

## Rules of the Game

### Rule 1- The Field of Play

- 1-A Field Dimensions: The field of play for field one has the dimensions of 148 feet in length and 68 feet in width. The field of play for field 2 has the dimension of 95 feet in length and 42 feet in width.
- 1-B Perimeter Wall: The field of play shall be enclosed by perimeter walls measuring 4 feet high, with 4 feet of glass and 12 feet of netting, except above the goals (2 feet above the crossbar) and along the team benches (4 feet).
- 1-C Playing Surface: Kiefer Indoor Soccer Turf to include in-fill sand and rubber, and all game line stripping.
- 1-D A goal adjoins the perimeter wall at the center of each end of the field of play. The goal side posts will be 12 feet apart (measured from their nearest points), joined by a horizontal crossbar 8 feet high measured from the nearest point of the crossbar to the field surface), a net, extending 2 feet behind the goal mouth and the plane of the perimeter wall, and the area created thereby. The foremost outside contours of the goalposts and crossbar are smooth and flush with the perimeter wall. The depth of the goalposts and the crossbar is 4 inches.
- 1-E Markings: The field of play is marked with distinctive lines, 4 inches in width, as follows:
- A **Halfway Line**, parallel to the goal lines, divides the field of play into two equal halves.
  - A **Center Mark** marks the center of the field of play.
  - A 15-foot radius **Center Circle** surrounds the center mark.
  - A 9-inch diameter **Restart Mark** marks the center of the field of play 50 feet from each end.
  - A **Red Line**, parallel to the goal lines, extends through each restart mark. (Note: some facilities use colors other than red for these lines).
  - A **Goal Line**, delineating the boundary of each goal, is drawn between the goalposts.
  - A **Corner Flag** rises 3 feet above the Perimeter Wall at each corner of the field of play.
  - A 9-inch diameter **Corner Mark** is 3 feet within the Perimeter Wall, situated beneath each Corner Flag.
  - A **Penalty Arch** surrounds each goal with the field of play. The arch consists of two 20-foot lines drawn at right angles to the goal line, each extending from the perimeter wall, 8 feet from inside the nearest goalpost. From the midpoint between the lines' ends, a semicircle with a radius of 15 feet shall be drawn to join the two.
  - The **Penalty Spot** will be 24 feet out from the goal.
  - A **Shootout Mark**, 9 inches in diameter, marks the center of red line.

### Rule 2- The Ball

#### Specifications

Size 5: all FSA sanctioned tournaments and league play

Size 5: Under 12 and all ages above; meeting industry standards for weight and size conditions.

Size 4: Under 11's and all ages below to U-8; meeting industry standards for weight and size conditions.

Size 3: Under 8's and all ages below; meeting industry standards for weight and size conditions.

#### Ball Change

Normal Procedures dictate that any ball change must be made with the approval of the referee.

## Rule 3- The Players

### Players

If a team does not have the minimum number of players required at the start of the game (6 including goalkeeper, and 6 for coed including goalkeeper), that team will forfeit the match 3-0. There is no grace *period*. Players are responsible for arriving on time to commence the game. A fine of \$50.00 will be assessed to teams giving less than 48 hours notice of forfeit to management.

The maximum number of players on the field for each league will be: 6 for men's and women's open, men's over 35's, and boys and girls youth U-12 and older, 6 for boys and girls U-10, 7 for boys and girls U-6 and U-8, and 6 for all coed leagues. There must be a minimum of 3 women on the field for coed play. If a team is short players, a man **may not substitute** for a women's position.

### Substitution During Play and Stoppages

During the game, players may substitute at any time on an unlimited basis, provide the substituted player is within one yard of the bench door and does not interfere with the play at the time the replacing player *enters the field of play*. Any teammate may change place with the goalkeeper at any time as per regular substitution procedures, provided that the goalkeeper wears a jersey that does not conflict with either the referee or the other players. The referee must be notified prior to goalkeeper change. The only guaranteed substitution will occur after an injury stoppage in play. Only the injured player can be substituted.

### Guaranteed Substitutions

The right to substitute eligible players shall be "guaranteed" under the following circumstances. No team may take more than 30 seconds to make a substitution. A warning shall be issued to an offending team for its first violation under this law. A team penalty shall be assessed for each violation thereafter.

