RULES OF THE GAME

ARIZONA SPORTS COMPLEX

References to the male gender in the Rules of the Game in respect of referees, players and official are for simplification and apply to both males and females.

REGISTRATION

- All players must be active **Arizona Sports Complex** members.
- Have contact information in the system.
- Be on a team roster
- **Team rosters are frozen after start of week 3 and must be submitted to management prior to beginning of game. NO changes made after start of week 3.**
- A player may only play on one (1) team per division (per night)
- **The use of illegal players will result on forfeiting the match.**
- If a team does not have enough players to field and team and notifies the facility by noon on game day they owe a $25 forfeit fee, if a team does not show up to their game and does not call management by noon day of the game, a $100.00 forfeit fee will be assessed. A team will not be allowed to play until fee is paid in full. **Rule is strictly enforced!**
- Teams must wear matching colors
- No cleats allowed on **ANY** of ASC's fields

> **All fees must be paid by the date indicated by ASC management.**

PLAY AT YOUR OWN RISK

Adult Player & Team Eligibility

- Roster lock is week 3 of the season. Once games end, we cannot make any changes to the roster. Please review your roster before your game on week 3.
- If a player gives a false name when checking in, it's an automatic forfeit for that team.
- If a team is caught with an illegal player on the field it's an automatic forfeit for that team.
- If opposing team believes there's an illegal player it must be brought to the management's attention before the game ends. Once the game is over there's nothing we can do about it. We have to see the player on the field.
- Foul language will not be tolerated. Use of foul language will result in a yellow card or red card depending on the severity.
- Foul language directed towards to the ref will be an automatic red card.

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- Teams who have forfeited twice in a season may not be eligible for playoffs.
- Teams only need a minimum of 4 players to play. Once the clock hits the 19 minute mark, the game will be called a forfeit if the team has less than 4 rostered players. Men's divisions need 4 rostered players and Coed divisions need 4 rostered players but at least 1 must be female.
- It is not guaranteed that games can be rescheduled.
- Teams must have matching color jerseys/shirts. If both teams have the same color then the home team would have to change. We suggest that every team brings an additional color jersey. If you would like to order a team set, let us know and we can get you in contact with M&J Trophies & Apparel.
- Shin guards must be worn at all times. There's no exception to this rule. If you are caught without shin guards you will be asked to exit the field and are not eligible to return until you have them on. Attempting to return to the field without shin guards will result in a yellow card.
- No cleats are allowed on **ANY** of ASC's fields.

THE FIELD

Center Circle

The center circle with a fifteen-foot (15') radius shall be marked.

Penalty Area

At each end of the field of play two Penalty areas shall be marked.

Penalty Kick Mark

A circular mark shall be made within each Penalty Area twenty-four feet (24') from the midpoint of the goalie line. These shall be the Penalty Kick Marks.

Free Kick Mark

A circular mark shall be placed at the top of each Penalty Area arc for executing free kicks.

Touchline

A touchline shall be placed three feet (3') inside the perimeter wall on each side of the playing area. It shall be marked parallel to the perimeter wall, from Corner Mark to Corner Mark.

Corner Mark

A corner mark shall be placed three feet (3') inside the perimeter wall.

Outside Player

Is anything (other than substitute players) that enters the field without permission of the referee and plays or misdirects the ball or otherwise interferes with the game.

- **Restart:**

If team has clear possession of the ball, the restart is a Direct Free Kick, from where the ball was at the moment of stoppage.

If neither team has clear possession of the ball, the restart is a Drop Ball, from where the ball was at the moment of stoppage.

Pre-Existing Condition

These things are on or above the field deemed safe and generally do not move. They do not affect one team more adversely than the other.

Ex. Outdoor field netting when blown into the field by the wind.

- **Restart:**

  According to the rules of the game (ball in or out of play)

Safety

Problems with the field should be reported to ASC management.

THE BALL

Ball Size:

- Size 3 for U8 and below
- Size 4 for U9 to U12
- Size 5 for U13 and above

ASC will provide two (2) game balls per game. Teams are responsible for game balls during the game. Teams must go and get the balls after it has been kicked out of bounds.

