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athletic complex

Soccer Game Rules and Regulations

“Resolute Athletic Complex, LLC”

Rules are for Regulation Indoor Field, FIFA Rules will be followed UNLESS OTHERWISE NOTED

The Team Roster

A maximum of 18 players will be allowed to be on any one team roster. A roster must consist of at least the number of players required to play a game.

Each player or parent/guardian of a minor player must have a signed waiver form on file at the Resolute Athletic Complex (RAC) before they can participate at The RAC. Each coach must have each player sign the roster form supplied by The RAC. This form must be submitted in full by the end of the second game. Players cannot be added to a roster after the third game of the season. The roster can be completed online.

Any team who plays with a non-registered player or under age (25+ leagues) or over age player (U18 and below leagues) will forfeit the game(s) in question upon following the proper procedures. The referee must be notified before the start of the game or immediately when the player in question enters the game. The referee will note the name(s) of the player(s) in question, stopping the game but not the clock, and notify the coach immediately that the player(s) are being questioned for roster eligibility or age requirements. That player must produce proof of age (birth certificate or driver's license) to The RAC (not the referee) within two days of the game in question. If it is a matter of roster eligibility, that player(s) is to sign his/her name beside their signature on a roster copy supplied by The RAC. The coach will agree that the signatures match or continue the protest to the soccer director.

Completed games are not subject to being protested. The protest must be made at the time of the suspected violation. All protests should be made before the game starts or before the 2nd half unless the player in question enters after the 2nd half.

REGULATION INDOOR FIELD TEAMS

Age Group	Players Per Side	Ball Size
U9 – U10	8	4
U11 – U12	7	4
U13 – U 18	6	5
Men's open, over 30 & Over 40	6	5
Women's open, Over 30 a& Over 40	7	5
Adult coed	7	5

Adult coed teams play with a maximum of 4 male and a minimum 1 female field player. The typical format is 4 male and 2 female field players. The goalkeeper is neutral and cannot count as your 1 female.

30+ leagues may roster two players aged 25-29.

40+ leagues may roster two players aged 35-39.

DIVISIONS

Multiple divisions are offered for each league to allow for leagues to be formed with teams of similar skill level. The A division is the most competitive division and D is the more recreational division. The divisions may be determined by the number of teams that sign up. If not enough teams sign up for a division, then the RAC will have the right to combine divisions.

WARMUP

Teams should be ready to go as soon as the previous game is complete. At their own discretion, teams may use the time for warm up, or to immediately begin play. The games are scheduled consecutively, and the referee will start the clock at the scheduled time. The RAC will make every effort to keep the games as close to schedule as reasonably possible.

THE CLOCK

The clock will begin at game time. The clock will start at 25:00 and the game will begin at the 24:00 minute mark. A game may begin only when both teams have the minimum number of players required, which is two less than the standard number, and when at least one of the two teams is ready to play. If a team does not have the required players after five minutes has elapsed, the game is forfeited. The clock is continuous and will not be stopped unless, in the referee's opinion, an extended delay in the game has occurred. Injuries are deemed as a part of the game.

SUBSTITUTION

Teams may sub at any time during play, at their own risk ("free substitution"). Players should leave the field before being replaced. It is an illegal substitution if the substitute becomes involved in play before the departing player has left the field, or if the substitute enters the field from a different door and gains an advantage in play. The restart is a direct kick from the spot where the substitute impacted play.

YELLOW CARDS

When a yellow card is issued, the offending player must leave the field with the team playing down one player for 2 minutes. If the offending player is the goalkeeper or coach (or in coed leagues, if the offending player is the only female field player), the team may remove a different player to serve the penalty time. If during the 2-minute penalty, the opposing team scores, then the penalty time is over and the team can replace the player, going back to full strength.

RED CARDS (EJECTIONS)

When a red card is issued, the offending player (or coach) must leave the field and must also leave the bench area with the team playing down one player for 5 minutes. The offending player is not allowed to return to the game. If during the 5-minute penalty, the opposing team scores, then the penalty time is over and the team can replace the player, going back to full strength. A red card will result in a one game suspension. A red card for fighting will be addressed on an individual basis. If you receive two red cards in a session, you will be suspended for the rest of the session plus next session. Any suspension administered for fighting will apply to all teams that the player is affiliated with.

EXTRA PLAYER

If at any point during the game, the goal differential is 5 or greater, the losing team may add a field player. The extra player must be removed if the goal differential becomes less than 5.

FIVE POINT MAXIMUM SCORE DIFFERENTIAL

The official game score will reflect no more than a five-point score differential.

PLAYER'S BENCH

Only the players, the coach, and assistant(s) are allowed in the bench area. All personnel in the bench area are deemed part of the team and therefore are bound by the rules of the game. A maximum of three non-playing personnel are allowed in the bench area.

For youth games, a coach or parent age 21 or older needs to be on the bench with the team at all times.

Please remove any and all trash or clothing from the bench area when your game has finished.

FORFEITS

The results of a forfeited game, on the regulation indoor field, shall be 5-0. If the game has begun, and the forfeiting team is losing, the score at the time of the forfeit stands.