- a) After a goal has been scored;
- b) After a time penalty has been signaled;
- c) After play has been stopped due to injury, and the Referee allows both teams to substitute players;
- d) At any unusual stoppage acknowledged by a Referee;
- e) Official Time Out, or Referee's time out; and
- f) Prior to the start of any period of play and of any overtime period.

### Substitution Violations

A team with too many players on the field of play will be penalized with a two-minute penalty not designated to any one specific player.

### Player Requiring Treatment for Injury

The Referee shall send any player (other than the goalkeeper) to their team bench, if he or she requires treatment for injury or blood (regardless if the blood is theirs or another's, or is on their body or uniform). It is the referee's sole discretion to stop play depending on the severity of the injury, location of the injured player on the field (whether affecting play or player), and who has possession of the ball. Any player sent off for treatment may not reenter without the referee's approval.

## Rule 4 – The Player's Equipment

## Uniform

The equipment of a player consists of a jersey, shorts, socks, shin guards, and indoor soccer footwear.

- Jerseys:** Teams are required to have numbered jerseys all of the same color. Teams must also have an alternate color jersey. The team listed first on the schedule, the home team, must change colors in case of a conflict. To avoid delay of the start of the game, jersey conflicts should be taken care of off the field at least 5 minutes prior to the scheduled start of the game. The referee has the discretion to start the game clock if teams are not ready to play due to jersey conflicts, players arriving late, etc.
- Shorts:** Soccer shorts are recommended.
- Training Pants:** Long, black-training pants may be worn by the goalie and players as long as shin guards are worn underneath.
- Socks:** Players must wear socks that cover their shin guards for safety purposes.
- Footwear:** Flat soled shoes or other footwear designed for artificial surfaces. Tennis shoes are not encouraged.
- Shin Guards:** All players must wear shin guards during play. Under NO circumstances may a player participate without shin guards. Shin guards must be completely covered by socks.

## Goalkeeper

The goalkeeper shall wear colors that distinguish him or her from the field of players. Any field player who replaces the goalkeeper must comply with this rule.

## Dangerous Equipment

Rings and/or pierced jewelry must be covered by tape per referee's instructions for safety and welfare of all players. Casts, splints, or body braces made of hard materials must be padded to the satisfaction of administrator and/or referee.

## Rule 5 – The Referee

### Referees

A one man system will be used. Any other referee assistant (i.e. Timekeepers, etc.) are optional depending on House Rules.

### Decisions of Fact and Rule

The authority and exercise of the powers granted to referees by these rules commence when the referee enters the field of play. The referee is responsible for the record of the game and the control of time keeping. The referee may change his or her decision, prior to restart, at his or her own discretion.

### Powers

The referees' power of penalizing extends to offenses committed when play has been temporarily suspended, when the ball is out of play, and as teams/players enter and exit the field of play. Referees' decisions on points of fact connected with play shall be final, so far as the result of the game is concerned. The referee has the following responsibilities:

- a) Enforce the rules.
- b) Recognize the advantage in play and refrain from penalizing in cases where doing so would take an advantage from the offended team.
- c) Use discretionary power to suspend the game for any serious infringement of the rules, interference by the spectators, or interference by other cause. If there is a suspension attributed to one specific team, that team shall forfeit the game with the score of 3-0. If both teams are deemed by the referee to be at fault to a serious degree, a double forfeit will be the result, and neither team will receive points.
- d) Allow no person(s) other than the players to enter the field of play without permission.
- e) Stop the game if, in their opinion, a player has been injured; have the player removed as soon as possible from the field of play, without risking further trauma as a result of removal; and immediately resume the game. Ball possession shall go to the team in possession at the time of the stoppage. If there was no clear possession, the game will resume with a drop ball at the point last played.
- f) Penalize or eject any coach, player, non-playing personnel, or spectator. All penalties or ejections of non-playing personnel will result in a 2- or 5-minute penalty to the offending team.
- g) Keep time and ensure the official time is correct and that full time is allowed.
- h) Indicate illegal substitutions.
- i) Control time penalties.

## Game Report

The Referee shall oversee the goal totals, keep game record, and submit the game record to facility administrator at the end of game, including any pertinent information (i.e. penalties, injuries).

