RULES OF THE GAME

2025

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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 large 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 infracting player.

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 field has a horn/buzzer, subject to the control of the Timekeeper, to be sounded upon the expiration of each period, halftime, and intermission.

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 exceptions to specifications in Rule 1.

RULE 2: THE BALL

2.1 APPROVED BALL SPECIFICATIONS: The ball to be used must 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.

(a) Fees and suspensions may be issued to players that damage Soccerhaus balls outside of normal and reasonable play.

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: ALL Leagues at SoccerHaus are considered RECREATIONAL indoor soccer. Any reference to "competitive" within our leagues is present for competitive balance purposes.

3.2 TEAM FEES: Team fees are $900 per session, THIS IS A TEAM FEE NOT A BUNCH OF INDIVIDUAL FEES, we are happy to allow players to pay towards the team balance at the front counter but if the team still owes money before their second game it is the responsibility of the Team Manager to pay the balance of the team before the game

can start, Team Fee includes 8 games, referee fees, and other Soccerhaus facility Fees. Half ($450) of the team fee is due before the first game begins. The entirety of the team fee 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. There are no exceptions unless prior arrangements have been made with the Director of Operations.

(a) Each team must have an appointed manager with a credit card that is valid on file responsible for any outstanding balances created by the team. Reschedules $35, forfeits $35, red cards $25 or more, and overdue session balances may be charged on the manager's credit card without confirmation, by agreeing to manage a team you are giving us permission to run your current on file CC for all unpaid fees.

3.3 FORFEITS: Forfeited games will be scored 5-0 in the league standings. The team manager from the team that forfeits will be charged a $35 fee. If their card on file does not work, the team will have to pay the fee before they can play their next game.

3.4 RESCHEDULED GAMES: Teams must contact SoccerHaus or the Sports Director at least 24 hours before their game is scheduled to be played with their request to reschedule a game. There will be a $35 fee charged to the team captain for 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. One team does not have the power to move a game unless the other team agrees to the options that they are given to choose from. We will give 3 options, and both teams must agree on 1 of the 3 options for the game to be moved. This only applies to requests that are made during the season once the Schedules are Final.

3.5 AGE-RESTRICTED LEAGUES: Any official player is limited to which teams they can play for based on age.

(a) A player playing for a youth team must be younger than the specified age group. If a player has a birthday throughout the session, that will deem them too old for that age group, may finish the session in that specified league.

(b) Players playing for the high school leagues must be in high school or younger. Players who are 18 may play in the high school leagues so long as they can provide proof of their concurrent education and school via a valid Student ID from the School they are attending. Exclusions apply for some students not enrolled in enough classes or players taking extra classes to graduate or online classes to graduate, you must be a current enrolled student and be able to produce a Student ID for the High School you are attending.

(c) Players in the Over 30 leagues must be at least 30 years of age or turning 30 during the season to play in these games. Some exceptions apply for women and goalkeepers.

(d) Players in the Over 40 leagues must be at least 40 years of age or turning 40 during the season to play in these games. Some exceptions apply for women and goalkeepers.

RULE 4: PLAYERS AND SUBS

4.1 TEAMS: A game shall be played by two teams, each consisting of not more than six nor fewer than four 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 players per team, including the goalkeeper, on the field of play. If a team gets multiple Cards which would put them below the 4 players needed to play, the REF will then issue the cards as a delayed card so that the spirit of the game can continue, meaning, 1 person will serve their 2 or 5 minute penalty and then once their penalty has ended the 2nd player will now serve their delayed card and step off to serve it. **This also applies to Women in Coed, if both women receive Cards at the same time and they do not have a female sub to bring on the field, the delayed card will take effect in this situation as well.**

4.2 OFFICIAL PLAYERS: Only players that have been registered on DaySmart, signed the SoccerHaus waiver, and have been issued a Player Card are allowed in the team bench area; to play in the game, the player 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. NO SPECTATORS ON THE BENCH UNLESS THEY ARE ON THE TEAM ROSTER AND HAVE SIGNED A WAIVER, NO CHILDREN, FRIENDS, WIVES, GIRLFRIENDS, NO PLAYER CARD – NO ON THE BENCH.

