumulate five points must sit out one game

Players that accumulate nine points must sit out one game

Players that receive a red card must sit out the remainder of that game

If a player receives a red card due of their second cautionable offense, as defined in the *Laws of the Game*, of the match the player shall sit out the next scheduled game. If in receiving the red card the player has accumulated five or more points, the player shall sit out two games (one game for receiving the red card and one game for accumulating five or more points). If in receiving the red card the player has accumulated nine or more points, the player shall sit out two games (one game for receiving the red card and one game for accumulating nine or more points).