A game shall be a forfeit if:

- A team does not have the required number of players within five minutes of the scheduled time.
- A team uses illegal players.
- A team refuses to take the field to play.
- A team does not have enough players to begin the game or continue the game. (Two players less than the standard amount per side may begin the game)

FREE KICKS

All kicks are direct– there are no indirect kicks. This includes:

- All kicks resulting from misconduct and penalties
- The inbounds kick
- Kickoff
- All other kick restarts

The distance on free kicks that a defending team has to give a re-started kick is 10 feet.

PENALTY KICKS

All non-violent penalty kicks will be taken from the top of the arc. Intentional violent penalties inside the penalty box will be taken from a point inside the arc, as determined by the referee.

FOULS-MISCONDUCTS-PENALTIES

A player who intentionally commits any of the following offenses shall be penalized by the referee awarding a free kick to be taken by the opposing team from the point of the infraction.

- A. Kicks or attempts to kick an opponent.
- B. Trips to an opponent, i.e. throwing or attempting to throw him/her by use of legs or by stopping in front of, or behind him/her.
- C. Jumps at an opponent.
- D. Charging an opponent from behind unless the latter is shielding the ball in an illegal manner.
- E. Charging an opponent in a violent or dangerous manner. If a player deliberately turns his/her back to an opponent when he/she is about to be tackled, he/she may be charged, but not in a dangerous manner.

- F. Strikes, elbows or attempts to strike, or elbow an opponent.
- G. Holds an opponent.
- H. Pushes an opponent.
- I. Handles the ball, i.e. carries, strikes, or propels the ball with his/her arms (does not apply to the goalkeeper in his/her own penalty area).
- J. Boarding, propelling an opponent into the perimeter wall. **A time penalty must be assessed for boarding.**
- K. Playing in a dangerous manner.
- L. Charging fairly at an improper time, i.e. with the shoulder, when the ball is not within playing distance of the players concerned.
- M. Spitting at an opponent shall result in an automatic red card, spitting on the turf or chewing gum, a two-minute penalty, and spitting tobacco is an automatic expulsion from the game. These will result a direct free kick.
- 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. If a player covers up the ball without touching it in an effort not to have it played by an opponent, he/she obstructs but does not infringe the rules being already in the possession of the ball and covering it for a tactical reason (i.e. shielding).
- O. Charging the goalkeeper, except when he/she is outside the penalty area.
- P. Improper handling of the ball by the goalkeeper. This includes; using hands to play a ball that he/she passed to a teammate and was passed back before being played by an opponent; or picking up a ball that was previously in his/her possession and not played by an opponent including bouncing the ball. Note: as is allowed in outdoor leagues, the goalkeeper may dribble any ball (other than an illegal pass-back or a ball placed directly into play by the goalkeeper) from outside the penalty area back into the penalty area and play the ball with hands.

Items “K” through “P” are considered minor fouls and result in a direct free kick from the top of the arc. If they occur in the penalty area, they do not result in a penalty kick. All other fouls are major fouls and would result in a penalty kick if they occur in the penalty box: this may also result in an automatic two-minute penalty.

UNIFORMS

All teams must wear a uniform, preferably numbered. A uniform is regarded as identically colored shirts. Grey is considered the same as white. T-shirts are fine.

In the case of a uniform conflict, the home team (listed first on the schedule) shall change uniforms. Resolute will not furnish any alternate wear. Please have players bring a contrasting color T-shirt. The goalkeeper must wear a shirt that is a different color from both his/her opponents’ colors.

EQUIPMENT (SHOES, SHIN GUARDS, BRACES, CASTS)

- SHIN GUARDS ARE MANDATORY FOR ALL YOUTH LEAGUES. That includes U-16 and above.
- Braces should have no exposed metal.
- Casts must have one and a half inches of foam covering them.
- Outdoor cleats are allowed (no metal spikes).

The referee may refuse entry into the game of any player who is wearing illegal and/or dangerous equipment.

Please check with the referee if you have any questions before the game. Players entering the game wearing illegal and/or dangerous equipment are subject to an unsportsmanlike conduct penalty.

Padded casts are legal unless the referee judges the player is using the cast in a dangerous or unfair manner.

GAME BALLS

The home team, listed first on the schedule will supply game balls. The RAC will not supply game balls.

ADDITIONAL RULES

- The five-second rule starts when the ball is placed on the restart spot.
- The ball may be three feet off the wall for re-started kicks.
- NO SLIDING, and NO SLIDE TACKLING. However, the goalkeeper may slide within the penalty area, as part of a legal attempt to play the ball.
- The goalkeeper may not punt the ball.
- No 2 point goals.....ALL GOALS will be scored as ONE POINT.
- When the ball hits any part of the ceiling or lights, it is restarted at the point where the ball last crossed the out of bounds plane or where it hits the ceiling. This rule applies in the same way to the goalkeeper when he/she is outside of the goal box. If the ball hits the ceiling directly above the penalty area, the restart is at the top of the arc. This is a direct kick.
- The following will be used to determine a league champion in event of a tie in the standings:
 - Most wins
 - Head to head
 - Least goals conceded
 - Goal differential