4.2.1 ELIGIBLE PLAYERS**:** In order to maintain competitive balance, each player must choose a team to play on and cannot play on 2 teams at the same level during a single season. A player may play 2 levels up or 2 levels down from the level of the team they are on the roster for. The only exception is if the other team agrees to let you play with the other team before the game starts, if the other team says No that they prefer you not play, then you cannot play in that game. Exceptions are sometimes made for Goal Keepers and Women if a team only has 1 female at that game. GK's are hard to find, and we do allow GKs to play on multiple teams to make things fair for all teams, so you are not shooting at just a player with a penny on during games. We will ask that each team uses some common sense here, at the end of the day we all just want to play and have some fun and in most instances 1 player will not make that big of a difference.

4.2.2 PLAYER CARD: This card is a verification that a player has completed a waiver. 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). Any person(s) over the age of 18 must relinquish their card to a game official and will be returned after the game.

No Card No Play – if you lose your card or forget it you can purchase a new one at the front counter for $5.

(a) Any player attempting to use a player card not belonging to them will be issued an immediate 3-month suspension from SoccerHAUS.

4.3 SUBSTITUTES: All team bench personnel / anyone on the bench and players listed on the game sheet shall be subject to the authority and jurisdiction of the Referee.

4.3.3 ROSTERS: As long as a player is on your roster, they can play in any of your games, no matter how many times they have or have not played during the session, as long as they are on your original roster, and they are not on any other rosters in your division that session. Coaches must have any players that might sub on the roster ahead of time. Teams will not be allowed to add players or add subs for their 7th or 8th game of the session, this is to ensure that if 2 teams play for the championship, one team does not bring in any additional players that were not on their roster prior to the 7th game of the session.

4.4 UNLIMITED SUBSTITUTION: Teams shall be allowed to freely substitute throughout the course of the game in compliance with the sub rules, penalties and field player capacity.

(a) 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 3 foot 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 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 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) on the field).

4.5 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.

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

4.7 TEAM CAPTAIN: Each team shall appoint a team manager who will be identified as the captain of the team. In the event of a dispute or problem, the Referee will inform the team captain of the decision, and each captain will advise his team. 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.

(a) A card on file must be kept under the team manager's name in the event there are any outstanding fees.

4.8 INJURED GOALKEEPER: In a situation where a goalkeeper is injured, the time may be stopped; following this attention, this injured goalkeeper may stay in the game and is exempt from rule 4.10. In any second situation and those thereafter, the injured goalkeeper must be removed from the field of play and shall not be permitted to rejoin play until fully healthy to do so.

4.19 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 near his Club's bench. Once the trainer leaves the field, the goalkeeper's warm-up must conclude.

4.10 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.

(a) If an injured player physically cannot leave the field, the game may be potentially delayed, postponed, or concluded.

4.11 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 captain to serve the injured player's time penalty in the penalty box.

4.12 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 or gains an unfair advantage an illegal substitution violation resulting in a 2-minute Power Play penalty (as in Rule 4.4) shall be assessed.

4.13 BLOOD: The Referee shall send any player to his team bench who requires treatment for blood regardless of 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, 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 / Jersey, athletic shorts, long soccer socks that cover your calf, shin guards that are at a minimum 5 inches Long and 4 Inches Wide, and Soccerhaus-approved footwear. Socks are to be pulled to a height that adequately and completely covers the shin guards and your calf muscle. Sweatpants may be worn, but blue jeans and other similar regular daily clothing are not allowed.

(a) All violators of this rule will be asked to leave the playing area until they can return with proper playing equipment or clothing.

5.1.1 UNIFORMS / JERSEYS: HOME TEAM WEARS DARK JERSEYS (of the same color) // AWAY TEAM WEARS WHITE OR A LIGHT COLOR (of the same color). Neither team is required to change – both teams need to always conform to this rule. Teams not complying with this rule will forfeit the game.

5.1.2 DANGEROUS EQUIPMENT: Players shall not be permitted to wear necklaces, chains, watches, fitness bands at any time during the playing of the game unless they cover them with tape, prewrap, a wrist band, etc. 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 any device worn on the wrist, arm, neck, head, or leg area.

