



RULES OF THE GAME - SOCCER

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RULE 1: THE FIELD OF PLAY

1.1 DIMENSIONS: The length of the field of play shall not be more than 210 feet, nor less than 150 feet, and its width not more than 100 feet, nor less than 75 feet. The recommended field of play shall be 185 feet in length and 85 feet in width. SoccerHaus dimensions are 185 feet x 85 feet for both fields.

1.2 MARKING: The field of play shall be marked with distinctive white lines, not less than four inches (4") nor more than five inches (5") in width. A perimeter wall, which shall be part of the playing surface, shall enclose the touchlines and goal lines. A halfway line shall be marked out across the field of play. The center of the field of play shall be indicated by a nine-inch (9") circular mark and a circle with a fifteen-foot (15') radius shall be marked from the center of this mark. A line marking shall be placed across the field fifty feet (50') from each goal line. Both line markings shall extend vertically to the top of the perimeter wall. A nine inch (9") circular mark (Shootout Mark) shall be at the center of each white line. (While it is preferable that all nine-inch (9") circular marks be red, it is permissible for all circular marks to be white.)

1.3 PENALTY AREA: At each end of the field of play two (2) lines shall be drawn at right angles to the goal line outside of each goalpost. They shall be measured eight feet (8') from the inside of each goalpost. These shall extend into the field of play for a distance of twenty feet (20'). A semicircle with a radius of fifteen feet (15') shall be drawn to join the two (2) lines drawn at right angles to the goal line. The area enclosed by these lines and the goal line and the area inside the goal shall be called the Penalty Area.

1.4 PENALTY KICK MARK: A nine-inch (9") circular mark shall be made within each Penalty Area twenty-four feet (24') from the midpoint of the goal line, measured along an un-drawn line at right angles thereto. These shall be the Penalty Kick Marks.

1.5 FREE KICK MARK: A nine-inch (9") circular mark shall be placed at the top of each Penalty Area arc for executing free kicks.

1.6 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 by a series of lines a minimum of three feet (3') and a maximum of six feet (6') in length with a one foot (1') space between each line, from Corner Mark to Corner Mark.

1.7 CORNER MARK: A round corner mark, nine inches (9") in diameter, shall be placed three feet (3') inside the perimeter wall, directly below and perpendicular to the corner. A 15-foot white mark, one foot by two inches wide (1' x 2") shall be placed on the carpet at the base of the perimeter wall dasher boards 15' from the Corner mark in the direction of the nearest goal post

1.8 GOALS: The goals shall be placed on the center of each goal line within the perimeter wall and shall consist of two (2) upright posts, equidistant from the corner flags and fourteen feet (14') apart (inside measurement), joined by a horizontal crossbar, the lower edge of which shall be eight feet (8') from the surface of the carpet. The width and depth of the goalposts and crossbars shall not be less than four inches (4") nor exceed five inches (5"). The goalposts, crossbar and goal line shall have the same width. Nets shall be attached to the posts, crossbars and to the ground behind the goals. They should be appropriately supported and be so placed as to allow the goalkeeper ample room. The depth of the goal net shall be a minimum of five feet (5'). The goal post and crossbar shall be red in color.

1.9 REFEREE CREASE: In the neutral zone, inside the field of play at the halfway line, a semicircle having a radius of fifteen feet (15') shall be drawn from a point at the perimeter wall. No players are allowed in the Referee Crease at any time during a stoppage of play while the referee is in communication with the assistant referee. Violations to this rule will result in a 2-minute penalty for the player violating this rule.

1.10 TURF: An artificial playing surface (carpet) shall be affixed to the surface of the playing field. The Referees are directed to stop play if, in their opinion, the condition of the carpet creates a situation which is dangerous to the players or is deemed critical to the position of the players or ball thus creating an unfair advantage to a player or a team. If play is stopped to attend to carpet problems, play shall be restarted in accordance with Rule 8.5. A report of carpet problems shall be made to the facility operations. Chewing gum is not permitted on any field or in the facility.

1.11 PLEXIGLAS: League operations shall delineate Plexiglas requirements. Referees shall stop play immediately should the Plexiglas be shattered while the ball is in play. Play shall be restarted in accordance with Rule 8.5.

1.12 GAME CLOCK: The game clock counts down the game time of each quarter and overtime period, while the ball is in play, and the intervals between quarters and any overtime. The game clock shall be clearly visible to the team benches, penalty boxes, and game official provided that it does not interfere with or obstruct the field of play. Besides game time, the game clock separately counts down and identifies Power Play time penalties. In case of a question over time remaining, the authority of the Referee supersedes any reading on the game clock. Officials must have a timing device in case of clock malfunction, so that time can be kept on the field.

1.13 HORN: Each game facility has a horn or buzzer, subject to the control of the Timekeeper, to be sounded upon the expiration of each quarter, any overtime period, and otherwise as set forth in Rule 6.

1.14 FIFTEEN FOOT MARK: A 15-foot white mark, one foot by two inches wide (1' x 2") shall be marked 15' from the FREE KICK MARK (equal to 20' from the Goal Line) to delineate where defensive players must retire during free kicks from the top of the arc

1.15 EXCEPTIONS: The Sports Director must approve any exception to specifications in Rule 1.

RULE 2: THE BALL

2.1 APPROVED BALL SPECIFICATIONS: The ball to be used is the MASL approved ball, which shall meet the following specifications: The ball shall be spherical, and the outer casing shall be leather or other approved material. No material shall be used in its construction that might prove dangerous to the players. The circumference of the ball shall not exceed twenty-eight inches (28") and shall not be less than twenty-seven inches (27"). The weight of the ball at the start of the game shall not be more than sixteen (16) ounces nor less than fourteen (14) ounces. The pressure shall be equal to 9.0-10.5 lb./sq inch.

2.2 BALL CHANGE: The ball shall not be changed during the game unless authorized by the Referee.

2.3 PROPERTY: The ball used in any game shall be considered the property of the SoccerHaus, and at the end of play it must be returned to the Referee.

2.4 DEFECTIVE BALL: If the ball bursts or becomes deflated during the course of the match, the game shall be stopped and restarted in accordance with Rule 8.5. If the ball bursts or becomes deflated during a stoppage of the game or during a restart after a stoppage of the game, the game shall be restarted with the appropriate restart. If the ball bursts during the taking of a penalty kick, the kick shall be retaken unless it has rebounded from the goalkeeper, goalpost, or perimeter wall.

RULE 3: LEAGUES

3.1 LEAGUES: Leagues are considered either COMPETITIVE or RECREATIONAL. Competitive leagues are Men's Divisions 1-3 and COED Divisions 1-3. Recreational leagues are Men's Divisions 4 and lower and COED Division 4 and lower. This rule is in place to insure and maintain a competitive balance. SEE ALSO RULE 4.2.1 FOR CLARIFICATION OF PICKING EITHER COMPETITIVE OR RECREATIONAL.

3.2 OVER 30's LEAGUES: These leagues are exempt from these classifications, any official player who is at least 30 years of age (or turning 30 during the season) can play in these leagues.

3.3 LEAGUE FEES: All team fees must be paid in full, BEFORE THE START OF THE SECOND GAME. If a team is not able to pay in full by the start of the second game, the game will result in a forfeit. (NO EXCEPTIONS)

3.4 FORFEITS: Games which result in a forfeit will be scored 5-0 in the league standings. The team that forfeits will be charged a fee which must be paid before the next game can be played by that team.

3.5 RESCHEDULED GAMES: Teams must submit a Reschedule Request Form, in person or via the company's website, no less than 72 Hours (3 days) before the scheduled game time. There will be a fee charged to the team that is making the request if the game is successfully rescheduled. REQUESTS ARE NOT GUARANTEED, BOTH TEAMS MUST AGREE ON A NEW TIME AND DATE.

RULE 4: PLAYERS AND SUBS

4.1 TEAMS: A game shall be played by two (2) teams, each consisting of not more than six (6) nor fewer than four (4) players on the field, one of whom must be the goalkeeper. If multiple time penalties are being served, there shall be a minimum of four (4) players per team, including the goalkeeper, on the field of play.

4.2 OFFICIAL PLAYERS: Only players that have been registered with and have signed the SoccerHaus waiver and have been issued a Player Card (COMPETITIVE OR RECREATIONAL), are allowed in the Team Bench Area and must also be on the Team's official roster. All violators will be asked to leave the Bench area and go to the spectator side of the field. NO EXCEPTIONS.