If the ball becomes unsafe or flat during play, the referee must stop the game, get a different ball and restart the play with:

- If a team has clear possession of the ball restart is a direct free kick, where the ball was at the time it bursts.
- If neither team has clear possession of the ball the restart is a drop ball.

THE PLAYERS

Only Player, Coaches, and Team Captain are allowed on the bench side of the field! **No parents or fans allowed!**

If a team refuses to clear their benches, the referees have full authority to penalize the team or terminate the game in extreme cases.

Team captains, coaches, or managers:

- Are responsible for his/her team and fans, but have no special rights or privileges.
- They must act and behave responsibly.

Ejected Players must leave the bench area as soon as possible without causing trouble. If the player's behavior is not acceptable he/she must leave the building or premises.

- If anybody other than the players in the field of play enters the field of play in the event of an altercation on the field, the game will be terminated and the result will be determined by management.

Numbers of players:

- U8 - 5v5
- U9 and above - 6v6
- Minimum of 4 players
- Teams must have a designated goalkeeper at all times.
- Players are in the jurisdiction of the Referee from the moment they enter the facility until the moment they leave the complex.

Guaranteed Substitutions:

- During guaranteed substitution occasions, teams shall be allowed thirty (30) seconds to complete all player substitutions. The restart of play will be delayed to allow completion of substitution(s) on the following occasions:
- After a goal
- Time penalty
- Injuries
- Between periods
- Unusual delay (with referee approval)

Each team may substitute players freely; provided that:

- Players must substitute using their bench doors.
- Neither the player coming into the field nor the one exiting the rink can play the ball or gain an unfair advantage while both players are on the field of play.
- No substitutions are allowed during the first 3 seconds during a shootout.

Substitution Penalties:

- **A two (2) minute penalty must be assessed for:**
- If, while the game is in progress, the referee finds out that any of the above violations took place.
- If, while the game is in progress, the referee finds out that a team is playing with an extra player(s) on the field.

A four (4) minute player misconduct (Team does NOT play down) must be assessed for:

- A player returns to the field of play with blood on equipment or uniform after having been warned by the referee to fix it.
- **Restarts:**

  If the referee stops play for any of the above substitution violations, then restart is a Direct Free Kick next to the penalized team's bench door closer to half field.

> **"What if a Goal is scored with an extra player on the field?"**

Goal will not be counted.

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THE PLAYERS EQUIPMENT

Players must wear team uniform, consisting of the **same color tops,** athletic shorts, and soccer socks.

Home team is responsible for changing if there is a color conflict between teams.

Goalkeepers wear jerseys, or colors that distinguish them from all other field players and from referees.

Shin guards must be worn at all times, even during practices and forfeit games.

Footwear: Cleats are not allowed. Flats or turf shoes will be allowed. Questionable footwear must be approved by officials or management.

Safety: Players may not wear anything that can be dangerous to themselves, or someone else in the game. This includes hard casts or splints for an injury.

Jewelry: All items of jewelry are normally considered dangerous, however, any item that is clearly religious or medical in nature can be worn if is NOT dangerous and it does not provide a player with an unfair advantage.

- Players may tape or cover up these items provided they are not dangerous anymore.
- The willful refusal by a player to remove illegal equipment will result in a four (4) minute misconduct (team does not play down) Penalty.

THE REFEREE

Each game will have at least one (1) referee.

The decisions of the Referee regarding facts (all calls made or not made) related to play and **interpretations of the Rules are final.**

ASC Management

Has full authority to any disciplinary sanctions imposed to any team or player.

Has full authority to any decisions made to the outcome of a match.

Advantage

The referee applies advantage upon seeing a foul or misconduct committed if at that moment the team that was fouled will benefit from not stopping play. Advantage is applied to the team not only to the player fouled. The referee may return and penalized the original foul if the advantage does not develop after a short while (2-3 seconds). Regardless of the advantage the referee can deal with the proper action by assessing penalties if necessary.

Stopping Play

The referee has the power to stop the match for any infringement of the Rules, apply advantage or decide the infringements are trifling or doubtful. However, he/she has the power to stop the game for other reasons like misconduct, to a warn players, to issue penalties, to deal with injured players, and to terminate or abandon the match.

Changing Decisions

The referee can change his/her decision in the case that the ball has not been restarted.