(a) Cleats being worn can be re-evaluated depending on the wear and tear on the turf and safety concerns for patrons. The possibility of asking all players to wear flats or real turf shoes as defined above under 4.2 Footwear.

5.2 FOOTWEAR: A player's footwear must be Flat soled shoes, Turf Shoes, which is footwear with more than thirty (30) molded mini-studs, or other non-metal studded cleats that are without a toe stud shall be permitted. 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. A player who loses a shoe during the normal course of play may NOT continue playing and must retrieve the shoe and reequip.

(a) Soccer Cleats are allowed. No metal or screw-in cleats allowed, baseball, 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).

5.3 SHINGUARDS: All players must wear shin guards during play with a minimum standard of 5 inches Long x 4 inches Wide. Shin guards are defined as protective equipment that is commercially available and designed specifically to protect the entire shin. Long Soccer Socks are also required and must cover the calf muscle and completely cover the shin guards. 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 and or be issued a 2-minute Blue Card penalty for not complying.

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. A 2-minute 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 regarding infractions in the bench and immediate field area are FINAL. SoccerHaus Referees have final jurisdiction over players and spectators if 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 or stack multiple cards to punish His team as well as increasing penalization for the individual. If a player receives 3 cards of any color and in any combination during the same game, that player will be asked to leave the game for the remainder of that game only, no further suspension unless a Red Card was issued. After the 3rd card is issued, he/she must leave the bench area and proceed over to the bleacher area to watch the remainder of the game, the may return to play when the team plays their next game.**

(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 goalkeeper arc, on the 3rd line dot, or if the player asks for 15ft. for a free kick, after any stoppage of play, 2-minute penalty or any card able offense, restart after a goal, and 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 4.12.

(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 REFEREE DECISIONS: All calls made on the field of play are at the discretion of the referee and the assistant referee and are based on their interpretation of the foul or infraction. What a player might believe to be a foul or an infraction might be interpreted differently by the referee or assistant referee. Fouls and Infractions are based on what the referee and/or assistant referee sees during the course of play, and it is their discretion on how the foul or infraction is called.

Any Player attempting to argue a foul or a card issued by the Ref by yelling and screaming at the Ref or getting in the Refs face or attempting to stop or slow a restart to complain will be issued an immediate 2 minute penalty – Blue Card, if they continue

to argue a yellow card will be added to the Blue and the player will then be out for 7 minutes total, only 2 minutes the team will play shorthanded.

(a) We do appreciate your input regarding our referees, and we encourage you to express any concerns about our staff with our Referee 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 Referee 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 has transpired and have a discussion with a much clearer head.

GAME REPORT: The Referee shall file a Game Report that includes game score, player attendance, and 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.

RULE 6 Continued: ASSISTANT REFEREE (TIMEKEEPER) AND OTHER OFFICIALS

6.5 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 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. Halftime will be 2 minutes or less at the teams' discretion. 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. This will allow a few 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. The game clock is a Running Clock for the entire game, it only stops long enough for the AR to set time penalties and or at the discretion of the Ref if an injury occurs. The clock does not stop when players choose to argue with the Refs and keep the Refs attention away from letting the game restart.

7.2 INCLEMENT WEATHER: GAMES WILL NOT BE CANCELLED AS LONG AS GARDEN OF THE GODS ROAD AND I-25 ARE 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: Teams will be in their designated Benches, Home or Away, as determined by the schedule, and the visiting team shall take the kickoff. 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 kickoff.

8.2 AFTER A GOAL HAS BEEN SCORED: The game shall be restarted by the opposing team. Neither team can attempt to delay the restart of play. Any team deliberately delaying restart of play will be issued a 2-minute penalty. Since our facility uses a running clock, the ball must be returned to the kickoff position immediately after the goal is scored.

(a) Neither team must be entirely on their respective side for restart to take place.

8.3 AFTER THE END OF THE 1ST HALF: The next half will begin after a 2-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 kickoff 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 drop ball. 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 if possession belonged to the offensive team and to the goalkeeper if for the defensive. 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.

(a) If the ball directly hits the referee and it is more advantageous for the team with possession, the referee may award a drop ball as a restart to the team that would have had possession had the referee not impacted the play; subject to referee discretion 9.1(b)

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, or by the player placing the ball on the turf as if to begin their restart, they may not put the ball down and after several seconds all the sudden decide they want their space, space should be asked for before placing the ball on the turf. Once the Ref has begun the 5 second count the player must continue play and if 5 seconds expires this shall result in a possession turnover to the opponent.