4.2.1 ELIGIBLE PLAYERS: In order to maintain competitive balance player must choose between the two levels (COMPETITIVE or RECREATIONAL, see rule 3.1) and cannot play in both levels during a single season. If a player who is considered a "competitive" player wants to change their level, they can by game 4 but this change will continue for the remainder of the season. The same rule applies to a "recreational" player who chooses to change levels before the 4th game of the season. (No new players can be added to any rosters after the 4th game in any league).

4.2.2 PLAYER CARD: This card is a verification that a player has completed a waiver and has selected a level of play. The first player card will be issued to a player free of charge after a waiver has been signed and the player's age is verified (I.D. is required). Players will have to give the card to the referee before playing to be verified or added to the team's roster. Player cards will be returned to team captain after each game. It is responsibility of each player to care for his/her card appropriately. If the player loses or misplaces the card, a replacement card will be printed for a fee. If a player is changing levels of play, the player must exchange the existing card for one reflecting the current level of play free of charge. SoccerHaus will hold the card not in use so that competitive balance is maintained amongst leagues.

4.3 SUBSTITUTES: All team bench personnel and players listed on the Official Line-up shall be subject to the authority and jurisdiction of the Referee.

4.3.3 ROSTERS: Team rosters will close after the 4th game of the season. NO NEW PLAYERS CAN BE ADDED TO A ROSTER AFTER THE 4TH GAME, even if this results in a forfeited game (unless it is a person from the Free Agent List, which must be verified by the Front Desk Staff & Referee).

4.4 UNLIMITED SUBSTITUTION: Playing with Too Many Players: During dynamic play, substitutions may be made at any time on an unlimited basis, provided the player substituted for is within the touchline at his own bench area, or off the field of play within his own bench area, (bench area defined as between your benches 2 gates and inside the 3foot line) before the substitution is made. Notwithstanding the above, neither the player entering the field, nor the departing player may participate in play and or gain an advantage during a period of time when they are simultaneously on the field and the ball is in play. Such violation shall result in a 2-minute Team Power Play penalty. It shall be the coach's choice as to which player serves the two (2) minute Power Play penalty which shall not accrue against that player for purposes of multiple accumulated time penalty ejection. If the ball leaves the field of play for any reason after a foul, then substitutions will be permitted. No one, including the same player who exited the field, can come back on without a warning or violation being called. The infraction is for any player coming back on. (Exception: if the violation includes more than two players for one team, the Referee must allow a player(s) to return to the field as a team cannot play with less than the minimum number of four (4) are on the field).

4.5 TIMED SUBSTITUTIONS: During guaranteed substitution occasions, teams shall be allowed fifteen (15) seconds to complete all player substitutions. If more than 15 seconds lapse the clock can be stopped at the Referee's discretion.

4.6 GOALKEEPER SUBSTITUTION: Any teammate may change place with the goalkeeper at any time as per regular substitution procedures, provided that the goalkeeper wears a jersey that distinguishes him from the other players and the Referees.

4.7 GUARANTEED SUBSTITUTION: During guaranteed substitution occasions, teams shall be allowed fifteen (15) seconds to complete all player substitutions The restart of play will be delayed to allow completion of substitution(s) on the following occasions: (a) After a goal has been scored. (b) After a time penalty has been assessed. (c) On an injury timeout. (d) At any unusual stoppage acknowledged by a Referee.

4.8 INADVERTENT RESTART: If play is inadvertently restarted with too many players on the field after any guaranteed substitution, no penalty shall be assessed, and the game shall be restarted again properly.

4.9 TEAM CAPTAIN: Each team shall appoint a captain who shall be identified by wearing an official armband furnished by the club. No goalkeeper as designated on the lineup card or player/head or assistant coach shall be permitted to be captain. In the event of a dispute or problem, the Referee will inform the team captain of the decision and each captain will advise his coach. Only when invited by the Referee shall the captain have the privilege of discussing any point relating to interpretation of the Rules that may arise during the progress of the game. A protest or complaint about a penalty is NOT a matter "relating to interpretation of the Rules" and a five (5) minute Misconduct (non-Power Play) penalty shall be imposed against any captain or other player making such protest/complaint.

4.10 INJURED GOALKEEPER: In a situation where a goalkeeper is injured, a team trainer, after being signaled to enter the field of play, may attend to the goalkeeper. Following this attention, this injured goalkeeper may stay in the game. In any second situation and those thereafter, where a trainer is signaled onto the field to attend to this particular goalkeeper, that injured goalkeeper must be removed from the field of play and shall not be permitted to rejoin play until the next guaranteed substitution or when the ball has gone over the perimeter wall. In the case where a goalkeeper returns before such guaranteed substitution or the ball has gone over the perimeter wall, play shall be stopped for such and a five (5) minute Misconduct Technical Infraction penalty (non-Power Play) shall be assessed to that goalkeeper. In cases where the trainer is summoned to treat an injury to a goalkeeper between periods, or at halftime, this shall not be considered a suspension of play for purposes of this rule if the start of play is not delayed as a result.

4.11 GOALKEEPER WARM-UP: In cases where a team's trainer enters the field of play after being requested to do so by the Referee to attend to an injured goalkeeper, another goalkeeper from that team may warm up with a practice ball in close proximity to his Club's bench. Once the trainer leaves the field, the goalkeeper's warm-up must conclude.

4.12 INJURED PLAYER: If the clock is stopped for a player injury that player must leave the field of play and be replaced by another player. The injured player may return to play as soon as play is restarted.

4.13 PENALIZED PLAYER INJURY: If a penalized player is injured and requires medical attention, he may proceed to his team's bench area, and a substitute may be designated by the coach to serve the injured player's time penalty in the penalty box. In this case, the injured player may not rejoin play until the first guaranteed substitution or when the ball has gone over the perimeter wall following the expiration of his time penalty.

4.14 SUBSTITUTION ON GOALKEEPER DISTRIBUTION, CORNER KICKS, AND KICK-INS: Goalkeeper Distributions, Corner Kicks and Kick-In restarts shall not be delayed for substitution purposes. Notwithstanding the above, if too many players are simultaneously on the field when the ball is in play and either player participates in play and gains an unfair advantage an illegal substitution violation resulting in a 2-minute Power Play penalty (as in Rule 3.4) shall be assessed.

4.15 BLOOD: The Referee shall send any player to his team bench who requires treatment for blood regardless whether the blood is his own or another's or is on his body or uniform. Following treatment, the player must show the Referee, prior to reentering at a guaranteed substitution or the ball over the perimeter wall, that he has covered any wound or that the blood has been adequately treated, the blood must be removed from the player's uniform and obtain the Referee's approval. This shall be recorded by the AR and treated the same as an injury stoppage.

RULE 5: PLAYERS' EQUIPMENT

5.1 USUAL EQUIPMENT: The equipment of a player (during the entire game) is a **shirt, shorts, Long socks, shin guards, and indoor soccer footwear**. Shirts are to remain tucked into the shorts, and socks are to be pulled to the knee, thereby covering the shin guards. No Exceptions, Socks must be worn, and shin guards properly covered by an appropriate pair of socks. Sweatpants may be worn, but blue jeans and or regular daily clothing are not allowed and all violators will be asked to leave the playing area, until which time they can return with proper playing equipment or clothing.

5.1 (a) DANGEROUS EQUIPMENT: Players shall not be permitted to wear necklaces, chains, watches, fitness bands at any time during the playing of the game. Players not conforming to League standards will not be allowed to play until they remove the item. Rings shall not be worn; however, if a player is unable to remove a ring, he shall be required to properly tape the ring to his finger to ensure that it does not present a danger to him or other players. Any cast worn must be properly padded to the satisfaction of the Referee. **If a Referee finds that a player is wearing articles not permitted by**

the Rules and/or constitute a danger to him or other players, he shall order the player to properly pad or remove the dangerous articles, if the player refuses to cover or remove the article then they will not be allowed to play until such article is removed or covered. This includes: watches, fitbits or any other device worn on the wrist.

5.2 FOOTWEAR: A player's footwear must conform to the following standards: Flat soled shoes or Turf Shoes which is footwear with more than thirty (30) molded mini-studs shall be permitted. A player who loses a shoe during the normal course of play may continue to participate until the next stoppage in play. Under no circumstances may a player leave the bench without shoes to participate. Players not conforming to League standards will be reported to League operations for administrative action.