## Rule 6 – The Duration of the Game

### Periods

The duration of the games will be 26 minute halves for adult leagues and 26 minute halves for youth leagues. The clock will only stop for serious injuries. A delay period may occur as the referee determines the severity of injury, prior to the clock being stopped for that injury. Every effort should be made to start games on the scheduled time and the referee has discretion to start the clock at game time if teams are not ready to play due to jersey conflicts, players arriving late, etc.

#### **Overtime Period and Tiebreaker:**

If, in a tournament, playoff, or championship, the game is tied at the end of regulation play, and Overtime Period follows. The time allowed for such a period will be a two two-minute sudden death period. If still tied at the end of the Overtime Periods, a shoot-out will occur.

#### **Running Clock:**

Except if otherwise mandated by the Referee, the Game Clock counts down continuously through each half or Overtime Period.

#### **Extension of Play:**

Play may be extended to permit a penalty kick or shootout for championship.

#### **Clock Malfunction:**

If the game clock does not count down properly, the referee may add or subtract time as appropriate. All violations occurring during a clock malfunction are treated as if occurring while the ball is in play.

## Rule 7 – The Start and Restart of Play

## Start of Play

The team listed first on the schedule is the home team. The home team shall occupy the bench designated Home Team. The home team shall have kickoff. Players on the team opposing the kicker shall remain not less than 10 feet from the ball until the kickoff. Players from both teams shall remain in their own halves of the field until the ball is in play.

## First Possession

The ball will be considered in play when it has moved on kickoff. Ball may travel in any direction. The kicker shall not play the ball a second time until it has been touched by another player. A goal can be scored directly from a kickoff.

## Kickoff After Goal

After a goal has been scored, the game shall be restarted with a kickoff in the above manner by the team that has conceded the goal.

## Start of Second Half

At the start of the second half the team shall change ends, and the visiting team shall have the kickoff.

## Restarts

For all restarts, teams must put the ball into play within 5 seconds, as signaled by the referee, or possession will be turned over to the opposing team.

Defensive restarts of balls out-of-bounds behind the goal area (between two corner markers or circles) will be restarted with a throw-in by the goalkeeper (formerly goal kicks).

The ball is in play once it has traveled half its circumference from any restart. For free kicks by the defensive teams originating in their own penalty area, the ball shall not be in play until it has left the penalty area.

### Free Kick

For any infringement of the kickoff rule, the kickoff shall be retaken, except if the kicker plays the ball again before the ball has been touched by another player. For this offense, a free kick shall be awarded to the opposing team at the point where the offending player touched the ball a second time.

## Dropped Ball Restart

May be used by referee to restart play that has been delayed by 2 players trapped with the ball along border.

## Goal Kick = Goalkeeper Throw-In

Goal kicks are restarted with a goalkeeper **throw-in**.

## **Rule 8 – The Ball in and Out of Play**

### Ball In / Out of Play

The ball is considered in play at all times unless indicated by the referee. The ball is considered out of play when it makes contact with the out-of-play area (nets, building structures, or ceiling structures); when the ball wholly crosses the perimeter of the field walls; or when the game has been stopped by the referee. For balls out of play at the perimeter of the field, the game will be restarted with a kick-in from the dotted lines at the point the ball exited the field (referee will indicate placement). The ball shall be in play immediately after it has traveled half its circumference. For balls played into the ceiling, play will resume from the nearest one-third mark (line). Players playing a ball into the ceiling are subject to a 2-minute penalty.

## Red Line Violation

A foul is called when a forward pass crosses both red lines in the air without first touching a player, the field, or the boards. Change of possession and a free kick from the center of the defensive line restarts play. This rule will not be enforced against any team playing two players down.

## Rule 9 – The Method of Scoring

### Goal

A goal is awarded when the **whole of the ball** has passed over the goal line between the goal posts and under the crossbar.

A team scoring a goal will be awarded one point for each goal scored.

### Winning Team

The team scoring the most goals will be declared the winner

POINTS SYSTEM – To determine league or tournament standings, the following point system will be used:

<u>WIN</u>	<u>TIE</u>	<u>LOSS</u>
2	1	0

TIE BREAKERS – The following tie breaking procedures will be used to determine league or bracket winners for play-off seeding:

1. Point Totals
2. Head to Head record
3. Goals Against
4. Goals For

## Rule 10 – Fouls and other Violations

### Fouls

A player who commits any of the following offenses while the ball is in play shall be penalized by the referee awarding a free kick to the opposing team, to be taken at the point of the infraction subject to the exclusion of the penalty kick.