(a) The referee will begin his count as soon as he determines the ball to be properly set and playable. The team kicking the ball may not ask for free-kick distance unless the defending team had moved towards the ball since the beginning of the referee's count.

RULE 9: BALL IN AND OUT OF PLAY

9.1 BALL IN PLAY: The ball is always in play 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 or made contact with any substitute or spectator.

(b) When it has contacted 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 above 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 the purpose 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.

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, the netting, or a Referee on the field of play between the white lines, the Referee shall award a free kick to the opposing team at the Shootout mark closest to where the ball was played from. This includes the goalkeeper throwing the ball over three lines with his hands.

11.2 ENCROACHMENT: 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.

(a) During the taking of a free kick, all players must give an automatic 5 feet of distance from the spot where the ball is to be kicked. Any players within this distance that get struck by the ball will be issued a blue card for delay of game/encroachment.

11.3 DELAY OF RESTART: If an opposing player in any way delays the restart of play by kicking the ball away they will be issued an immediate 2 minute penalty - blue card.

RULE 12: FOULS AND TIME PENALTIES

12.1 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. Severe fouls subject to time penalties may be included based on referee discretion outlined in rules 12.2-12.14.

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

(d) Holds an opponent.

(e) Pushes an opponent.

(f) 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.

(g) 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.

(h) Double teaming a player along the wall inside the white line is considered dangerous and a procedural foul will be called. Double teaming along the wall potentially puts players at high risk of injury. It will be considered a procedural foul and does not count towards a team's foul count. Double teaming is defined as 2 players actively engaged on 1 player inside the white line attempting to dispossess the ball from the player. As long as the 2nd defender stays outside the white line and does not engage it will not be considered double teaming.

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

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

(k) 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 / MISCONDUCT / DISSENT: Player given the blue card must serve the full two minutes or until the opposing team scores. The team with the penalty must play down a player until the entire penalty has been served or the other team has scored. See exclusions in rule 12.10.

YELLOW CARD = 5-MINUTE MISCONDUCT / DISSENT (INDIVIDUAL CARD--NON-POWER PLAY): Player may not return to play for 5 minutes, or 7 minutes if the yellow was issued after a Blue in the same sequence of cards.

RED CARD = 5-MINUTE POWER PLAY / SENDING OFF FROM THAT GAME Up to a 1 game suspension or more depending on the RED CARD infraction. Evaluation of the infraction to determine any further action. The team with the red card play down for 5 minutes regardless of if the other team has scored before the penalty has elapsed.

ACCUMULATION: 2 Blue – 1 Yellow / 3 Blues / or 2 Straight Yellows will also be a sending off from that game. None of these combinations result in a RED CARD unless warranted by the REF, just a sending off for the rest of the current game you are playing. Video Review of the infractions to determine if any further action is needed.

12.3 TIME PENALTY INFRACTIONS: A time penalty may be assessed against players for committing any of the offenses outlined in Rule 12.1 (a) – (j) committed while the ball is in or out of play. A time penalty must be assessed for incidents 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 2 minutes in length for Blue, 5 minutes in length for Yellow, but the team does not play a man down during a yellow, and 5 minutes in length for a Red, on a Red the team plays 5 minutes a man down for the whole 5 minutes.

(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.

(b) 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.

(c) Jumping at an opponent and contacting an opponent.

(d) 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.

(e) Strikes, attempts to strike, punches, elbows, head butts, or spits at an opponent. Any of these violent acts calls for immediate ejection from the game and a Red Card will be issued.

(f) Boarding, i.e. propelling an opponent into the perimeter wall. An Automatic two (2) minute Power Play time penalty will be assessed for boarding, this includes any type of shoulder or bodying of a player that causes the end result of them being propelled into the perimeter walls anywhere on the field. An immediate Blue Card will be issued. NO EXCEPTIONS.

(g) Two-footed Tackle // exposing bottom of the cleat: A two (2) minute power play, and/or due to the severity of the tackle, a yellow or red may be assessed to any player committing a two-footed tackle in a reckless manner (this also applies to goalkeepers when tackling for the ball inside AND outside of the penalty area).