Inadvertent Whistle

If referee mistakenly blows whistle, the proper restart is a drop ball if neither team has possession of the ball, and a direct free kick to the team that had possession of the ball. The location of the restart would be where the ball was at the time he/she blew the whistle.

Behavior of Coaches and Team Officials

Coaches may provide tactical advice to their players, including positive remarks and encouragement. The referee should take action against coaches for irresponsible behavior or for actions that bring the game into disrepute. A coach or team official may be warned by showing the **Yellow card (No penalty assess) and Ejected by showing the Red card (No penalty assess).**

STARTS AND RESTARTS OF THE GAME

Free Kicks

Direct Free Kicks are awarded for fouls, misconducts, a combination of the two, or certain other offenses (such as "double touch" or 5-second rule violation).

- Indoor soccer does not utilize Indirect Free Kicks
- A Goal can Be scored directly from any restart

Required Distance For Opponents:

All opponents must be 15 feet or 5 yards away from the ball in all directions.

The kicking team has the right to put the ball in play as quickly as possible, unless the kicking team requests help in dealing with the opponents' encroachment.

The failure to not respect the require distance after an initial verbal warning; will result in a Yellow Card (4 minute misconduct, Team does NOT play down).

Also, if an opponent, while not at the required distance and makes an effort to intercept the ball, the player(s) will be penalized.

However, if the attacking team chooses to take a free kick when an opponent is closer than the minimum distance may NOT thereafter claim of an infringement.

In cases similar to this example, for instance the defender is retiring and does not make an effort to play the ball and the ball is kicked at him/her. In this case there is no infraction because the attacking team put themselves in danger to lose the ball by not waiting for opponent to be at the required distance.

5-Second Rule

Players have 5 seconds to put the ball in play.

The 5 seconds start counting down as soon as the player puts the ball down and the referee approves the restart and signals to start play.

During some instances the referee may start the count over or stop the count. Ex: injury, encroachment, equipment violation, etc...

KICK-OFF

Start of game, after each half, over time period, and goals.

It can be taken in any direction.

Teams begin play on the side of their own bench and switch sides of the field prior to start of the 2nd half, with the intention that, in the second half they will end the game on the opposite side of their bench.

Home team takes it on the 1st half and subsequently the guest team takes it on the 2nd half.

- Is taken from the center mark.
- Each team must be on their own half of the field.
- Players from the defensive side cannot be inside the center circle.

Infractions

Retake

- If the ball is not stationary
- If the opponents are not outside the center circle
- If Restarted without referee recognition

Turnover

- A direct kick is awarded to the opposing team if there is a 5-seconds violation
- A direct kick is awarded to the opposing team if there is a double touch violation

CORNER KICK

When the ball having last touched by a defender and hits the net over the perimeter wall in-between the corner marks.

Restart:

The ball shall be placed in the corner mark, nearest to where the ball went out, and it must be kicked from there once the Referee whistles play to start.

Infractions

Retake

- If the ball is not stationary
- If opponents are not within 15' feet of the ball in all directions
- If Restarted without Referee recognition

Turnover

- A direct kick is awarded to the opposing team if there is a 5-seconds violation
- A direct kick is awarded to the opposing team if there is a double touch violation

SUPERSTRUCTURE VIOLATION

The ball hits any part of the building superstructure above the field of play.

Restart:

Restart on nearest Shootout Mark on the half of the field that the ball was kicked.

Infractions

Retake

- If the ball is not stationary
- If opponents are not within 15' feet of the ball in all directions
- If Restarted without Referee recognition

Turnover

- A direct kick is awarded to the opposing team if there is a 5-seconds violation
- A direct kick is awarded to the opposing team if there is a double touch violation

KICK-IN

When the ball is played over the perimeter wall along the touchline

Restart

The ball shall be placed within 3' feet from where the ball left the field of play

Infractions

Retake

- If the ball is not stationary
- If opponents are not within 15' feet of the ball in all directions
- The ball can Not be more than 3' feet of the perimeter wall

Turnover

- A direct kick is awarded to the opposing team if there is a 5-seconds violation
- A direct kick is awarded to the opposing team if there is a double touch violation

GOAL-KEEPER DISTRIBUTION

After an attacking player has last touched the ball before hitting the net above the perimeter wall and in-between the corner marks.

