

**FARGO PARK DISTRICT – WINTER 2011/12
INDOOR SOCCER LEAGUE RULES**

** FIFA outdoor rules are in regulation with indoor soccer league rules AND the following Park District rules for the season.

* ***Destructive actions (i.e. spitting or gross conduct) that will cause damage to the new turf, WILL NOT be tolerated. Any player(s) caught causing any type of damage will receive a three-minute penalty for his/her actions. This will be strictly enforced in all leagues throughout the season. This type of action is considered a health risk to other players and officials who are on the field.***

* No bicycle or scissor kicks by any player (**3 MINUTE PENALTY**) *

1) Players can be added to your roster until **Friday, December 2nd**. Any player being added to a roster must sign it themselves. All rosters are due the first day of league play.

* **NOTE: Players in all Park District indoor soccer leagues, MUST bring some form of identification (i.e. driver's license or student ID). Random roster checks will be done by league officials and referees. If a player(s) does not have any identification with them at the time of a roster check, they will be unable to play in their league game that day. This will be strictly enforced during the season.**

2) Goalie substitution can only occur at halftime & after a goal.

3) A three line pass is allowed.

4) Whistles will be blown only in the following circumstances: **to start a game and a restart after a goal.** **NOTE:** There will be **NO** whistle on a corner kick.

5) **Stopping the clock** - This rule will be used in all the leagues for the season. This rule will only take place if the game has a **two goal margin or less**, otherwise the clock will continue to run. The clock will stop automatically the last **two minutes** of the game in the following situations only:

a) A player commits a foul. * **Note: A foul committed by a player(s) which results in a two-minute penalty does not count towards a team foul.**

b) An injury takes place to a player where he is unable to take himself off the field.

c) After a goal has been scored in a game where the goal margin is **two or less**.

d) Delay of the game in where the ball has either been kicked out of the rink, or it has gone beyond the boards behind the goal.

6) **Slide Tackle** - Performed on another player. **THREE – MINUTE PENALTY.**

7) **Goalkeeper** - May move the ball anywhere in the goal box for goal kick.

* Can dribble the ball into the box and pick it up.

* No pass back to the goalie is allowed.

PENALTY: Direct kick from the top of the box.

8) **League Play** -

- High School (Boys), Coed (Adult & Masters) & Men's Leagues – Maximum number of **six** players (5-field & goalie). Minimum number is five players.
- Adult Coed Leagues - Play with **six** players (5-field & goalie). Minimum number is 5 players.
- *Masters Coed League - Play with **seven** players (6-field & goalie). Minimum number is 5 players. Maximum number of males on the playing field is three (3-male & 3-female). The goalie may be male or female.

In all coed leagues you may play with one less male/female if short for a game. You must have either two males or females on the field at anytime (excluding the goalie).

9) **Red Cards** - If two red cards are received by one player in the same season they will be suspended for the rest of the season.

* If a player is ejected from a game and does not leave the field or in a hostile situation does not leave the building within **one minute** the game will be counted as a forfeit.

10) **Verbal Abuse** - This will not be tolerated in league play. Any verbal abuse towards an official during the game at all will result in a red card for that player.

* Any throwing of an object, kicking, spitting or physical touching of an official/league supervisor will be an **INDEFINITE SUSPENSION FROM ALL SOCCER (INDOOR & OUTDOOR LEAGUES.**

* **Abusive/Offensive Language will not be tolerated. If a player or player(s) use any type of explicit language, at any time during their game, they will receive some type of penalty**

11) **Fighting** - Any player(s) caught fighting will be treated as a red card against those player(s) for the season. League officials will use judgment when handling fighting incidents.

ADDITION:

First time - Out for **three** full weeks of league play. This includes men's, H.S. & coed (adult, masters) leagues that you play in.

Second Time - Suspended for one **full** year.

- * If there is a fight or incident breaks out on the field, and a player(s) leave the team/penalty box to come out onto the field, that player(s) will receive an automatic red card for that game.
- * Anyone joining in on a fight, will receive an automatic red card from that game and a full four week suspension.
- * If it is the last game of the season it will carry over to the next season.
- * If the team is involved in a fight it will be dealt with by the League Officials (i.e. referees, League Supervisors) & League Coordinator.