(h) Contact above the shoulder: A two (2) minute power play penalty must be assessed to any player contacting an opponent in the head.

(i) Substitution violation: see Rule 4.

(j) Any player who attempts to gain a foul by "diving", "embellishing", or "faking" will be issued a Warning. A second violation by any player on that team will result in a Yellow Card 5-minute individual penalty.

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 applies to whoever the team chooses to serve the 2-minute penalty, can be a male or female serving the penalty.

(a) Coed: during the 8th foul penalty, teams must be aware that if they have a female serve the 2-minute penalty, and if their other female receives a 2-minute or 5-minute penalty during that 2 minutes then the game would be concluded due to having NO females on the field, unless they do have a female sub that can come on for one of the male players.

2-minute penalties assessed to a female will be served by the female that was issued the Blue Card. A team can sub off a male player for another female player to have 2 females on the field so in the case that the other female gets a Blue Card, the game is not forfeited.

In the spirit of keeping the games going, if the 2 females get Cards during the same time frame and they do have a female sub, the female sub can come on for a male player so that they at least have 1 female on the field, if the team only has the 2 females then the Referee will issue a delayed Blue Card to the 2nd female and she will then serve her penalty once the 1st females penalty is over so that the team will at least have 1 female per each 2 minute penalty on the field and the game may continue.

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 6.3(a), the Referee shall acknowledge the foul or infraction and signal that the advantage is being continued by raising a hand 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, goalkeeper 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.

12.7 MISCONDUCT PENALTIES / DISSENT: A two (2) minute Misconduct/Dissent Penalty can be issued to a player for dissent towards a Ref or AR, and if they continue, then a five (5) minute Misconduct Penalty can be assessed on top of the Blue Card against players who show disapproval, by word or action (dissent), of the decision by the Referee or other game officials or acts in a severe un-sportsmanlike manner. 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 15 minutes (so at 10 minutes remaining 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 (2) minute Misconduct 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 Blue and a Yellow card also which is a five (5) minute Major Penal Misconduct/Dissent 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 and or A five (5) minute non-Power Play penalty may be assessed for the following offenses:

(a) DISSENT being Verbal or Physical or with any gesture towards the Referee or assistant Referee or any SoccerHaus employee.

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

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

(d) 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.)

(a) 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. 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
.

Red Card Procedure

1) Player leaves the facility without their player card; 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 Referees and Sports Director determine severity of penalty based on the parameters set below in (a) – (i)

5) Email Captain and 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) Team pays the fine, gets the card back after compliance

9) Red Card Report filed and stored

10) All Fines and suspensions must be served by the player and fees paid by the TEAM, 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 they 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 or more + 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 or more, + FINE

(c) Foul or Abusive Language or Action: CCTV REVIEW + 1 GAME or more + FINE

(d) Violent Conduct, assaulting a player, i.e. - 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 or more - 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 or more + FINE

(f) Leaving the penalty box or the bench area and JOINING an Altercation (unless to assist the referee): CCTV REVIEW 1-6 GAMES or more + FINE

(g) Spitting on or at an opponent or game official: CCTV REVIEW 1-6 GAMES or more + FINE

(h) 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 or more + FINE

(i) Multiple Red Cards in a 6-month period: CCTV REVIEW 3 MONTH – 6 MONTH SUSPENSION or more + FINE – SEE Rule 12.2

All Red Cards will automatically get a CCTV Review before any suspension is 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 in 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) Rotating 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's penalty has elapsed. The first penalized player shall not return to the field until after the expiration of his penalty time or after 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 after his penalty time expires.

(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 the 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 join the team bench.

(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 unless otherwise advised by the referee, immediately following the signal by the referee. 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 if 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. as long as the player does not play the ball up in the air to themselves intentionally or deliberately to the GK.

(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. As soon as the keeper releases the ball, the ball is in play and may not be handled again by the keeper before touching another player.

(c) Playing the ball off the wall does not circumvent the intention of a pass back to the keeper. The referee will determine if the pass off the wall was deliberate or not.

(d) 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. If the goalkeeper intentionally handles the ball outside of the arc to stop a clear goal-scoring opportunity, a penalty kick will be awarded.