5.2.1 Red Field – Blue Field – Soccer Cleats are allowed. No metal or screw-in cleats allowed or baseball or football cleats allowed while playing Soccer. All cleats are subject to inspection by the Referee. If improper footwear is being worn the player will be asked to leave the field of play and not return until they have the proper footwear on their feet. Soccer cleats, turfs or flats. (Soccer Cleats do not have a stud on the front of the shoe for safety purposes).

Cleats being worn can be re-evaluated after a few months after the SoccerHaus doors open, depending on the wear and tear on the turf, possibility of asking all players to wear flats or real turf shoes as defined above under 4.2 Footwear.

5.3 SHINGUARDS: All players must wear shin guards during play. Shin guards are defined as protective equipment that is commercially available and designed specifically to protect the shins. A player who loses a shin guard during the normal course of play may continue to participate until the next stoppage in play at which substitution is guaranteed. Under no circumstances may a player leave the bench without shin guards to participate. Players not conforming to League standards will be asked to leave the playing area and can return when they have the proper equipment.

5.4 GOALKEEPER: Uniform and Equipment: The Goalkeeper's uniform should feature different colors than his Teammates', opponents' and the Game Officials' uniforms. The Goalkeeper's dominant jersey color(s) shall be completely different than his Team's jersey color(s) and that of the opponents Team. While the Goalkeeper's shorts and socks may be the same as the rest of his Team, the League strongly encourages the Goalkeeper to wear an entire outfit that completely contrasts that of his Team's. Each Team should carry an extra, unnumbered Goalkeeper jersey for a player not normally a Goalkeeper who is substituted at Goalkeeper for whatever reason. Any field player who replaces the goalkeeper must wear a goalkeeper jersey, except in delayed time penalties situations. The goalkeeper may wear protective headgear if approved by the League.

5.5 INFRINGEMENT: For any infringement of this rule, the player at fault shall be sent off the field of play to adjust his equipment and he shall not return without first reporting to a Referee, who shall be satisfied that the player's equipment is in order. The player shall only enter at a guaranteed substitution. A 5-minute Misconduct non power play penalty shall be assessed to the offender who enters the game in breach of the conditions of this Rule having failed to carry out the equipment adjustment as ordered.

RULE 6: REFEREES

6.1 REFEREES: One (1) Referees and one (1) Assistant Referee (Scorekeeper), shall officiate each game. The authority of the Referees commences when they enter the arena. The Referees are responsible for the record of the game, the control of the timekeeper and allowing the full or agreed time, adding time lost through accident or other cause. When referenced anywhere in these Rules, the word "Referee" shall refer to both Referees on the field of play and for purposes herein the male gender shall refer to both male and female.

6.2 POWERS: Referees' decisions on points of fact connected with play shall be final so far as the result of the game is concerned. The Referee's power to assess penalties and maintain control of the game, extends to violations of these Rules committed during play, during stoppages, and as players and other team personnel proceed to and from the field of play. Referee's decisions on the field of play and in regards to infractions in the Bench and immediate field area are FINAL. SoccerHaus Referees have jurisdiction over players and spectators as long as you are in the SoccerHaus.

The Referee has the power to:

6.3 WARN/PENALIZE/REPORT /CAUTION/EJECT: **From the time the Referee enters the arena, he has the authority to penalize or report any team, player, bench personnel, or spectator as required by these Rules, for fouls, time penalties, warning to including all Blue, Yellow, and Red Card offenses, regardless whether the ball is “in play.”** Should a player simultaneously commit two (2) or more different violations, the Referee shall penalize the most serious violation.

(a) Apply Advantage: The Referee allows play to continue when the team against which an offense has been committed will benefit from such an advantage and penalizes the original offence if the anticipated advantage does not ensue at that time.

(b) Exercise Discretionary Power: The Referee has discretionary power to stop the game for any violation and to suspend or terminate the game by reason of the elements, interference by spectators, or other cause which he deems necessary. In such case the Referee files a detailed report.

(c) Prohibit Entry On the Field: The Referee ensures that no unauthorized persons enter the field of play. Bench personnel may enter the field of play at their team bench between periods.

(d) Restart Signal: The Referee signals the restart of the game after specific stoppages. **A whistle is required for a restart on top of the Arc ALWAYS, on the 3rd line DOT, or if the player asks for 15ft., after any stoppage of play, ie- injury, 2-minute penalty or any cardable offense, restart after a goal, Start of the game from the kickoff mark.**

(e) Ball Approval: Decide that the balls provided for a match meet with the requirements of Rule 2.1.

(f) Halt Play Due to Injury: The Referee may stop the game, if a player has been injured, and have the player removed from the field of play, in accordance with Rule 3.12.

(g) Non-Player Discipline: Penalize or eject, as set forth under Rule 12 any coach or non-playing team personnel who enters the field of play without Referee permission, except:

(1) During game stoppages officially designated and acknowledged by the Referee.

(2) During an injury timeout when acknowledged by the Referee.

(3) Between Halves

(4) In cases of a goalkeeper injury at which times the coach and/or other non-player team personnel may attend to the injured goalkeeper with the permission of the Referee.

6.4 GAME REPORT: The Referee shall file a Game Report that includes information on any disciplinary action taken against players, and/or team officials and any other reportable incidents that occurred before, during, or after the game.

6.5 REFEREE DECISIONS: All Referee decisions made on the field of play are FINAL, keeping in mind that Referees make decisions based on what they see during the course of play, your angle may be different then the referees angle and or line of sight during a particular play or foul or infraction. All Referees at SoccerHaus have gone through extensive training with our Sports Director and have passed a knowledge of the game evaluation and knowledge of the rules of play. We do appreciate your input about our referees, and we encourage you to express any concerns about our staff with our Sports Director in a private setting, not on the fields in front of other players or spectators. If you want the Referees to respect you as a player, then also show them the respect as a referee. All complaints will be heard in a private setting with our Sports Director. Please email or Call to ask for a private meeting to discuss any issues with our referees. We do apply the 24-hour rule, this gives all parties time to cool off and think about what had transpired and have a discussion with a much clearer head.

RULE 6: ASSISTANT REFEREE (TIMEKEEPER) AND OTHER OFFICIALS

6.1 ASSISTANT REFEREE / TIMEKEEPER: The Assistant Referee’s duties, subject to the Referees’ decision, shall be:

(a) Responsible for indicating illegal substitutions.

(b) Keeping a record of the game to include required “reportable” information as specified elsewhere in these Rules.

(c) Controlling the penalty box area and managing the Bench Area for inappropriate language and or behavior of players.

(d) Supervising the serving of time penalties under the Referees' jurisdiction and ensuring the correct posting of Power Play time penalties on the arena scoreboard.

(e) Checking the players in as they enter the Bench Area

(f) Indicating ball out of play in the bench areas and penalty box areas. The Assistant Referee shall signal violations of this Rule by means of a hand gesture or horn. The decision of the Referee shall supersede.

(g) Assist with recording of goals, fouls, and penalties on the Official Game Report.

(h) Communication with center Referee, Assistant Referee has all the same powers the Center Referee has.

(i) Running and Controlling the game clock

6.3 TIMEKEEPER: The timekeeper shall act as the official timekeeper for the game and shall be equipped with an appropriate stopwatch. The timekeeper shall assist the Referee by operating the official clock and scoreboard.

RULE 7: DURATION OF THE GAME

7.1 DURATION: The duration of a regulation game shall be two (2) Halves of twenty-five (25) minutes each for a total of fifty (50) minutes. All games are based on an Hour time slot, this allows for each team to have a 5 minute warm up period that begins at their designated start time. Halftime will be 2 minutes or less at the teams discretion. This will allow 2 minutes at the end of each game for players to gather their things from the bench area and make room for the next teams to come in.

7.1 INCLEMENT WEATHER: GAMES WILL NOT BE CANCELED AS LONG AS GARDEN OF THE GODS ROAD IS OPEN. ALL GAMES WILL BE PLAYED AT THEIR SCHEDULED TIME, IT IS AN INDOOR FACILITY. TEAMS THAT JUST DECIDE NOT TO COME AND PLAY THEIR SCHEDULED GAME WILL FOFEIT THE GAME, IT WILL NOT BE RESCHEDULED UNLESS THE FACILITY CLOSES.