- a. Kicking or attempting to kick an opponent
- b. Tripping an opponent
- c. Jumping at an opponent
- d. Charging an opponent from behind
- e. Charging an opponent in a violent or dangerous manner
- f. Attempting to strike or elbow an opponent will result in a time penalty.
- g. Holding an opponent
- h. Pushing an opponent
- i. Handling the ball (carrying, striking, or propelling the ball with hand or arm).
- j. Boarding (propelling an opponent into the perimeter wall). A time penalty of 2 minutes will be assessed for boarding.
- k. Board handling.
- l. Dangerous play.
- m. Obstruction
- n. Slide tackling. Due to the potential danger of slide tackling, especially in proximity to

dasher boards, **slide tackling is not permitted**. An intentional slide tackle committed against an opposing player is punishable by automatic ejection. Referees will use discretion for normal goalkeeper play within the penalty area.

- o. Striking or flagrant elbowing will result in dismissal from league.
- p. Spitting will result in dismissal from league for the night plus one game suspension.

- q. Use of boards by players to gain an unfair advantage (bracing, strengthening, leverage, etc.).
- r. Verbal abuse: taunting of players, referees, or spectators by players, coaches, or spectators. These offenses call for immediate suspension.
- s. Impeding goalkeeper from releasing the ball.

### Penal Time Penalties

All blue card offenses will be punished by a 2-minute penalty. All red card offenses will be punished by ejection of the specific players at fault and a 5-minute team penalty. Penal time penalties may be assessed against players for committing any of the offenses (a-s) outlined above. A time penalty must be assessed for incidents of boarding, elbowing, spitting, striking, and for the other offenses deemed severe, tactical or blatant in nature, or for persistent infringing upon the rules. These penalties shall be administered by the showing of a BLUE or RED card by the referee, depending on the nature and severity of the offense.

Additional penal time penalties can be assessed:

- a. Unsportsmanlike conduct, if deemed severe enough by the referee
- b. Misconduct, if deemed severe enough by referee
- c. Foul or abusive language
- e. Playing on the ground
- f. Ceiling play
- g. Too many players on the field
- h. Intentional delay of game (purposely kicking or heading balls over walls, etc.)
- i. Illegal substitutions
- j. Equipment violations

These will be assessed to both players and bench personnel, whether or not they are on the field of play. The time penalty may be assessed on a specific offending player or on the team if the offense is committed: by the coach, bench personnel, or an unidentified individual on the team. Should any player or non-playing team personnel exhibit misconduct at the conclusion of the game, the referee shall display the appropriate card and inform the facility administration for further action. Should the card issued be a red (ejection), that player or team personnel must serve an automatic 1-game suspension. **Players who participate in multiple leagues will be required to sit out for a minimum of 1 game per team.**

### Playing on the Ground

Players may not play the ball when:

- a) any part of the body other than the feet is touching the ground
- b) a player's momentum or motion of playing the ball carries any part of the body, except the feet, to touch the ground.
- c) doing so would result in a slide tackle

The above does not apply to goal keepers playing on the ground within the penalty area.

### Ceiling Play

The referee shall award penalty time as indicated by house rules against any player who kicks the ball (or goalkeepers who distributes the ball) into the ceiling or any of the ceiling fixtures, and that player must serve the penalty. A field player's teammate cannot serve in that player's place except as noted for goalkeepers. Penalties against a goalkeeper can be served by a field player if allowed by the referee (headers or deflections can be the exception as determined by the referee).

### Ejections

An ejected player must exit the facility immediately. A team whose player has been ejected must serve up to a 5-minute penalty. The team must play short up to 5 minutes before a substitution can be made. An ejected player must serve the automatic minimum 1-game suspension, pay the applicable fine, and must contact MAC for written approval prior to further participation in any league. Upon return, a player will serve a probationary period determined by MAC management. Players or non-players shall be ejected for incidents of:

- a. violent conduct or serious foul play
- b. foul or abusive language or action

- c. accumulation of two blue card penalties
- d. dissent

Ejection from facility in one league will jeopardize eligibility in other leagues (i.e. player is ejected from men's open game, player suspension may include participation in coed league or over-35 men's league). An ejected player is also subjected to fines and possible multiple game suspensions or banishment from facility. That player must exit the facility prior to commencing game, and may not return prior to management approval. Additional penalties may be incurred by the team if problems persist.