***NOTE: If a league game between two teams gets out of control, in the judgment of the officials they have every right to stop the game at any point and both teams will receive a loss for that game.**

12) **Alcohol** - Any player who has been drinking before the game will not be allowed to play.

- * There is **NO ALCOHOL or TOBACCO** allowed in the building or on the grounds.

13) **Ejections** - Any player(s) who gets ejected is out for **ONE** league game (that game and the next league game). **EXCEPTION: Player red carded for an intentional hand ball during play will be suspended for that game only.**

14) **Uniforms** - All players **MUST** have a number (arabic) on the back of their jersey in order for them to play in the game.

- * When there is a color conflict (jersey) between teams the home team will wear pennies that are provided to them by the officials.

15) There will be **NO** coaches, spectators, trainers etc. allowed in the team box.

16) There will be **NO FOOD OR DRINKS** except water bottles by team players allowed inside the playing facility.

17) **Tiebreakers/ Point System** - In the case of a tie in league play here is the system that will be used to determine the league champion. Teams will also receive points for wins or ties in there league games.

1. Head to Head
2. Head to Head goal differential against each other
3. Goal differential against other teams in division (+5 maximum) on points against teams.
4. Playoff.

*** IN ADDITION: If a player(s) receive a red card during a league game (HS, men's, Coed) the team will receive a (-1) league point for each player that is red carded during the game.**

League Point System -

- 3 points (win)**
- 1 point (tie)**
- 0 point (loss)**

*** Note – Maximum number of (goal differential) points a team may receive for a ten goal margin on a team is +5.**

18) **Forfeits** - If a team does not have the minimum number of players to play (**5 in all league**) in a game after **five** minutes the game will become a forfeit.

ADDITION: If a team drops below the minimum number of players in that league due to disciplinary actions (**red card(s)**), that team will forfeit the game.

19) You can only be on **one** roster in any league: **H.S. (Boys), Men's & Coed (1-Open / 1-Masters)**
If you are caught playing with another team (same league) that team will forfeit its game that day.

20) Jewelry will **NOT** be allowed to be worn when you are playing in a league game (rings, watches, necklaces, earrings, etc.).

EXCEPTION: A medical ID bracelet which has to be taped.

21) **Taunting** - There will be no taunting anyone on the opposing team for any reason at all.

PENALTY: 3-minutes in the box. Excessive taunting can add to an ejection.

22) **Card Definitions -**

* **BLUE (3 MINUTES)**

* **YELLOW (4 MINUTES)**

** **RED (EJECTION) - TEAM PLAYS SHORT A PERSON FOR ALL 5 MINUTES**

* If a player receives a blue/yellow card, that player will sit the entire penalty that was given to (him/her) in the box even if their team is scored on during the penalty, which the team would go back to full strength.

** If a player(s) receives a red card that team will play shorthanded the entire five minutes.

*** **Any player(s) receiving card while in the team box will count against their field players.**

- 23) **Delay of Game** - No player shall kick or throw the ball anywhere on the field after losing possession or a foul being called. This will be seen as delaying the opposing team from advancing the ball up the field. **PENALTY: 3 MINUTES.**
* If a player delays getting into the box after receiving a three - minute for delay of the game, a second **(3) minute penalty** will be assessed to the player creating a **(6) MINUTE PENALTY (YELLOW CARD)** for that player.
- 24) **Encroachment** - On all direct & indirect kicks on the field a player must be 10 ft. from ball. If a player encroaches within (10 ft.) before the ball is kicked, that player will be assessed a penalty. **PENALTY: (3) MINUTES.**
- 25) **Too Many Players** - Only the following number of players (6 for all leagues except master's coed (7) are allowed on the field at a time). If a team has more players than this, at anytime during the game, they will receive a penalty. **PENALTY: (3) MINUTES.**
In addition, if a player(s) is not completely in the player's box they will receive a 3 – minute penalty (i.e. feet dangling, sitting on boards, and sitting on the ledge)
- 26) **Unsportsmanlike conduct** – Any player(s) who spits or does any thing else in an unsanitary manner will receive a **(3) minute penalty**. If the same player(s) do it again during their game they will receive a red card. **This type of behavior and actions by players will not be tolerated.**