RULE 8: THE START OF PLAY

8.1 BEGINNING THE GAME: The home team shall decide the choice of ends, and visiting team shall take the kick off. After the Referee has whistled, the game shall be started by a player taking a kickoff (i.e. a kick at the ball while it is stationary in the center of the field of play). Every player of the team opposing that of the kicker shall remain not less than fifteen feet (15') from the ball. Players from both teams shall remain in their own halves of the field until the ball is in play. The ball shall be deemed in play when it has been played (touched) in any direction. The kicker shall not play the ball a second time until another player has touched it. Playing the ball twice includes instances where a player taking the kick plays the ball off the perimeter wall to himself, before it has been touched by another player. A goal can be scored directly from a kick off.

8.2 AFTER A GOAL HAS BEEN SCORED: The game shall be restarted in like manner (Rule 8.1) by the opposing team. The Team may restart play as quickly as they wish to or within 30 seconds.

8.3 AFTER THE END OF THE 1ST HALF: The next half will begin after a 3-minute break with the teams switching sides, and the team that did not kick off the previous half will kick off to begin the 2nd half.

8.4 PUNISHMENT: For any infringement of this Rule, the kick off shall be retaken, except in the case of the kicker playing the ball again before it has been touched by another player. For this offense, a player of the opposing team shall take a free kick.

8.5 RESTART - CAUSE NOT MENTIONED: In any situation where a team has clear possession of the ball when play was stopped for any cause not mentioned in the rules, the team with possession shall be awarded a free kick. When restarting the game after a stoppage of play for any cause not mentioned elsewhere in these Rules and neither team was in possession, the Referee shall drop the ball at the place where it was when play was stopped and it shall be deemed in play

when it has touched the ground. When restarting the game after a stoppage of play, which occurred while the ball was inside the penalty area, the Referee shall drop the ball at the Free Kick Mark. Once the ball has touched the ground, a player may play the ball twice (or more times) in succession. A player shall not play the ball until it has touched the ground. If this Rule is not complied with, the Referee shall again drop the ball.

8.6 FIVE SECOND PLAY REQUIREMENT: Failure by a team to put the ball into play within five (5) seconds after the Referee has signaled the ball ready for play or by the blowing of the whistle, shall result in a possession turnover to the opponent. If an opponent is impeding in the automatic 3 feet area the referee may not begin his count until the player has moved beyond the required 3 feet.

RULE 9: BALL IN AND OUT OF PLAY

9.1 BALL IN PLAY: The ball is in play at all times from the start of the game to the finish, including:

- (a) If it rebounds from a goalpost, crossbar, or perimeter wall into the field.
- (b) If it rebounds off a Referee when he is on the field of play.
- (c) In the event of a supposed infringement of the Rules until a decision has been made by the Referee.

9.2 BALL OUT OF PLAY: The ball is out of play:

- (a) When it has wholly crossed the perimeter wall.
- (b) When it has made contact with any part of the building superstructure above the field of play. For such contact, **a free kick will be awarded to the opposing team at the nearest 3rd line to where the ball was last played, unless the ball touches the superstructure within the goal arc – then the ball is placed on top of the ARC.** In superstructure situations the ball is considered to have left the field of play for purposes of allowing team substitutions.
- (c) When the game has been stopped by one of the Referees.
- (d) In situations where the ball becomes lodged between sections of glass or the perimeter wall, it shall be considered put out of play and the Referees shall restart play with a Drop Ball in accordance with Rule 8.5.
- (e) When the ball makes contact with anyone who is on the team bench.

RULE 10: METHOD OF SCORING

10.1 LEGAL GOAL: Except as otherwise provided by the Rules, a goal is scored when the whole of the ball has passed over the goal line prior to the buzzer sounding, between the goal posts and under the crossbar, provided it has not been thrown, carried or intentionally propelled by hand or arm, by a player of the attacking side, except in the case of a goalkeeper who was within his own penalty area when he legally propelled the ball.

10.2 SCORING: All goals shall be of equal value, one (1) point each goal. The team scoring the greater number of goals during the game shall be declared the winner.

10.3 OUTSIDE INTERFERENCE: A goal cannot, in any case, be allowed if the ball has been touched and/or prevented by some outside agent from passing over the goal line. If this happens in the normal course of play, other than at the taking of a penalty kick (see Rule 14), the game shall be restarted in accordance with Section 8.5

RULE 11: DELAY OF GAME: VIOLATIONS

11.1 THREE-LINE PASS: If any player, including the goalkeeper, plays the ball over three lines (two white lines and halfway line) in the air towards his opponent's goal line, without it touching another player, the perimeter wall or a Referee on the field of play between the white lines, the Referee shall award a free kick to the opposing team at Shootout mark closest to where the ball was played from. This includes the goalkeeper throwing the ball over three lines with his hands.

RULE 12: FOULS AND TIME PENALTIES

12.1 FOULS: A player who intentionally 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 exclusions in Rule 13.

(a) Kicks or attempts to kick an opponent;

(b) Trips an opponent, i.e. throwing or attempting to throw him by use of legs or by stooping in front or behind him;

(c) Reckless Tackle which endangers the safety of an opponent: **NO SLIDE TACKLING AT ALL OR ANY ATTEMPT TO LEAVE YOUR FEET TO IMPEDE ANOTHER PLAYERS PROGRESS, THIS WILL RESULT IN AN AUTOMATIC 2-MINUTE PENALTY AND POSSIBLE EJECTION FROM THE GAME.**

(d) Jumping at an opponent and making contact with the opponent.

(e) Charges an opponent from behind unless the latter is shielding the ball in a legal manner; when possession is unclear.

(f) Charges an opponent in a violent or dangerous manner. If a player deliberately turns his back to an opponent when he is about to be tackled, he may be charged but not in a dangerous manner;

(g) Strikes, Head Butts, Punches, Elbows, attempts to strike, punch, elbow, head butt, or spits at an opponent. Any of these violent acts calls for immediate ejection from the game and a Red Card will be issued. Red Cards will be assessed by the Sports Director and penalties will be given accordingly to the individual to include setting out additional games as well as a monetary fine to get back into the league.

(h) Holds an opponent;

(i) Pushes an opponent;

(j) Handles the ball, i.e. carries, strikes, or propels the ball with his arm or hand (this does not apply to a goalkeeper in his team's penalty area); Hand Balls are procedural penalties and do not count towards the foul count.

(k) Boarding, i.e. propelling an opponent into the perimeter wall. **An Automatic two (2) minute Power Play time penalty will be assessed for boarding.**

(l) Playing in a dangerous manner; Referee discretion.

(m) Charging fairly at an improper time, i.e. playing with the shoulder, when the ball is not within playing distance of the players concerned; double teaming a player along the wall is considered dangerous and a foul will be called. Double teaming along the wall results in aggressive play and for the safety of all players will not be allowed.

(n) When not playing the ball, intentionally obstructing an opponent, i.e. running between the opponent and the ball, or interposing the body so as to form an obstacle to an opponent.

(o) Charging the goalkeeper or attempting to obstruct the GK throwing or kicking the ball except when he is outside the penalty area.

(p) Player who acts in an unsportsmanlike manner. Referee Discretion

12.2 TIME PENALTIES: Time penalties shall be classified and noted as follows:

BLUE CARD = 2-MINUTE POWER PLAY PENALTIES: Coed: 2 minute penalties assessed to a female will be served by the female that was issued the Blue Card but the team must play with 2 females on the field during the penalty, so a male must substitute with a female for the duration of the 2-minute penalty.

YELLOW CARD = 5-MINUTE MISCONDUCT: (INDIVIDUAL CARD-NON-POWER PLAY) Player may not return to play for 5 minutes. Foul Language towards another player, referee, timekeeper, a fan or spectator. Consider this a cooling off period to keep you in the game.

3 Blue cards in the same game = sending off from that game. Evaluation of infractions to determine any further action.

2 Blue and 1 Yellow Card in the same game = sending off from that game. Evaluation of infractions to determine any further action.