### Ejected Coach Restrictions

An ejected coach must exit the facility immediately and may not, from the time of ejection until the conclusion of the game, have any communication with the team's players in the facility. An ejected coach must serve an automatic 1-game suspension, pay applicable fines, and must contact the facility for written approval prior to further participation in any league. Upon return, coach will serve a probationary period. The league or arena management will determine the suspension and probation period, and the team may incur additional penalties if problems persist.

### Goalkeeper Violations

A field player may, at the referee's discretion, serve the first 2-minute penalty assessed to a goalkeeper. The chosen player may return to play immediately after the penalty, unless it is a multiple penalty situation as described above. If the goalkeeper assessed a 5-minute time penalty, he or she must serve the penalty. If the goalkeeper receives a second time penalty, he or she will serve a time penalty or possible ejection from the game.

If, after having given the signal for the penalty kick to be taken, the referee sees that the goalkeeper is not in the right place on the goal line, he shall, nevertheless, allow the kick to proceed. It shall be retaken if a goal is not scored. If, after the referee has given the signal for a penalty kick to be taken and, before the ball has been kicked, the goalkeeper moves his or her feet, the referee shall, nevertheless, allow the kick to proceed. It shall be retaken if goal is not scored.

The referee shall award a free kick, taken, from the spot at the top of the penalty box, against the goalkeeper if he or she:

- a. does not release a handled ball out of the penalty area within 5 seconds of receiving it.
- b. handles the ball if it is played back by a teammate. **Goalkeeper may not handle any ball passed back by a teammate except with his or her head.** Goalkeeper may handle any ball played by the opposing team.
- c. handles the ball after putting it down to be played, prior to the ball being touched by another player.
- d. controls the ball outside the goal box, carries the ball into the goal box, then handles the ball. **It is permissible to bring back the ball into the box and pick it up, as long as it was not passed to the goalkeeper.**
- e. slide tackles the ball outside the goal box. (free kick taken from the point of infraction for this instance).
- f. punts the ball as a means of distribution (goalkeeper may distribute the ball either by drop-kick or throw).
- g. bounces the ball without release.

### Penalty Kicks

**Defensive Team Violation** – If, after the referee has signaled for the penalty kick to be taken, but before the ball is in play, a player of the defensive team encroaches into the penalty area, the referee shall allow the kick to proceed. If a goal is not scored, the kick shall be retaken. For any infringement of this rule by the defending team, the kick shall be retaken if a goal is not scored.

**Attacking Team Violation** – For any infraction of this rule by the kicker's teammates, the kick shall be retaken if a goal results directly from the kick. If, after the referee has signaled for the penalty kick to be taken, but before the ball is in play, a player of the attacking team encroaches into the penalty area, the referee shall allow the kick to proceed. If a goal is scored, the kick shall be retaken.

**Kicker Violation** – If a player taking the penalty kick commits an offense against the rules (i.e. feigning or pretending he or she is going to kick the ball), so that the goalkeeper moves before the kick is taken, this is an act of unsportsmanlike conduct. Therefore, the kick, if already taken, shall be retaken if a goal is scored. If the player does not score, play will be allowed to continue.

## Rule 11- Time Penalties

**Delayed Time Penalties** (Blue card advantage) – In situations where the referee wants to penalize a player for an infraction by issuing a time penalty, while at the same time apply an “advantage,” the referee shall acknowledge the foul and signal that the advantage is being continued by raising a BLUE card above his head and maintaining that signal until such time as:

- a. **Opponent Possession:** the offending team gains control of the ball, upon which the referee shall signal the foul by means of a whistle and appropriately penalize the offending player. Possession shall be defined as a player having clear control of the ball for more than one second. The restart should be at the point of the original infraction or at the top of the restraining arc if the offense took place inside the offended team’s penalty area.
- b. **Stoppage:** The referee stops play by whistling any other stoppage (i.e. foul by either team or ball out-of-play). The player guilty of the foul which initiated the BLUE card, shall be appropriately penalized, and play should be restarted as appropriate for the original offense. If a foul is committed during the advantage worthy of a second time penalty, both penalties shall be assessed and appropriately served. If both penalties assessed are against one offender, he shall be ejected.

