

2020/2021  
SPORTDOME INDOOR SOCCER RULES AND REGULATIONS

**GENERAL RULES:**

1. No slide tackling. Stay on your feet! (Blue Card)
2. No spitting/snotting inside the SportDome! (Red Card)
2. No soccer balls or any other sport balls are allowed to be thrown, kicked, bounced, into the ceilings, nets, track surface, or against any walls, except on-the-field of play.

The coach is responsible to advise their team of rules, regulations, procedures, schedules, and schedule changes. The coach is also responsible for the conduct of themselves, players, and spectators. A maximum of two coaches on the sideline/bench. If coaches or players have an issue with the soccer league or referees there is paperwork to fill out in the office. We have instituted a 24/48 hour non-contact rule. The SportDome Soccer Coordinator will contact you within 48-hours.

**Waiver Form/Rosters:**

All players must sign an individual or team waiver form before participating in any contest. Players under the age of 18 must have a parent/guardian signature. A player must be register (name, address, city, zip code, phone number, individual player form turned in) on a team prior to playing in a league contest. A team that uses an unregistered player shall forfeit all contests that player participated in. In addition, the SportDome may impose additional punishment. A player may register for two rosters per division, per day.

**Eligibility:** To be eligible to participate in the various soccer leagues, the player must be in good standing with the SportDome. Players must be in the corrected age league, for example, 8U, you must be 8 years old or younger, 10U, 10 years or younger, or for the high school league you MUST be in High School, etc. Each team may have two challenges (per year) to ask the age of any player they believe to be in the incorrect age group. The coach must present documentation of age within one week of challenge. The SportDome's Directors shall determine which players, teams, and managers in good standing with the facility. The SportDome reserves the right to prohibit any person from participating in any of their leagues. For High School Boys and Girls: A parent or guardian MUST be on the bench at the scheduled game time.

**Field Players and Referee Fees**

8U:	5 v 5	Far Field	\$6.00
10U:	8 v 8	2/3 Field	\$10.00
12U:	9 v 9	Full Field	\$10.00
14U:	9 v 9	Full Field	\$10.00
High School:	6 v 6	2/3 Field Walls	\$12.00
Adult:	8 v 8	Full Field	\$12.00

**Goalkeeper Possession:** The goalkeeper, once having possession of the ball, and then releases it to another player, may not touch the ball with his hands unless the ball has been touched by an opponent within the defensive third of the field. The goalkeeper must play the ball with feet. Punishment for this Violation: Loss of possession and a re-start for the opposing team. Players may receive the ball from their own goal keeper inside the goal box.

**Re-starts/Substitutions:** When a re-start is being taken, opponents must be 10 feet from the re-start kick. The referee will assess a 2-minute encroachment penalty (Blue Card) if an opponent moves within the 10 feet allowance. Re-starts must be taken within 5 seconds after the referee signals start of play. During those 5 seconds any team may substitute if they like. This is not a guaranteed substitution situation. Teams substitute on the fly. A guaranteed substitution occurs when the ball is kicked out of play, on a corner kick situation, goal kicks, after a goal, during referee's stoppage due to a penalty call or injury. The time given on a guaranteed substitution is 20 seconds. Substitutions may be done on the fly or when an official stoppage of play occurs. If the ball hits the cables or ceiling, it is still in-play and no re-start shall be taken.

**Jerseys:** In the event that both teams wear the same color jerseys, the home team (the team listed first on the schedule) shall change the color of their jerseys. All teams should bring a dark and white color shirt in case this situation occurs.

**Shin Guards:** Shin guards are MANDATORY in all leagues. If a player is not wearing shin guards, they will not be allowed to play. If a player is caught during a contest without shin guards, the punishment is a 2-minute penalty (Blue Card).

**Dangerous Equipment:** The referee will determine before the start of each contest if the equipment worn by any player is deemed dangerous. The referee's decision is final. Equipment that is automatically not permitted; plastic casts (unless properly padded), headbands, dew rags, any type of body piercing, no jewelry of any kind (unless it is a medical bracelet or tag-- All tags must be taped down), metal knee braces (unless the metal is padded), or hats. If the goalkeeper wishes to wear headgear, only a Styrofoam or similar soft yielding material may be used.

**Length of a Contest:** The length of a contest will be 50 minutes or two 25-minute halves. Halftime shall be deemed by the referee and may vary due to keeping all the scheduled games on time. There are no timeouts. The clock will start running at the designated game time and will not stop unless its halftime or the contest is over. The referee may stop the clock in case of a serious injury. The teams are to leave the field of play at the conclusion of their contest.

**Termination of a Contest:** The referee is in complete control of a contest once he/she takes the field. The referee can terminate a contest at any time if he/she feels the conduct of the players, coaches, or spectators has become detrimental to the contest. Coaches are responsible not only for their players, but their own spectators. The referee will issue a termination report to the SportDome Soccer Director. He/She will determine the outcome of such termination.

**Re-scheduling and Forfeiting a Match:** To reschedule or forfeit a match the Coach needs to contact the SportDome Soccer Director. He/She has the final say in approving or denying the request. If you need to reschedule, the earlier you contact us the better chance to getting the game moved. If your request is accepted, the game or games will be rescheduled at the convenience of the facility and your opponent. If a team is unable to field enough players at the scheduled kick off time and after 10 minutes have ran off the game clock, that team will forfeit the game. That team shall be deemed losers of the game by a 4-0 score. **The referee will still be paid by both teams.** The Soccer Director may fill in a spot on the team's roster if that team is short one player. For forfeiting an upcoming match, if the team does not provide at least a 24-hour notice, that team will pay BOTH referee fees and be assessed an additional \$20.00 administration fee.

**Fouls, Misconduct, Cautions, and Ejections:** The referee is in control of the match once he/she takes the field. Referee duties including but not limited to; tripping, pushing, holding, charging, delay of game, swearing, spitting, spitting gum, and any other minor or major foul listed in the SportDome Rules and Regulations or USSF/ OHSAA. A referee will issue a blue card for any foul that they feel warrants a two-minute penalty. The team will then play one person short for the two min. duration. The referee will signal the penalized person to re-enter the field of play. The coach **MUST** give the players name(s) of the penalized player to the referee for the purpose of recording the penalty. Failure to provide this information will result in the issuance of a red card to the player who committed the penalty, and additional two-min. penalty, and the coach will be required to meet with the SportDome Soccer General Manager.

**In the same match if the same player receives:**

Two blue cards= issue a yellow card

Three blue cards=issue a red card

Two yellow cards=issue a red card

**Any player in the course of a session:**

Three yellow cards=suspended for the following contest (one match)

Two red cards=suspended for the following three contests (three matches)

**Red Cards**

Soft red card=suspended for that match

Hard red card= suspended for that match and the following match

The ejected player must leave the SportDome IMMEDIATELY. The coach of the ejected play must see to it that the player leaves the SportDome. If the coach fails to comply, the game will be forfeited. If a violation occurs that is not stated in the SportDome Indoor Soccer Rules and Regulations and any USSF/ OHSAA rules, The SportDome Director shall determine the penalty that will be imposed.

**Violent Conduct**

Any player, team, or coach ejected for a violent conduct will be suspended from play, as the SportDome Director deems fit. Violent conduct is defined as fighting, assaulting another player, assaulting an official (physically or verbally), or any such behavior the director deems as violent.