

## Article I. U8 - U10 Specific Rules

**Substitutions:** Unlimited and are usually made “on the fly.” Players coming off the field must be within 5 feet of the door before substituting player may enter the field. Home team will substitute players from box and away team will substitute from outside of field. KEVA Sports Center will provide bench areas for all teams.

**Free Kicks:** Indirect

\*No 3 line violation or offside

\*Curtain will be played similarly to the wall. The ball is in play unless it hits the net above the glass. If it rolls past the curtain it will be played as a goal kick or corner kick depending on who last touched the ball.

\*Play begins from the center dot on what is normally the third line on the full field.

\*Penalty picks on the curtain end will be taken from 8 yards out. The referee will have to count it out.

\*All other rules are consistent with KEVA Soccer House Rules

## Article II. Number of Players

- Players may only be added to the roster within the first three weeks of a session.
- Players may not be dropped from a roster and added to another team in the same age group or division.
- Rosters are to be turned in at the first game.
- Age levels are as follows.

<u>Age</u>	<u>Grade</u>	<u>Ball Size</u>	<u>Players on field (west)</u>	<u>Time</u>	<u>Roster Size</u>
U-8	1 <sup>st</sup> &2 <sup>nd</sup>	3	4	48 min.	9-11
U-10	3 <sup>rd</sup> &4 <sup>th</sup>	4	4	50 min.	9-11
U-12	5 <sup>th</sup> &6 <sup>th</sup>	4	6	50 min.	12-14
U-14	7 <sup>th</sup> &8 <sup>th</sup>	5	5	50 min.	10-12
U-16	9 <sup>th</sup> &10 <sup>th</sup>	5	5	50 min.	10-12
U-18	11 <sup>th</sup> &12 <sup>th</sup>	5	5	50 min.	10-12
Adult	18&older	5	5	50 min.	10-12

- Once a player plays for a team in a particular age bracket, he/she may not transfer to a different team in a particular age bracket during the same session.
- Teams who are short players for a given game, may recruit players from other teams, however the game will count as a forfeit. You may add enough players to allow you two subs, and no more.
- Substitutions are unlimited and are normally made “on the fly.” The players coming off of the field must be adjacent to the door and within 5 feet before the incoming player enters the field.
- If a team does not have a minimum (4) required to play within 5 minutes of the scheduled start, the game will be a forfeit and the opposing team will have the option of using the rest of the time for a practice. No refunds will be given for forfeits.

- If a team is down by 6 goals, that team can add another player on the field. (not including competitive adult leagues)

## Article III. Players Equipment

- SHINGAURDS MUST BE WORN BY ALL PLAYERS-NO EXCEPTIONS. Players without shin guards will not be allowed to play. Shin guards must be covered with socks.
- Indoor soccer shoes are strongly recommended. Flat soled shoes, turf, or round molded cleats are allowed.
- Kneepads are strongly recommended for players at all age levels. Sweat pants, long sleeve jersey, knee and elbow pads are strongly recommended for all goalkeepers.
- A teams jersey must be of the same color and design, which must be numbered on the front or the back. Jerseys may be purchased through Keva Sports Center.
- Scrimmage vests will be available in case of color similarity. The team that is listed first on the schedule will wear the scrimmage vests. All jewelry, watches, and other dangerous equipment must be removed during games.

## Article IV. The Referees & Timekeeper

- The referee’s decision is final. Player or coach dissent may result in a yellow card or red card being issued to the offending person. *Profane dissent will result in a red card and at least a one game suspension.*
- Play is stopped when the referee’s whistle is blown.
- The game clock will start at the scheduled game time. This will occur whether teams are or are not ready to play.
- At no time are players, coaches, team personnel, or supporters allowed to threaten or touch a referee. Players, coaches, and supporters who do commit such an act will be immediately removed from the facility.