- The goal-keeper must throw or roll the ball from anywhere inside the penalty arc to restart. Punting is not allowed. (Exception: U12 players or younger can punt, drop-kick, throw or roll the ball out)
- The ball is not in play until it leaves the penalty arc
- No one on either team may touch the ball until the ball is in play

Infractions

Retake

- If the ball is touched by any player (including the Goal Keeper) inside the penalty area.

Turnover

- A direct kick is awarded to the opposing team if there is a 5-seconds violation
- A direct kick is awarded to the opposing team if it is not restarted with the goal keepers' hands (Except U12 & Under)
- A direct kick is awarded to the opposing team if there is a double touch violation (by the Goal Keeper outside the Penalty Area)

SPECIAL RESTARTS

In the case of an offensive infractions within the defensive team's Penalty Arc

Restart: A Direct Free Kick on top of the Penalty Arc for the attacking team.

In the case of a Defensive infraction within their own Penalty Arc

Restart: A Direct Free Kick on top of the Penalty Arc for the attacking team.

DROP BALL

If neither team has clear possession of the ball at a stoppage not covered by the rules of the game

- A dropped ball can NOT be played by anyone until it hits the ground.
- There are no requirements that any players or any certain number of players have to participate.
- A dropped ball may NOT be taken inside the penalty arc. Instead, the ball is dropped at the Free Kick Mark on top of the Penalty Arc.

DELAYED PENALTY

Restart:

- If the defending team obtains possession of the ball during play, the restart is where the original offence occurred.
- If the ball goes out of bounds **or another foul is committed,** the restart is accordingly to the rules of the game.

MISCOUNDUCT PENALTY

Restart:

- In case of a Team Penalty or Bench Penalty the restart is a Direct Free Kick next to the penalized teams bench door closer to half field.

RED CARDS

- All ages Under 18- Red carded player will receive a 4 game suspension
- Adult players who receive a red card must leave the players area and may be asked to leave the premises. A suspension may be given upon review of the incident by ASC Management and officials.

- A red card fee of $25 is assessed with a suspension of 1-2 weeks.
- A red card fee of $100 is assessed with a suspension of 3 or more weeks.
- All fees must be paid prior to the player stepping on the field again.

COED LEAGUES (ADULT ONLY)

- Each team must have a minimum of one (1) female on the field.
- If a team is short a female, a male may NOT be added in her place however, a female can be added in place of a male.
- All female goals count as two (2) points.
- Goals are counted by the last attacking player to shoot the ball on goal with “intent to score”. Example: if a male player shoots on goal with “intent to score” and the ball deflects off a female it counts as one (1) point since the attacking player last to shoot was a male.
- “Own goals” are counted as one (1) point regardless of who puts the ball in their own goal. (A deflection is not considered an own goal.)
- If a team is down by eight (8) goals, the losing team may add one player male or female.
- Beginner/rec Coed leagues
- Males may only score 3 goals per game. A male may still play in the game but any points scored after 3 will be voided and possession will start with the keeper of the opposing team.

Tie-Breakers (for playoff standings)

In the event 2 or more teams enter playoffs with the same number of points, a number of tie breakers will be used to determine the seed of each team for the tournament bracket.

- **Head to Head**- if the tied teams had played each other during regular season play, the winner of that game will be placed in the higher seed.
- **Point Differential**- if 2 teams are tied in a head to head game, or the teams did not play each other in regular season, the team with a higher point differential will be placed in the higher seed. (If there are more than 2 teams tied for a position in points standings, point differential will be the first tie-breaker to determine seeds.)
- **Points Against**
- **Points For**
- **Coin Toss**

Semi Final or Championship Games

If a semi final or championship match ends in a tie after regulation play the following will take place:

- Each team will remove 1 player from the field and a 5 minute golden goal overtime will take place. That player can be either a male or female.
- If the match is still a tie after the overtime period the match will go into penalty kicks starting with 3 players from each team and adding 1 additional shooter from each team until the match is no longer tied. (Any players can take the shoot outs after the overtime period. The first 3 shooters can repeat in the 1 for 1 but the 3rd shooter cannot also be the 4th shooter.