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 to prevent them or attempts to prevent them 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, apart from any ejectionable offenses, assessed to the goalkeeper.

(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 PLAYERS AND SPECTATORS: An ejected player or spectator 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 and must leave the field immediately.

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 5 feet of distance from the free kick spot or if struck by the ball within 5 feet a 2-minute penalty will be given for delay of game/encroachment. Even if the player has given the automatic space, they may not intentionally move their body in such a way that it

would prevent the ball from advancing. If the kicker asks for the 15 feet, the restart is done by whistle by the referee after walking off the 15 feet. See 13.4(m)

(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.

(f) Any player taking a free kick may ask for adequate space from the spot of the kick unless the referee has already established the countdown for the free kick. If the opposition moves closer to the kick within 15 feet, the kicker may ask for space regardless of if the referee had begun his count.

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) 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) Intentional Pass-back: Taken from at the Free Kick Mark (top of arc).

(d) Delayed Penalty: The restart taken in accordance with the applicable section of Rule 12.

(e) Shootouts: The restart for a foul 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.

(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 closest to where the kick was taken.

(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. If possession is unclear, the ball will be dropped to the team in their defensive half.

13.6 GOALKEEPER 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 after going out of bounds via 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. 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 team's 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 the exception of the properly identified player taking the kick and the opposing goalkeeper, shall be on the field of play but behind the white line until the ball is in play.

(b) The defending goalkeeper remains on his own goal line with one foot touching the line, facing the kicker, between the goal posts until the Referee whistles, once the Ref blows the whistle the ball is in play and the keeper may move. (GK does not have to wait until the player kicks the ball). 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 ball is in play as soon as the referee whistles the restart. All players, including the keeper, are permitted to leave their respective positions. The kicker may not touch the ball twice in succession after the ball is in play. See 14.5(a)

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 white 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 white line before the whistle, 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

(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) 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 blue card as well as a potential yellow or red penalty for the Last Man Foul. The GK is not always the last man, any player could be considered the last player and the foul must have stopped a definitive goal scoring opportunity.

14.8 APPLICATION OF SHOOTOUT:

(a) The ball is placed at the Shootout Mark (white 3rd 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

(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.

(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 white 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 white 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. 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: YOUTH AMENDMENTS

16.1 HIGH SCHOOL LEAGUES: Same Rules as the Adult Leagues, with the below exceptions.

(a) Assuming the team has sufficient substitutes, an additional player may be put on the field when a team is losing by 5 goals. A second additional player may be added after a 7-goal deficit. (Maximum of 8 players on the field.) If a team is playing with an extra player at 5 goals behind, they must remove the extra player if the goal difference drops to 4.

16.2 Youth: U8, U10, U12, U14 Teams, Same Rules as the Adult Leagues, with the below (a), (b) exceptions, they will play 7v7.

(a) Double teaming a player along the wall (see rule 12.1 n), unless considered dangerous, will not be called a foul.

(b) Assuming the team has sufficient substitutes, an additional player may be put on the field when a team is losing by 5 goals. A second additional player may be added after a 7-goal deficit. (Maximum of 9 players on the field.) If a team is playing with an extra player at 5 goals behind, they must remove the extra player if the goal difference drops to 4.

RULE 17: ALL RULES ARE SUBJECT TO AMENDMENTS BY SOCCERHAUS

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

17.2 – Please read Rule 6.4 / 6.4 (a) – Referee Discretionary Power on all fouls and infractions of the rules as interpreted by the Referee and the Assistant Referee.

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

RULE 18: EXPECTATIONS OF OUR PLAYERS AND PATRONS AT SOCCERHAUS

18.1 All Players and Patrons of SoccerHaus are expected to treat all employees, referees, each other, and the UPPER90 Tavern with the same level of Respect that you will receive from our staff members at all times. Soccerhaus reserves the right to refuse service or admittance to anyone and prompt them to leave the facility.

Any player or patron violating or disrespecting an employee, referee, each other, or UPPER90 employee will be asked to leave the facility.

18.2 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.

18.3 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 19: All Players, Parents or Guardians, and Coaches are expected to READ and adhere to all SoccerHaus Soccer Rules.