2 Yellow Cards in the same game = sending off from that game and a 1 game suspension. Possible Fine to return to play.

RED CARD – sending off from that game immediately and up to a 1 game suspension or more depending on the RED CARD infraction. Evaluation of the infraction to determine any further action. All Red Cards incur a Monetary Fine to return to play. 1st Red Card = \$25 / 2nd Red Card = \$50 / 3rd Red Card = \$50 fine and a six (6) month suspension + six (6) months of probation. Any Red or Yellow Cards during Probation Period and the player will be suspended again for another six (6) months + six (6) month probation, possible suspension for LIFE. Accumulation applies to all players over a twelve (12) month period which begins from the 1st Red Card a player receives. **SEE RULE 12.9**

Red Card Appeal: Red Card suspensions can be appealed via email to the Sports Director. The 24-48 hour rule applies to this email as well. The best thing for a player to do is to accept their Red Card and leave the facility without any further incident and after 24-48 hours the player may email to appeal and discuss their infraction, a player's behavior after receiving a Red or Yellow card will weigh on the facilities decision and their ultimate Fine and or suspension. All Fines and Suspensions are Final once the appeal has been processed and If no appeal then Fines or suspensions are Final after 48 hours. **SEE RULE 12.9**

12.3 PENAL TIME PENALTIES: A two (2) minute Power Play time penalty may be assessed against players for committing any of the offenses outlined in Rule 12.1

(a) – (p) committed while the ball is in or out of play. A time penalty must be assessed for incidents of boarding, elbowing, spitting, striking, and for other offenses deemed severe, blatantly tactical, or blatant in nature. These penalties shall be administered by the showing of a Blue Card, Yellow Card or Red Card by the Referee and shall be two (2) minutes in length for Blue and 5 minutes in length for Yellow and Red (a) Any two (2) minute penal power play time penalty, with the exception of any Sending Off Offenses, assessed to the goalkeeper, shall be served by the goalkeeper.

12.4 Eight (8) FOUL PENALTY: Any team that accumulates Eight (8) fouls will be assessed a two (2) minute Power Play Time Penalty. Fouls accumulated in the first half will carry over to the second half. After the 8 foul penalty, the team foul count will begin again. In the interval between periods, the officials will provide each coach with the amount of fouls their team has accumulated. For Coed games the 8th foul penalty must be served by a male, there must be 2 females on the field at all times.

12.5 DELAYED TIME PENALTIES (BLUE OR YELLOW 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 of Rule 5, the Referee shall acknowledge the foul or infraction and signal that the advantage is being continued by raising a 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 time the Referee shall signal the foul or infraction by means of a whistle and appropriately penalize the offending player. Play is restarted as a free kick at the spot of the original foul that created the delayed penalty. Possession shall be defined as a player having clear control of the ball for more than one (1) second.

(b) 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 that initiated the delayed blue or yellow card advantage shall be appropriately penalized. If the ball goes out of play during the Delayed Time Penalty situation the restart of play is the appropriate restart for the ball out of play (i.e., kick-in, corner kick, goal keeper distribution). If another foul is committed during the Delayed Penalty situation by either team the restart of play is with the foul that was committed that stopped the play. If a foul is committed during the advantage worthy of a second time penalty, both penalties shall be assessed and appropriately served.

(c) Goal: If a goal is scored during the Delayed Card Advantage the offending player's penalty shall be recorded for accumulation purposes, but he shall serve no time. A previously penalized player shall be released from the penalty box in the event of a Power Play goal.

12.6 ADDITIONAL POWER PLAY PENALTIES: As delineated elsewhere in the Rules, a two (2) minute Power Play Penalty shall be issued for the following

(a) Substitution violation: see Rule 3.: see Rule

(b) Any player who attempts to gain a foul by “diving”, “embellishing” or “faking” his team can be issued a Warning. A second violation by any player on that team will result in a Blue Card (2) minute power play penalty.

12.7 MISCONDUCT PENALTIES: A five (5) minute Misconduct Penalty shall be assessed against players who show disapproval, by word or action, of the decision by the Referee or other game officials or acts in a severe un-sportsmanlike manner. These penalties shall be administered by the showing of a Yellow Card and shall be five (5) minutes in length. Misconduct penalty time shall not be entered on the arena scoreboard. As no Power Play is awarded to the opposing team, the offending player may not exit the penalty box until the first guaranteed substitution or when the ball goes over the perimeter wall and is out of play, after his penalty time has expired. A player whose misconduct penalty expires does not have to report to the bench, he may go directly on the field as a player. Similar misconduct by bench personnel (or non-players) shall be recorded for purposes of multiple penalty Power Play and ejection for that individual. Should any player or non-player exhibit misconduct at the conclusion of the game, the Referee shall not display the appropriate card, but shall submit a detailed report to the League and inform the team that such a report has been filed.

(a) Misconduct by Non-Players: Misconduct involving non-playing personnel shall be considered administrative in nature, and shall be reported to the League. No time penalty shall be served for such offenses.

(b) Team Misconduct: Team Misconduct shall be defined as physical or verbal abuse of the Referees where the offender is not identifiable. For any team violation, the Referees shall assess a Misconduct penalty to the coach of the offending team. This Rule shall not prohibit Referees from penalizing individual players or non-playing personnel. The Referee may issue a “bench warning” before issuing an individual or team misconduct.

(c) Game Delay: Game Clock will begin at the designated start time for the game, if a team cannot field enough players (4) to start the game within 5 minutes (so at 20 minutes of the 1st half) the game will be a forfeit and the winning team will get maximum points for the forfeit.

(d) Ball Played or Thrown Off the Playing Field: During a stoppage of play immediately following a goal, should a player intentionally kick, throw or play the ball off the playing field, such player shall be assessed a five (5) minute Misconduct non power play Time Penalty.

(e) A five (5) minute Misconduct Penalty assessed to the goalkeeper shall be served by the goalkeeper. A five (5) minute Misconduct Penalty assessed to the goalkeeper does not result in a penalty kick or shootout.

(f) A Blue Carded player who does not immediately proceed to the penalty box will be assessed an additional five (5) minute Misconduct non-power play penalty. A teammate must serve the two (2) minute power play portion. The penalized player must serve the entire seven (7) minute penalty.

(g) A player who commits a foul, that in the opinion of the referee is more severe than a two (2) minute penalty, but in the opinion of the referee not severe enough for an ejection may be assessed a Yellow card also which is a five (5) minute Major Penal Misconduct Penalty in addition to the two (2) minute penal power play penalty. A teammate must serve the two (2) minute power play portion. The penalized player must serve the entire seven (7) minute penalty.

12.8 TECHNICAL INFRACTIONS: A two (2) minute Power Play penalty or A five (5) minute non-Power Play penalty may be assessed for the following offenses:

(a) Player Violations. A player committing any of the following offenses: (1) Player leaves penalty box prior to expiration of time penalty. (2) Player interferes in shootout procedures (3) Player commits delay of game violation (4) Encroachment, after a team warning (5) Player leaving early on a shootout.

(b) Violations by other non-player personnel shall result in Misconduct penalty and the incident shall be reported to the League.

(c) Delay of Game: Players of either team shall not engage in tactics that delay the restart of the game immediately following the Referee’s whistle to stop play.

12.9 SENDING OFF – Red Card - (with Power Play): A player or non-player shall be ejected and a five (5) minute Power Play Penalty awarded for incidents of: (the 5 minute team penalty lasts the whole 5 minutes even if the other team scores.)

