

Brookfield Indoor Soccer Complex Rules & Regulations

Team entry registration

1. Leagues will be filled on first come first serve basis. Teams playing first or third session and have signed up prior to the second session deadline will have a guarantee spot in second session.
2. Teams will be required to pay a deposit of \$300 with their registration. The balance is to be paid before the start of the first game.
3. Teams do not have to be registered WYSA teams. WYSA insurance does not apply towards your indoor season. You must play at your own risk. Individuals from various teams may form teams specifically for indoors. A Brookfield Indoor Soccer Complex medical release waiver must be filled prior to participate.
4. Rosters will be frozen before the start of the 3rd game. Teams may add players up until the 3rd game. No players not on the roster will be allowed to play.
5. All players must be able to show proof of identification and age if required.
6. Player verification must be protested by half time. If there is a protest in regards to an illegal player it must be brought to the attention of the referee by half time. There will not be any protests allowed after half time. If a team is found to have illegal players "non rostered players" the game may result in a forfeit.

Fighting and serious foul play:

1. Fighting will result in an automatic 5-minute penalty and a red card expulsion from the current game.
2. Any red card offenders will automatically be suspended for the following week of play.
3. A report will be filed with the management of the complex immediately after the game.
4. No refunds will be given if a player is suspended from the indoor soccer leagues.
5. Any red card offenders will automatically be suspended for the next weeks game within the league and or at managements discretion the session or year without refund.

Rule 1: Number of Players

Maximum roster size: 18 players

(U6/U7/U8) 4 field players and 4 12 minute quarters

(U9/U10) 7 field players and a goalkeeper and 2 25 minute halves

(U11/12) 6 field players and a goalkeeper and 2 25 minute halves

(U13-adult) 5 field players and a goalkeeper and 2 25 minute halves

Penalties:

If additional players are penalized the time penalty will be delayed until one of the earlier penalties is over. A team can play 5 vs 3 if there are multiple penalties. If the opposing team scores a goal while there are two players penalized the player that has been out the longest is able to play, while the other player remains unable to play until another goal is scored or the time is up. With a red card there is a 5 minute penalty and the player that received the card is out for the rest of that game and must leave the bench and is out for next weeks game. The team plays down a person for 5 minutes regardless of how many goals have been scored.

Substitutions:

Substitutions may occur on "the fly" provided the player leaving the field and the player entering the field do not participate in play or seek to gain an advantage while they are simultaneously on the field of play. A player can not enter the field of play until the player leaving is approximately within 2 yards of the player bench. Any teammate may change places with the goalkeeper any time as per regular substitution procedures, provided that the goalkeeper wears a jersey that distinguishes him/her from the other players and the referee and notifies the referee of a goalie switch. All team bench personnel and players listed on the official lineup are subject to the authority and jurisdiction of the referee. No more than 2 non-playing personnel are allowed on the team bench. A coach (21 years old or older) must be present on the bench at all times. In the instance a coach or players on the bench are harassing the referee and they have been warned and been told to stop a bench penalty will be given to the coach. A two minute penalty will be given and a player must be taken off the field and the teams will play down a player until the other team scores or the two minutes are up.

Injured Player:

In cases where the referee must stop the time clock for an injured player and either team's trainer is requested onto the field by the referee to attend to the injured player, that player, excluding the goalkeeper, must be removed from the field of play. That player may not rejoin until the next substitution opportunity after the game is restarted. Under no circumstances can a player be allowed to continue to play while he/she has an open wound and blood is evident. The clock will only be stopped for a serious injury that requires medical attention otherwise the clock will continue to run.

Injured Goalkeeper

If play is suspended more than one time as a result of a team's trainer being signaled to enter the field of play by the referee to attend to a particular injured goalkeeper that goalkeeper must be removed from the field of play. That goalkeeper shall not be permitted to rejoin until the next substitution opportunity after the referee restarts the game.

Rule 2: Player Equipment

Compulsory equipment consists of shirt, shorts, shin guards and shoes. Goalkeepers must wear colors that will distinguish them from all other players and referees. Once the game has started and the referee notices a player has come onto the field wearing no shin guards, the referees must issue the offending player a 2-minute penalty for unsportsmanlike conduct. Team plays short-handed. The opponent will take possession and the restart will take place at the spot where the ball was when play was stopped. In the event that possession was gained in the defensive penalty area the restart will take place at the top of the restraining arc.

Dangerous Equipment

Jewelry may not be worn. Absolutely no hard casts of any type are allowed. The referee must approve any soft cast. Shoes must be either tennis shoes, turf shoes or cleats. No screw in cleats.