## Article V. The Duration of the game

- The game shall be 50 minutes in length, and will be divided into two 25-minute halves with a 3-minute break in between (except for U8)
- There will be no overtime.
- Time will be extended at the end of any period for the taking of a free or penalty kick (Ex: Delay of Game)
- The game clock shall begin running at the scheduled start time for EVERY match. Teams can expect shorter playing time if:
  - One or both teams are not set to kick off at the scheduled time.
  - An injury occurs in which medical attention is required.
  - Any unforeseen event that temporarily interrupts the field or referee availability.
- Either the facility manager on duty or the referee may terminate the game at any time due to the conduct or actions of either team or its supporters of the referee deems that conduct or actions are detrimental to the game.

## Article VI. Start of Play

- Games will start promptly. Forfeit time is 5-minutes.
- Play starts from the center of the midfield circle when the referee blows the whistle. The ball may be played in any direction. This occurs at the beginning of each half and after each goal is scored.

## Article VII. Ball In and Out of Play

- The ball is out of play when it hits ANY OF THE NETTING above the Plexiglas to the ceiling. A free kick will be awarded to the opposing team from where the ball went out of play, unless it hits the netting on the end lines; then either a corner kick or a goal kick will be awarded.
- If the ball is cleared or intentionally kicked into the ceiling the offending player receives a 2-minute penalty. If the same player repeats this offense a yellow card will be issued. The ball is spotted on the ground below where it hit the ceiling.
- If the ball is deflected into the ceiling unintentionally, there will be no time penalty, but the same restart procedure as above will occur. If any of these fouls occur in the goal box the ball will be restarted at the top of the arc.
- The ball is out if it is played into the players’ bench.
- All players have 5 seconds to play the ball on free kicks or other restarts.
- Free Kicks:
  - All free kicks are DIRECT, including the kick off.
  - The opposing team must quickly give 10 feet on all kicks. If a delay occurs, a yellow card may be issued.
  - Any “indirect kick foul” (see FIFA Laws of the Game) that occurs in the box will be restarted at the top of the arc.
- Restarts- the following restarts require a mandatory whistle:
  - Penalty kicks
  - After a goal
  - Kick off
  - After an Injury time-out

## Article VIII. Three Line Violation

- A 3-line violation occurs when the ball moves offensively forward in the air across all 3 lines WITHOUT touching the floor, a player or a wall before crossing the third line. The opposing team will be awarded a free kick on their offensive red line 18 inches from the wall when the violation occurs.

## Article IX. Goalkeepers

- Goalkeepers are NOT PERMITTED to retrieve the ball outside the penalty area, bring the ball back into the area, and then pick up the ball with their hands.
- Pass back rule- If the ball is intentionally passed to the goalkeeper, by a teammate’s foot, the goalkeeper may not pick up the ball.
- Substitutions for the goalkeeper can only occur when:
  - The new goalie is completely outfitted and ready to play.
  - During stoppage of play when the substituting team has the ball.
  - The referee had clearly been notified and acknowledged the substitution.
- The goalie may slide for the ball inside the goalie box.
- A goalkeeper may pick up the ball only after the ball is completely in the penalty box.
- Once a goalkeeper has his/her hand or hands on the ball, the ball is no longer playable.
- The goalie may NOT punt or drop kick the ball at any time. The ball must be placed on the ground in order for the goalkeeper to kick it.

## Article X. Co-ed. Leagues

- a. These leagues are for recreational and competitive players.
- b. The High & Hard rule will be enforced in recreational games (see Article XI (e) for description).
- c. Teams may have no more than 3 male players on field (incl. Goaltender).