Red Card Procedure

- 1) Player leaves the facility without their player card, and Head Ref fills out Red Card Report
- 2) Player Card kept at front desk, at the same time Red Card Report submitted
- 3) Player and Captain contacted after 24-48 hours due to "cool off period", and CCTV Review
- 4) Director of Referee's and Sports Director determine severity of penalty based on the parameters set below in (a) – (i)
- 5) Call and email Captain and then the player (in that order) with the verdict - 1 game suspension or more due to severity of the infraction, and a \$25 or more fine imposed to be paid before the player returns from the suspension.
- 6) Captain can either accept the decision, or file an appeal for the length of the suspension via email to the Sports Director, you cannot appeal the Red Card itself, once the Red Card has been issued it will stand.
- 7) Player adheres to the consequence
- 8) Player pays the fine, gets the card back after compliance
- 9) Red Card Report filed and stored
- 10) **All Fines and suspensions must be paid and completed before the player can return to play. If a player plays in multiple leagues, they will have to sit out all games until the sit out for the league they got the card in has been done and all fines paid in full.**

Red Card Suspensions are Due to Severity of the Infraction:

- (a) Serious Foul Play as determined by the Referee or Assistant Referee: **CCTV REVIEW + 1 - 6 GAMES + FINE, BASED ON THE SEVERITY OF THE INFRACTION.**
- (b) Last Man Foul that denies a goal scoring opportunity, as determined by the Referee or Assistant Referee, if it occurs in the Arc it results in a PK, outside the ARC will result in a Shootout. **CCTV REVIEW + 1 GAME AND FINE**
- (c) Foul or Abusive Language or Action. **CCTV REVIEW + 1 GAME AND FINE**
- (d) Violent Conduct, Assaulting a player, ie - intentionally Head Butting, punching or attempting to throw a punch or intentionally elbowing or Kicking another player. Targeting another player with intent to injure or do harm as determined by the Head Ref and or AR. : **CCTV REVIEW - BASED ON SEVERITY OF THE INFRACTION - 6 MONTH to 12 MONTH SUSPENSION - POSSIBLE LIFETIME BAN FROM SOCCERHAUS + fine.**
- (e) Third man into an Altercation, unless they are assisting the ref with their teammates. **CCTV REVIEW 1 - 6 GAMES + FINE**
- (f) Anyone coming off the Bench joining an Altercation. (Exception for players assisting the ref in calming team down). **CCTV REVIEW 1- 6 GAMES + FINE**
- (g) Leaving the penalty box or the bench area and JOINING an Altercation. **CCTV REVIEW 1-6 GAMES + FINE**
- (h) Spitting on or at an opponent or game official. **CCTV REVIEW 1-6 GAMES + FINE**
- (i) Accumulation of Time Penalties. If a player accumulates three (3) time penalties he shall be ejected. No additional time penalty shall be given for the ejection itself. **CCTV REVIEW 1 GAME + FINE**
- (j) Multiple Red Cards in a 6 month period – **CCTV REVIEW 3 MONTH – 6 MONTH SUSPENSION + FINE – SEE Rule 12.2**

All Red Cards will automatically get a CCTV Review before any suspensions are imposed. All suspension lengths are subject to the severity of the infraction. Red Cards cannot be removed, once the card has been issued it will stand, however, Suspension lengths can be appealed via email to the Sports Director.

12.10 DURATION/EXPIRATION OF TIME PENALTIES: Two-minute Penal time penalties issued to players 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 Rule.

(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 un-expired Power Play time remaining may return. (This includes cases where a Power Play goal is scored during a delayed blue or yellow card.) This also includes goals scored on a Shootout. The first player into the penalty box is the first player out.

(b) **Equal Number of Penalties:** In situations where an equal number of players from each team are serving time penalties and a goal is scored, no player shall be released and no time penalty voided, as it is not a Power Play goal.

(c) **Multiple Penalties (Team):** There must always be a minimum of four (4) players on the field for each team. If a team has two (2) players serving penalties and a third player receives another penalty, the third player must go to the penalty box. He shall, however, be replaced by a substitute since four (4) players must be on the field. The penalty time for the third player will not commence until that of the first player has elapsed. The first penalized player shall not return to the field until the ball has left the field of play after the expiration of his penalty time or the opposing team scores a goal. Should both the first and second penalties elapse while all three players are still in the penalty box (the team is now entitled to five players), then the first penalized player may rejoin play. Likewise, in the case where the third player's penalty elapses, the second player may rejoin play. In the final case, the third player may exit the penalty box at the first guaranteed substitution or ball over the perimeter wall after the expiration of his penalty.

(d) **Multiple Penalties (Player):** For multiple time penalties assessed against a player in a single instance (ball out of play until restart), the guilty player shall serve the entire accumulated time. If appropriate, he shall be joined by a teammate in the penalty box, who shall return to play at the conclusion of the Power Play time penalty as a field player.

(e) **Penalty Box Exit:** Once a player enters the Penalty Box, he shall remain there for the duration of his penalty time. A player shall not leave the penalty box unless released at one of these occasions:

(1) The expiration of his time penalty, provided that his release does not place too many players on the field (when three or more players are serving time penalties)

(2) At the end of half he would be allowed to go into the locker.

(3) A Power Play goal is scored against his team (and his penalty has the least remaining time among his penalized teammates if any)

(4) Should a player leave the penalty box prior to the expiration of his time penalty to participate in play, this shall be considered another 2- minute penalty.

(5) Should a player leave the penalty box prior to the expiration of his time penalty to participate in dissent or an altercation, this shall be considered Violent Conduct and he shall be ejected.

(f) **Penalty Box Decorum:** Penalized players must go directly to the Penalty Box immediately following the signal by the referee. The player is required to remain seated until 10 seconds prior to release. Players are not permitted to leave the Penalty Box. Failure on the part of the player to abide by the Penalty Box Decorum will result in a warning. Further violations will result in a 5-minute misconduct penalty.

12.11 GOALKEEPING RESTRICTIONS: Infractions 12.11 (a) and 12.11 (b) shall cause the Referee to stop play and award a free kick to the opposing team at the Free Kick Mark (Top of the Arc):

(a) **Ball Played to Goalkeeper's Hands from Teammate:** A goalkeeper is not permitted to play the ball with his hands in the event that the ball has been deliberately kicked to him by a teammate. Subject to the terms of RULE 12.11 (a), a player may pass the ball to his own goalkeeper using his head or chest or knee, etc.

(b) **GK bouncing the ball while in possession is not allowed and is considered handling.** Once the GK has possession in their hands they lose possession once the ball leaves their hands and may not use their hands again unless making a save.

(c) Illegal Procedure - Handling: A goalkeeper who receives the ball outside of the penalty area shall not handle the ball inside the penalty area. Additionally, the following situations specifically concerning goalkeepers shall apply:

1) Handball Outside Penalty Area: Intentional handball violations committed by the goalkeeper outside the penalty area shall be interpreted to be "severe in nature" and a two (2) minute Power Play Time Penalty must be assessed against the goalkeeper who, in the opinion of the Referee, intentionally handles the ball to break up a play or save a shot at goal outside of the penalty area regardless of the position of his body.

2) Goalkeeper Striking: If during play, the goalkeeper either intentionally strikes an opponent by throwing the ball violently at him or pushes him with the ball while holding it, the Referee shall assess a two (2) minute Power Play Time Penalty.

The two (2) minute Power Play Time Penalty assessed to the goalkeeper shall be served by the goalkeeper for his infraction.

3) Goalkeeper Joining an Altercation: In situations where there is an altercation, the goalkeepers of the respective teams must remain in their respective penalty areas, or retreat into their respective penalty areas during such altercation. Such violation shall result in a five (5) minute Misconduct non power play penalty assessed against the offending goalkeeper. Referees may assess additional penalties for any participation in the altercation. The five (5) minute Misconduct Penalty assessed to the goalkeeper shall be served by the goalkeeper.

4) Goalkeeper Delay: If a goalkeeper or 6th Attacker is in possession of the ball in his team's own half of the field or receives the ball while in the goal area, the goalkeeper must release the ball from his possession within five (5) seconds or have dribbled past mid-field. Further, the goalkeeper, after distributing the ball may receive the ball back from a teammate. For violation of this rule, the Referee shall stop play and award a free kick to the opposing team at the Shootout Mark of the white line closest to the offending team's goal

12.12 GOALKEEPER PRIVILEGES

(a) Obstructing Goalkeeper: If a player intentionally obstructs the opposing goalkeeper in an attempt to prevent him from putting the ball into play, the Referee shall award a free kick.

(b) Charging Goalkeeper: In cases of body contact in the Penalty Area between an attacking player and the opposing goalkeeper not in possession of the ball, the Referee shall stop the game if, in his opinion, the action of the attacking player was intentional, and award a free kick.

(c) Endangering the Goalkeeper: A player who intentionally commits a foul against the goalkeeper which in the opinion of the Referee, falls short of serious foul play (ejection) but nevertheless endangers the goalkeeper beyond what is considered to be the normal hazard of play shall be assessed a two (2) minute Power Play Time Penalty.

12.13 PENALTIES ASSESSED TO GOALKEEPER: The goalkeeper will serve any time penalty assessed to him. Any two (2) minute Power Play Time Penalty, with the exception of any Ejectionable Offenses, assessed to the goalkeeper. Any five (5) minute Misconduct Time Penalty assessed to the goalkeeper, shall be served by the GoalKeeper. The above also applies to 6th Attackers who are penalized. He is treated as a goalkeeper, although he may remove his goalkeeper jersey and give it to a teammate if the team does not have an extra 6th Attacker jersey.