**Goal:** A goal is scored during the BLUE card advantage, upon which the offending player’s penalty shall be recorded for accumulation purposes.

### Duration/ Expiration of Time Penalties

Time penalties shall be subject to the following concerning duration and expiration of penalty time. A player whose time penalty has expired must immediately leave the penalty box, subject to other restrictions in this section:

- a. **Power play goal:** If a team is reduced to a lesser number of players on the field of play than its opponents due to time penalties, and such team is scored upon by its opponent, then the player having the least amount of time remaining may return, subject to the following conditions: In cases where there is a goal scored during a delayed blue card, in which case the penalty resulting from the delayed blue card shall be recorded but not served, the player whose time penalty resulted in the power play shall remain in the penalty box.
- b. **Equal number of penalties:** In situations where an equal number of player from each team are serving simultaneous time penalties and a goal is scored, no player shall be released and no time penalty voided.
- c. **Penalty kick exclusion:** If a penalized player is in the penalty box/player’s respective bench for a foul which resulted in the awarding of a penalty kick, then that player shall be released if the penalty kick is score.
- d. **Multiple penalties (team):** There must always be a minimum of 4 players on the field for each time. If a team has 2 players serving penalties and a third player receives a time penalty, the third player must still serve the penalty and leave the field. That player shall, however, be replaced by a substitute. The team will play with 4 players until the second penalty has lapsed. However, after the first penalty has lapsed, the player receiving that penalty can join the rotation of the 4 field players on a normal substitution basis. Once the second time penalty has lapsed, the player can rejoin the game without having to substitute one of the current field players, likewise with the third penalty
- e. **Multiple penalties (player):** Any player receiving a **third blue card** will result in an ejection.

- f. Penalty Box (your team's respective bench): A player shall not leave their respective bench unless released at one of these occasions:
1. The expiration of the time penalty, or after a goal, provided that his release does not place too many players on the field (when 3 or more players are serving time penalties).
  2. During halftime, in which case the player must return to their respective bench before play is restarted.
- g. A player serving time for a flagrant foul will be required to serve the entire time penalty at the referee's discretion.

## Rule 12 – Penalty Kicks and Shootouts

### Free Kicks

When play has been stopped for an infraction, play shall be restarted with a free kick taken by a player from the opposing team. All free kicks and game restarts are direct, including penalty kicks and shoot-out attempts. During the taking of a free kick, all of the opposing players shall be at least 10 feet from the ball until it is in play. The ball must be stationary when a free kick is taken and the kicker shall have 5 seconds within which to play the ball after being signaled to do so by the referee. Failure to put the ball into play within 5 seconds of the referee's signal will result in the restart being turned over to the opponent. The ball shall be deemed in play when it has moved. Under no circumstances may the player taking the free kick play the ball again before it has been touched by another player, except during a penalty shootout.

### Restarts in The Defensive Goal Area

Defensive restarts of balls out of bounds behind the goal area (between two corner markers or circles) will be restarted with a throw-in by the goalkeeper.

### Corner Kicks

When the whole of the ball having been last played by one of the defending team players passes over the end of perimeter wall between the two corner markers or makes contact with a designated out of bounds area between the corner markings, excluding when a legal goal is scored. A member of the attacking team shall take a corner kick. The whole of the ball shall be placed on the nearest corner mark, and it shall be kicked in from that position. A corner kick is a direct free kick.

### Free Kicks Originating In the Penalty Area

When a player is taking a free kick in his or her own team's penalty area, all opposing players shall remain outside the penalty area until the ball has cleared the penalty area, and shall be at least 10 feet from the ball while the kick is being taken. The ball shall be deemed in play after it has traveled half its circumference and is beyond the penalty area. If the ball is not kicked directly into play, or if the kicker touches the ball again before it has left the area, the kick shall be retaken.

### Free Kick in the Attacking Penalty Area

Any free kick awarded to the attacking team for a foul or an infraction which occurred in its opponents' penalty area shall be taken at the top of the restraining arc, unless a penalty kick has been awarded.

### Bench Area/Penalty Box Infractions

If play is stopped for an infraction which occurred in the bench and/or penalty box, the game shall be restarted with a free kick taken by a player of the opposing team from the place where the ball was when play stopped.