## Article XI. Player Conduct Rules

- a. A player who intentionally commits any of the following offences will be penalized and a direct free kick will be awarded to the opposing team from where the infraction occurred.
  1. Jumps at an opponent.
  2. Holds an opponent.
  3. Pushes an opponent.
  4. Intentionally plays the ball with his or her arm.
  5. Strikes or attempts to strike an opponent.
  6. Charges an opponent.
  7. When tackling an opponent, makes contact with opponent before touching the ball.
  8. Kicks or attempts to kick an opponent.
  9. Trips an opponent.
  10. A player other than the goalkeeper slides.
  11. Spits at an opponent
- b. Any of the following fouls committed by a defensive player inside their penalty box will result in a direct free kick from the top of the arc outside the penalty area. A wall may be used to defend the free kick.
  1. Dangerous play (high kick, sliding, etc.)
  2. Obstruction
  3. Handling of pass-back by the goalkeeper
  4. Handling the ball by the goalkeeper again after it has been released from his/her possession and has not touched any player.
- c. **Yellow card**, if issued, is a warning. It will result in a 2-minute penalty to be served by the offending player(s) and their respective team(s) playing shorthanded for the duration of the penalty. That team will play shorthanded until 2 minutes has passed or a goal has been scored against them.
- d. **Red card**, if issued, shall result in ejection from the current game, the offending player's team(s) playing shorthanded, *and* a minimum one game suspension. The team will play shorthanded for no more or no less than five minutes, regardless of the number of goals the other team may score. The ejected player must leave the bench area and may be asked to exit the facility.
- e. **High & Hard Rule:** Any hard kick that is made above waist height when opposing players (other than the goalkeeper) are near the path of the ball will be ruled illegal. This rule does not apply when the kicking player is shooting directly on goal with only the goalkeeper in the path of the ball.
  - *This rule is to be in effect for Adult League games involving Coed Recreational, O-30 Coed, Women's Open, and Soccer Moms*
- f. No spitting on the field or in bench areas. Players or coaches seen spitting on the field or bench areas will be ejected from the current game. Please use trash cans provided in bench areas.
- g. Fighting will not be tolerated. Violators will be issued a red card, may be escorted out of the facility, and any future participation at Keva Sports Center can be prohibited.

- h. Any player, coach, or parent that must be removed from league play or the building because of misconduct will not be refunded for league fees.

## Article XII. Miscellaneous

- a. Keva Sports Center management reserve the right to expel a player or coach from league play for gross violations of the Laws of the Game, the House Rules, or damages to the property of Keva Sports Center.
- b. Management reserves the right to change House Rules at any time to make the game of indoor soccer more safe and enjoyable for all participants and spectators.
- c. A \$300 deposit must be paid prior to the registrations deadline in order to register a team into a league. The deposit will be credited toward the registration fee. The deposit is non-refundable once the scheduling of leagues has begun.
- d. All league fees must be paid in full before the start of the first game. A late fee of \$25 will be charged for every game played without the balance being paid. If the balance is not paid by the third game of the session, the team will not be allowed to play until it is paid.
- e. Game day conflicts must be emailed to [akimpton@kevasports.com](mailto:akimpton@kevasports.com) on or before the registration deadline of the upcoming session in order to be considered while scheduling. Once the schedule is out, games will not be rescheduled.
- f. Teams must be prepared to play games on days/times that were not specified.
- g. Games called off because of bad weather or other uncontrollable circumstances will be re-scheduled. These re-scheduled games may be played on days and times that were not specified in the brochure.
- h. No refunds will be given instead of re-scheduled games.
- i. Games that are forfeited will not be rescheduled nor will refunds be given.
- j. **FIGHTING OR VANDALISM WILL NOT BE TOLERATED** on the premises. Violators will be escorted out of the facility and any future participation at Keva Sports center can be prohibited.
- k. Any supervisor, manager, or referee has the right to remove players, coaches, or spectators from the facility.
- l. Players may not wear dangerous equipment. This includes, but is not limited too, orthopedic casts, air-splints or metal splints.

Keva Sports Center Officials will use the 2007-08 FIFA Laws of the Game, with the exceptions listed above. All players and coaches are responsible for the knowledge and understanding of the Keva Sports Center's 2007-08 house rules. All referees' decisions are final.

*In addition to the penalties and suspensions assessed under these rules, Keva Sports Center reserves the right to investigate any incident that occurs before, during, or after any match. This may happen regardless of whether or not the offense was penalized by the referee. Refunds will not be given for suspensions that are served.*

**Thank You for Playing at KEVA SPORTS CENTER**



# Soccer House Rules 2007-2008