12.14 EJECTED COACH RESTRICTIONS: An ejected coach may not, from the time of his ejection until the conclusion of the game, have any communication with his team's players in the arena, exclusive of his team's dressing room. This prohibition shall include any type of communication through gesticulation, radio, electronic device, or otherwise. The Referees shall report any such action to the League.

RULE 13: RESTARTS

13.1 DEFINITION: A "Restart" is a manner of resuming play after a stoppage other than a kickoff. For a stoppage of play while the ball was in play on the playing field, the following are possible: Free Kick (Rule 13.4) Penalty Kick (Rule 14) Shootout (Rule 14.7) Superstructure (White Line) (Rule 9.2) Three Line Pass (White Line) (Rule 11.1) Drop Ball (Rule 8.5, 13.5)

For a stoppage to play because the ball left the playing field, the following are possible: Kick-In (Rule 15.1) Corner Kick (Rule 15.4) Goalkeeper Distribution (Rule 13.6) Free Kick Mark (Top of Arc) (Rule 15.2)

13.2 DEFINITION OF PLAYING FIELD: For purposes of determining restarts, the playing field includes the team bench and area in goal.

13.3 RESTART REGULATIONS AND RESTRICTIONS: If a team commits an infraction causing a stoppage of play, the opposing team is awarded a "free" kick restart. The Referee may allow a free kick to be taken from a point within a three-foot (3') radius of the point of infraction unless, in his opinion, a team gains an unfair advantage in which case the kick shall be retaken. Before a free kick is taken, the ball must be stationary and the kicker shall have five (5) seconds within which to play the ball after being spotted and signaled to play by the Referee.

(a) A goal may be scored directly against either team from any restart.

(b) A free kick taken from an opponent's Free Kick Mark (Top of Arc), Penalty Kick Mark, Shootout Mark during a shootout, the Referee signals the restart with a whistle.

(c) Except for a Drop Ball or Shootout, if the kicker, after taking the free kick plays the ball a second time before another player has touched it, a player of the opposing team shall take a free kick. Playing the ball twice includes playing the ball on the rebound off the perimeter wall before being touched by another player.

(d) During the taking of a free kick, all of the opposing players shall be at least fifteen feet (15') from the ball until it is in play. All players must give an automatic 3 feet of distance from the free kick spot or if struck by the ball within the 3 feet a 2-minute penalty will be given for delay of game. Unless the kicker asks for the 15 feet at which time the restart is done by whistle by the referee after walking off the 15 feet.

(e) Failure to put the ball into play within five (5) seconds of the Referee's signal will result in the restart being "turned-over" to the opponent. A whistle is required to restart play after a five second turnover violation.

13.4 FREE KICK RESTART: When play has been stopped for a foul listed in Rule 12.1 or for an infraction listed elsewhere in the Rules, play shall be restarted with a "free" kick taken by a player of the opposing team or GK distribution as listed below.

(a) Restart: Infraction in defensive penalty area: The restart for any infraction committed by the attacking team in the defensive penalty area will be a GK distribution on top of the ARC.

(b) Free Kick Originating in 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 Free Kick Mark (top of arc), unless a two (2) minute blue card power play time penalty is awarded for the foul. In which case the restart would be a Shootout.

(c) Pass-back: The free kick occurring after a pass-back is taken at the Free Kick Mark (top of arc).

(d) Delayed Penalty: The restart occurring after a delayed Blue Card is taken in accordance with the applicable section of Rule 12.

(e) Shootouts: The restart for a foul warranting a shootout is taken in accordance with Rule 14.

(f) Penalty Kick: The restart for an infraction warranting a penalty kick shall be taken in accordance with Rule 14.

(g) Restarts - Ball over perimeter wall: See rule 15.

(h) Corner Kick: The restart for a corner kick shall be taken in accordance with Rule 15.4.

(i) Superstructure Violation: If a Superstructure violation (Rule 9.2b) occurs (ball hitting the superstructure above the playing field), the restart shall be taken at the Shootout Mark nearest to the white line to where the ball was last played. In this case the ball is considered to have left the field and substitutions are permitted. Substitutions are permitted as the ball is considered to have left the field of play.

(j) Three-Line Pass Violation: The restart of a player three-line pass violation shall be taken at the offending team's defensive Shootout Mark. Substitutions are not permitted in this scenario as the ball has not left the field of play.

(k) Infraction in Bench Area/Penalty Box: If play is stopped for an infraction which occurred in the bench area 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 was stopped subject to exclusions in Rule 13.

(l) Any other stoppage delineated elsewhere in these Rules.

(m) Encroachment: (1) If a player of the opposing side encroaches into the penalty area or within fifteen feet (15') of the ball before a free kick is taken, and a member of the team taking the kick requests compliance with Rule 13.1, the Referee shall delay the taking of the kick until the player complies. If upon the request of the Referee that player does not comply by immediately retiring the proper distance, he shall be considered guilty of encroachment. (2) If a defending player within fifteen feet (15') intentionally interferes with the taking of a free kick, he shall be considered guilty of encroachment. For all encroachment penalties, this shall be considered a Misconduct-Technical Infraction resulting in two (2) minute penalty assessed against the offending player.

13.5 DROP BALL RESTART: If neither team has clear possession of the ball at a stoppage, the Referee restarts play with a Drop Ball where the ball was when play was stopped. A Drop Ball originating while the ball is inside a penalty area takes place at the Free Kick Mark. Once the ball contacts the ground untouched the ball is "in play." In situations where the ball becomes lodged between sections of glass or unplayable at the base of the perimeter wall, it shall be considered out of play and the Referees shall restart play with a Drop Ball.

(a) The Referee may also stop play and restart with a drop ball in scenarios where the ball is jammed up against the boards by two or more opponents and not moving.

13.6 GOAL KEEPER DISTRIBUTION: Play restarts with a goalkeeper distribution by hand after an attacking player has last touched the ball before crossing the perimeter wall between the corner lines, distribution shall be taken from any point within the penalty area by the goalkeeper. The ball is considered in play once it travels outside the penalty area.

The following provisions also apply:

(a) GoalKeeper Restarts: The GoalKeeper does not have to wait on the Referee to Restart a ball out of the back net.

(b) Player Positions: Opposing players remain outside the penalty area until the ball leaves the penalty area.

(c) Goalkeeper Infraction: A goalkeeper taking a distribution may not play the ball again after it has left the penalty area until it is touched by another player. Otherwise, the opposing team shall be awarded a free kick where the violation occurred.

13.7 KICK-IN: See Rule 15.

13.8 CORNER KICK: See Rule 15

13.9 BALL OVER PERIMETER WALL (NOT BETWEEN CORNER LINES): See Rule 15

RULE 14 PENALTY KICK AND SHOOTOUT

14.1 DEFINITION: A penalty kick is a free kick from the Penalty Mark taken by a properly identified opponent against the goalkeeper without interference by other players. A penalty kick is awarded against the defending team, **Penalty kicks will Occur for any Blue Card time penalty foul committed by the defensive team inside the defensive teams penalty Area, defined as the Arc.**

14.2 PLAYER POSITIONS DURING PENALTY KICK: The Referee will not whistle for the taking of a penalty kick until the players are positioned in accordance with the following:

(a) All players, with exception of the properly identified player taking the kick and the opposing goalkeeper, shall be on the field of play but behind the yellow line.

(b) The defending goalkeeper remains on his own goal line, facing the kicker, between the goal posts until the ball is kicked. Encroachment from this position to interfere with the kicker shall result in a warning. Subsequent violations shall result in a two (2) minute Misconduct Power Play Penalty.

14.3 BALL IN PLAY: The player taking the kick must kick the ball forward. The ball shall be deemed in play after it has been played (touched).

14.4 INFRINGEMENTS/SANCTIONS: If the Referee gives the signal for a penalty kick to be taken and, before the ball is in play, one of the following situations occurs:

VIOLATION/KICKER: The player taking the penalty kick infringes the Rules; the Referee allows the kick to proceed.

- (a) If the ball enters the goal, the kick is retaken.
- (b) If the ball does not enter the goal, the kick is not retaken.