Rule 3: Referees One referee will be responsible for control of the game. Referee's decisions on points of fact connected with play shall be final so far as result of the game is concerned.

Rule 4: Duration of Game

Shall be determined by the individual leagues. Time may be stopped for a serious injury that requires medical attention and when a time penalty is used or as otherwise determined necessary by the referees. A one goal game can not end with a penalty. In the case a team fouls the opponent or has a three line violation at the end of the game there will be 5 seconds added to the clock at the place of the foul. This rule only applies to one goal games.

Rule 5: Start of Play

The visiting team has possession in the first period, the home team in the next period. Teams change ends after each period. **There is no off sides.**

Rule 6: Ball In and Out of Play

The ball is out of play when it passes over the perimeter wall or when it hits the ceiling.

Rule 7: Method of Scoring

A goal is scored when the whole ball passes completely over the goal line providing the attacking team has committed no infraction.

Rule 8: Three Line Violation & Delay of Game Violation

Three Line Pass

If a player plays the ball over three lines in the air towards the opponent's goal line without it touching another player, or the referee on the field of play the Referee shall award a free kick to the opposing team at the center of the first large white line that the ball crossed (defensive line). Goalkeepers for ages U7-U10 may not punt the ball over the three lines. Exception: A goalkeeper while standing in his/her penalty area may legally throw the ball over all three lines. A goalkeeper may throw the ball into the opponent's goal while in his/her own defensive penalty area. Result is a goal scored.

Rule 9: Fouls and Misconduct

A player who kicks, trips, strikes, elbows, jumps at, pushes, holds, charges, commits a dangerous play, obstructs or intentionally handles the ball (except the goalkeeper in his/her own penalty area) shall be penalized by awarding a free-kick to the offended team. Any of the above fouls including, but not limited too committed by the defending team in its penalty area shall result in a penalty kick and a possible two or five minute time penalty.

Sliding or Slide tackling is not allowed at any times except for a goalkeeper while he or she is within the goal box.

Penalty Time Penalties

May be assessed against players for committing any of the offenses outlined above. A time penalty must be assessed for incidents of **boarding, elbowing, striking, spitting**, and other offenses deemed severe, tactical or blatant in nature. These two or five minute penalties shall be administered by the showing of a **Blue (Yellow) or Red card** by the referee, and a power play shall be awarded to the offended team.

Unsportsmanlike Conduct Penalties

May be assessed at the discretion of the referee, to the players while the ball is out of play. The only exception is a shin guard violation. These penalties shall be administered by the showing of a **Blue (Yellow) card** and the resulting power play for the offended team shall be two minutes in length. The restart for any Unsportsmanlike Conduct offense shall be a free kick to the offended team if the offense occurred while the ball was in play. Examples of Unsportsmanlike Conduct include Encroachment (interfering with the taking of a free kick or restart), Leaning on a teammates shoulder in order to play the ball, unauthorized exit of penalty box and Delay of game (tactics used to delay restart of play).

Dissent Penalties

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May be assessed against players and coaches who show abusive disapproval by word or action of the decision of the referee. These penalties shall be assessed a **Blue (Yellow) card** and the resulting power play shall be two minutes in length. If any non-playing personnel (coaches, trainers, team officials) exhibit ungentlemanly or unladylike conduct likely to bring the game into disrepute or such other misconduct, they shall be assessed a **Blue (Yellow) card** and a two minute time penalty to be served by any player from the field or bench. The referee shall report the misconduct to the League for disciplinary action.

Delayed Time Penalties (Blue Card Advantage)

In situations where the referee would want to penalize a player for an infraction by issuing a time penalty while at the same time wishing to apply the advantage clause, the referee shall acknowledge the foul. He/she shall signal that the advantage is being continued by raising a **blue card** above the referee's head and maintaining that signal until such time as there is no longer an advantage.

Send-off Penalties

At the discretion of the referee, a **red card** may be shown for intentionally charging the goalkeeper while the latter is in full possession of the ball, spitting on an opponent or referee, physically contacting a game official, leaving the box to engage in misconduct or confrontation, or other incidents of unseemly behavior. In addition, a player shall be sent off for violent conduct, serious foul play and/or foul/abusive language. The game shall not be restarted until the player that was sent off has left the bench area. A teammate of the player that was sent off shall serve a full five-minute penalty and the opposing team shall be awarded a power play (regardless of how many goals the opposing teams scores).

Power Play Return

If one 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 having the least remaining penalty time can return to the game. Only one penalized player may return on each goal.