### Encroachment

If a player of the opposing side encroaches within 10 feet of the ball before a free kick is taken, and a member of the team requests a compliance with the 10-foot retreat radius, the referee shall delay the kick until the player complies. If, upon the request of the referee, that player does not comply by immediately retiring the proper distance, the player shall be considered guilty of encroachment. If a defending player

within 10 feet intentionally interferes with the taking of a free kick, he or she shall be considered guilty of encroachment. For the first team violation, the referee shall issue a team warning for encroachment to the offending team. For any subsequent violation after being warned encroachment, a time penalty shall be assessed for unsportsmanlike conduct against the offending team to be served by, and recorded to, the player guilty of the offense.

### Unsportsmanlike Conduct

Any player who gesticulates in any way to distract his or her opponents during a free kick shall receive an unsportsmanlike conduct time penalty (blue card).

### Penalty Kicks

If a player commits one of the (a-s) listed fouls within his or her own penalty area which warrants a time penalty or denies the opposing team a goal scoring opportunity, he or she shall be penalized by the taking of a penalty kick (A direct free kick from the penalty mark taken by a properly identified opponent against the goalkeeper without interference by other players). A penalty kick can be awarded regardless of the position of the ball at the time of the offense. The referee will not signal for a penalty kick to be taken until all the players are positioned in accordance with the following: all players, with exception of the player taking the penalty kick and opposing goalkeeper, shall be in the field of play but outside the penalty area lines perpendicular to the goal line. The opposing goalkeeper must stand (without moving his or her feet) on his or her own goal line, between the posts, until the ball is kicked. Any encroachment of this position to interfere with the kicker shall result in an unsportsmanlike conduct penalty. The ball will be considered live if a goal is not scored upon taking of penalty kick and play resumes. If a goal is scored directly from the penalty kick, the offending player may be released from serving the time penalty regardless of the number, nature, or sequence of other penalties. Where, in the opinion of the referee, the foul leading to the award of a penalty kick was completely unintentional and not serious in nature, no time penalty need be served by the offending player.

### Shoot-Out

The referee may award a shoot-out if; in his or her opinion, a defensive player intentionally commits a foul outside the penalty area which denies an attacking player a reasonable goal-scoring opportunity.

### Penalty Kick in Extended Play

Play shall be extended at the end of each half to allow a penalty kick to be taken or retaken. The extension shall last until the referee has decided whether or not a goal has been scored:

- a. direct from the penalty kick
- b. having rebounded from either goal post or cross bar directly into goal, or
- c. having been touched or played by the goalkeeper, or
- d. any combination of (b) and (c).

## Miscellaneous Rules

### Persistent Infringement

Missouri Athletic Center referees are required by the management to assess two minute penalties against any team who, in the referee's judgment, persistently infringes on the Rules of the Game.

### Boarding Fouls

Boarding fouls will be considered violent conduct. Remember, just like a pedestrian, the player nearest the boards always has the right of way.

### Non-Playing Personnel

If anyone (coach, player, or spectator) is guilty of dissent, unsportsmanlike conduct, or conduct likely to bring the game into disrepute, he or she shall be cautioned or ejected. Additionally, a two minute penalty shall be assessed the offending team, and the manager/coach may decide which of his/her players shall serve the penalty time. A two minute penalty will also be assessed if non-registered persons are present in the team bench area. Please note that the conduct of spectators is a responsibility of team coach/manager. It is essential in maintaining the integrity of your team, the game, and the facility, that sportsmanship pertaining to all aspects of the game is adhered to.

### Non-Registered Players

Any player found to be participating with a team in a game without having properly registered will result in the team forfeiting the game. ALL persons entering the field or team area MUST have signed waivers and a current player card in file with administration.

It is the responsibility of the coach/manager to check their team's file before each game to ensure that all team players/personnel are properly registered. The Missouri Athletic Center will make unannounced checks of player passes prior to and during matches. If a team is found to be using improperly registered players, the violating team will forfeit the match and in addition, 2 points will be deducted from the team's league standings or the team will be eligible for the championship match. Any unpaid fees (league, rental, fines) will be charged to the team account, and they must be paid in full prior to championship week to remain eligible or register for future league play.