VIOLATION/GOALKEEPER: The goalkeeper infringes the Rules; the Referee allows the kick to proceed.

- (a) If the ball enters the goal, the goal is awarded.
- (b) If the ball does not enter the goal, the kick is retaken.

VIOLATION/DEFENDING TEAM: A teammate of the goalkeeper crosses the yellow line, the Referee allows the kick to proceed.

- (a) If the ball enters the goal, the goal is awarded.
- (b) If the ball does not enter the goal, the kick is retaken.

VIOLATION/TEAMMATE OF KICKER: A teammate of the kicker crosses the yellow line, the Referee allows the kick to proceed.

- (a) If the ball enters the goal, the kick is retaken.
- (b) If the ball does not enter the goal, the kick is not retaken.

VIOLATION BOTH DEFENDING TEAM AND ATTACKING TEAM: A player of both defending team and attacking team infringe the Rules: the kick is retaken.

For any infringement of Rule 14.4, the offender shall receive a warning. Subsequent violations shall result in a two (2) minute Misconduct Penalty (Power Play) assessed against that individual.

14.5 VIOLATIONS AFTER THE PENALTY KICK IS TAKEN: If after the penalty kick has been taken:

- (a) The kicker touches the ball a second time: a free kick is awarded to the opposing team from the top of the ARC.
- (b) An outside agent stops the ball, as it moves forward, the kick shall be retaken.
- (c) The ball rebounds into play from the goalkeeper, crossbar, goalpost, perimeter wall, or corner post and is stopped in its course by an outside agent; the Referee shall stop play and restart by dropping the ball in accordance with Rule 8.5.

14.6 PENALTY KICK IN EXTENDED PLAY: Play shall be extended at the end of any period to allow a penalty kick to be taken or retaken. The extension shall last until the Referee has decided whether or not a goal is scored

- (a) Direct from the penalty kick.
- (b) Having rebounded from either goal post or crossbar directly into goal, or
- (c) Having touched or been played by the goalkeeper.
- (d) Or any combination of (b) and (c) The period shall terminate immediately after the Referee determines whether a goal has been scored. The provisions of all foregoing paragraphs shall apply in the usual way except that no players other than the kicker and the opposing goalkeeper shall be allowed on the field.

14.7 SHOOTOUT: A shootout shall be awarded for any of the following fouls committed by a defending player in his defensive half of the field which denies the attacking team of an obvious goal scoring opportunity.

(a) A foul from behind against an attacking player, having control of the ball or the likelihood of gaining control of the ball; and one or no defensive players between himself and the goal.

(b) Any foul by a defender where he is the last player on his team between the attacking player with the ball and the goal. The infraction if denying a goal scoring opportunity will be issued a Red Card for the Last Man Foul.

14.8 APPLICATION OF SHOOTOUT:

(a) The ball is placed at the Shootout Mark (yellow line) nearest the attacking goal.

(b) All players of the attacking team stand behind the halfway line and outside of the center circle.

(c) Players of the defending team stand behind the halfway line and inside of the Center Circle.

(d) The goalkeeper has at least one foot on his goal line and may not move off of it until after the Referee whistles the Shootout to begin.

(e) Once the Referee whistles the Shootout to begin, from that moment, all of the players behind the halfway line may move into the attacking half of the field. The player taking the Shootout plays the ball forward using any legal manner to score (e.g., direct shot on goal, dribbling and shooting, playing the ball off of the boards, passing to a teammate, etc.), and play resumes; except that

(f) Neither team may substitute for the first three (3) seconds of a Shootout. Such a substitution is a violation and the Referee should immediately whistle the play dead and shootout be retaken. The offending team will be issued a Team Warning and any subsequent violations will result in a two (2) minute Misconduct Power Play penalty. (It shall be the coach's choice as to which player serves the penalty, which shall not accrue against that player for purposes of multiple accumulated time penalty ejection).

(g) The goalkeeper shall be restricted to goalkeeping privileges while inside the penalty area. Any foul (12.1) committed by the goalkeeper, regardless of field position, shall be penalized by an additional two (2) minute Power Play penalty and the taking of a penalty kick by any member of the offended team. The goalkeeper shall "not" serve the appropriate time penalty, which shall be recorded. Refer to Rule 12.13 for clarification.

(h) Any foul (12.1) committed by a defender during the shootout process, regardless of field position, shall be penalized by an additional two (2) minute Power Play penalty.

(i) If a shootout infraction is called with less than 5 seconds remaining in any quarter, the game shall be extended to allow the shootout to conclude by the ref adding time to show 5 second of remaining time on the scoreboard clock.

(j) If any player from either team leaves the halfway line prior to the whistle being blown to start the shootout, the Referee should immediately whistle the play dead and the shootout be retaken.

RULE 15 RESTARTS - BALL OVER PERIMETER WALL

15.1 KICK-IN: When the ball is played over the perimeter wall along the touchline, it shall be kicked in from the point it crossed the perimeter wall by an opponent of the team who last touched the ball before it went out of play. The Referee shall signal the commencement of the Kick-In. If the ball touches a player or personnel on the bench, who is inadvertently extending into the playing field, or if the ball exits the field through an open bench door, the Kick-In shall be awarded to the opposing team.

15.2 BALL OVER PERIMETER WALL (NOT BETWEEN CORNER FLAGS): If a defensive player, plays the ball directly over the perimeter wall while it is in play from anywhere in the defensive zone (between Goal line and Yellow line), considered a defensive clearance, the Referee shall award a free kick to the opposing team at the Free Kick Mark (Top of the Arc) closest to the offending team's goal.

Any ball which hits a player, the boards, plexiglass, a ref or bounces on the field before going out of play over the wall or glass shall result in a Kick-In. This rule is in no way intended to punish good defensive play; a block or deflection by a defender, which then passes over the perimeter wall, shall result in a Kick-In at the touch-line, unless it deflects upwards

and hits the superstructure or roof, then it is taken at the yellow line. A ball going over the perimeter wall last played by the attacking team, shall result in a Kick-In at the touchline.

15.3 GOALKEEPER DISTRIBUTION: After an attacking player has last touched the ball before crossing the perimeter wall between the corner flags, play restarts with a goalkeeper distribution by hand.

15.4 CORNER KICK: When the whole of the ball having last been played by one of the defending team passes over the end perimeter wall between the corner flag posts, excluding when a legal goal is scored, a member of the attacking team shall take a corner kick, subject to exclusions in Rule 11.2. A goal may be scored directly from such a kick.

(a) Placement: The whole of the ball shall be placed on the corner mark at the nearest corner spot, and it shall be kicked from that position.

(b) The team taking the corner kick does not have to wait for a whistle unless they ask for the 15 feet of distance.

RULE 16: ALL RULES ARE SUBJECT TO AMENDMENTS BY SOCCERHAUS

16.1 Any Amendments will be presented to all teams via email and posted at the facility. Amendments to the rules are reviewed every August and will be implemented starting when the next session begins after the amendments have been posted.

16.2 SoccerHaus Rules of play for Soccer comply with the MASL / PASL Professional Leagues, some adjustments have been made to ensure the safety of our players.

RULE 17: EXPECTATIONS OF OUR PLAYERS AND PATRONS AT SOCCERHAUS

17.1 All Players and Patrons of SoccerHaus are expected to treat all employees, referees, each other, and employees of the UPPER90 Tavern with the same level of Respect that you will receive from our staff members at all times. Any player or patron violating or disrespecting an employee, referee, each other, or UPPER90 employee will be asked to leave the facility.

17.2 Any Player or Patron causing damage to the facility in any way shape or form will be held responsible for fixing or paying to have the damage fixed before they will be allowed to return to SoccerHaus as a player or a patron. If the player or patron is under 18 years of age then the parents will be held responsible.

17.3 Any Player attempting to play Soccer after consuming alcohol either at the UPPER90 Tavern or outside of the facility will not be allowed to play their game, this will be at the discretion of the Referee and the assistant Referee (Scorekeeper) or any of the employees of SoccerHaus or UPPER90 Tavern. Anyone attempting to play under the influence of alcohol or drugs will be an immediate ejection from the game and a review for further disciplinary action from the disciplinary committee.

RULE 18: All Players, Parents or Guardians, and Coaches are expected to READ and adhere to all SoccerHaus Soccer Rules.