Equal Number/Simultaneous Penalties

If members of both teams are simultaneously penalized or sent off from the game, teams shall play shorthanded (5v5 or 4v4 includes goalkeepers) and the full penalty time shall be served.

Goalkeeper Restrictions

If the goalkeeper fails to distribute the ball to another player within 5 seconds of having received the ball in hand, if a teammate passes the ball back to the goalkeeper and the goalkeeper plays the ball with his/her hands, or if the goalkeeper having attained possession of the ball with his hands distributes and then repossesses the ball prior to a stoppage in play or the ball being touched by an opponent, a free kick shall be awarded to the opposing team taken from the top of the restraining arc. Goalkeepers (U7-U10) are allowed to punt ball but not over three lines or they may play the ball out with their hands.

Penalty against Goalkeeper

When a two-minute penalty is assessed against a goalkeeper, it shall be served by a teammate.

Rule 10: Free Kicks

For any infraction of the rules, a free kick shall be awarded to the offended team. A goal may be scored directly into the attacking team's goal from a free kick or any other restart. A team will have five seconds to restart play after having been signaled to do so by the referee. If the team does not put the ball in play in the allotted time then possession of the ball is awarded to the opponent. Opposing team must yield 15 feet. Referees should walk off 5 steps or to the goal line. A player must ask for the 15 feet, it is not automatically given.

Rule 11: Penalty Kicks

Are awarded for an offense committed by a player inside the team's penalty area. Any player on the offended team takes the kick from the penalty spot. The goalkeeper must stand on the goal line. All players except the kicker and the goalkeeper must be outside of the penalty area and off the restraining arc and behind the ball. The ball is in play as soon as it travels forward.

Rule 12: Restart – Ball over the Perimeter Wall

Kick-in: When the whole ball passes over the perimeter wall or hits the net along the touchline, it shall be put back in play by a direct free kick at the point where the ball was last played. If the ball was last played or touched by a player standing in his/her teams' own penalty area the ball shall be kicked in from the top of the restraining arc near his/her teams' penalty area. The ball shall be in play immediately after it has been played except in the case where the kick is taken from a point inside the penalty area, in which case it may not be played a second time nor shall it be deemed in play until it has exited the penalty area. A goal may be scored directly from such a kick. When the ball crosses over the perimeter wall between the corner markings after being last touched by a member of the offensive team, play shall be started by the goalkeeper by either throwing or kicking the ball within his/her own penalty area. When the ball crossed over the wall between the corner markings after being last touched by a player of the defensive team, play shall be restarted with a corner kick from the nearest corner spot to where the ball left the field.

Restart – Ball hits Ceiling

The ball is restarted with a direct free kick from the spot the ball was last played.

Extra Player

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If a team is behind by 5 goals or more they may add an additional player until the goal differential is less than 5.

CO- ED High School and Adult Rule

In adult co-ed leagues there must be a minimum of two female players on the field at a time. In the case a team has only two females and one of the females is penalized for a time penalty, a male player that is on the field at the time must serve the penalty. A team can play with only one female, but will play 5 v4 for the game unless other females become present. If there are no females present the game will result in a forfeit.

SCORING

Round Robin standing will be determined by the following point structure: 3 points for a win

1 point for a tie

0 points for a loss

Point System and Tiebreaker Regulations

Tiebreakers:

1. Head to Head
2. Fewest Goals Allowed
3. Goal Differential (goals scored minus goals allowed; maximum 5 goals/game)
4. Most goals scored (up to 5 per game)
5. Most shutouts

During the Playoffs, games tied at the end of regulation will be broken with sudden-death player elimination overtime (this rule only applies to the first and second place game)

Rules:

1. The game will be played in one-minute sudden death periods.
2. Only the players on the field at the end of the game will be allowed to participate in the overtime.
3. Each minute period will be started with a drop ball at midfield and one fewer player each time.
4. There are no substitutions allowed. If a player is injured during a period his/her team plays short for the remainder of the period. If the game is at goalkeeper vs. goalkeeper then the team with the injured player forfeits due to being unable to field a team.
5. After the tiebreaker reaches 2v2 you may only score from within your attacking third of the field.
6. You may change your goalkeeper at the end of each minute period among the players that are on the field.
7. If a penalty is called for a breakaway foul that denies a goal scoring opportunity, the offending player is ejected for the rest of that

one-minute where the foul occurred. If the foul happens when the game is goalkeeper vs. goalkeeper the offending team forfeits the game.

Good Luck and we hope you enjoy the Brookfield Soccer Indoor Complex!