



SOCCKERWORLD
POLSON PIER TORONTO

**OFFICIAL
RULEBOOK**

INTRODUCTION

Welcome to our indoor soccer facility. We have written this rulebook to provide a basis for good competition and a safe, enjoyable experience for all of our players.

At Soccerworld Polson Pier, we strive to provide the best indoor soccer experience possible. We will do this by providing quality referees, a state of the art playing surface, an excellent sporting atmosphere, and by building strong relationships with all of our players, coaches, and spectators.

Our goal is to make sure that you leave our facility fully satisfied with your soccer experience from the interaction with our staff, to your time spent on the soccer field.

For any additional information on leagues, standings, and tournaments please feel free to look us up online at soccerworldcentral.ca

GENERAL RULES OF THE FACILITY

Individuals using our facility do so at their own risk. The operator assumes no liability for any injuries or accidents, which may occur. As well, conduct within our facility should be in the spirit of good sportsmanship.

- No food, drinks, chewing gum, spitting permitted on the playing surfaces
- No foul, abusive, racial or derogatory language allowed
- Our facility accepts no responsibility for lost or stolen personal property. We strongly suggest that no valuables be taken into the facility. Players are advised to take all personal property with them to the bench areas by the field.
- All major accidents and injuries must be reported to staff immediately after an incident has occurred.
- The facility has a limited first-aid kit. It shall be the responsibility of each team to maintain their own first-aid kit and ice for treatment of their players.
- No use of video recording devices inside our soccer facility unless permission is granted by a facility staff member
- No alcoholic beverages on the premises
- Participants and spectators are to be advised that Soccerworld Polson Pier is a private facility and anyone who does not act or behave in an appropriate manner can be disqualified from participation in our leagues and also barred from entering our property and premises. Any such decision to bar any individual from our facility will be the decision of the facility general manager and is **NON- APPEALABLE!**

DEFINITIONS

The following explanations of some common terms are general, not technical; they are intended to be helpful to players and coaches. After you finish reading, have a great game!

Advantage: when the referee refrains from stopping play for a foul that a stoppage of play would benefit the team that committed the violation.

Ball Watching: player focuses solely on the ball and loses sight of the opponent he/she is supposed to mark.

Dangerous play: when a player attempts a play that the referee considers dangerous to that player or others, such as trying to kick the ball out of the goalkeeper's hands, even if no contact is made.

Dead ball: refers to the situation when the ball is out of bounds or out of play due to stoppage of any kind.

Delaying the restart of game: when a player or team is deliberately slowing down the progress of the game. Holding the ball after a goal and kicking away the ball after a foul are examples of delaying the restart.

Discipline by Review: a system of discipline in which a panel decides the punishment for any indiscretion that has caused a report.

Dribble: applied to an attacker taking the ball past an opponent.

Hand ball: a foul that is called when a player intentionally or deliberately hits the ball with his hand or arm. A player may not deliberately carry, strike, or propel the ball with his hand or arm. (Except the goalkeeper inside his own area.)

Jockey: way of covering the player with the ball by feinting without committing oneself.

Misconduct: any inappropriate behavior by a player, coach, or spectator (on or off the field) as determined by the referee or facility staff. Examples of misconduct include but are not limited to: door-slamming, kicking the bench, or inappropriate remarks toward any player, coach, spectator, referee, facility staff or even a teammate.

Nutmeg: when a player dribbles the ball through opponents' legs and collects it on the other side.

Obstruction: deliberately impeding the progress of an opponent when the ball is not in playing distance.

One touch soccer: inter-passing among teammates without stopping the ball.

Own goal: kicking or deflecting a ball into your own net.

Play on: term used by referees to indicate that no foul or stoppage is to be called; used by referees when applying the advantage law.

Shielding: a legal play where a player protects the ball from an opponent using his body. Shielding is not a foul and is not obstruction. To be legally shielding a player must be within playing distance of the ball

and be eligible to play the ball. A player who is not eligible or moves out of playing distance of the ball is guilty of obstruction.

Slide tackle: is when a player attempts to take the ball away from an opposing player by deliberately leaving their feet and sliding along the ground with one leg (or both legs). This method of obtaining the ball is illegal in indoor soccer. A Player may Slide to keep the ball in play provided his action is not dangerous.

Tackle: a challenge using the feet, to win the ball from an opponent.

The Individual Team: a team put together by the facility. The team is usually made up of individuals looking for a team to play on. A player will help to captain and organize the team.

Violent Conduct: physical force that injures or abuses any individual or facility property. Violent conduct is also any verbally or physically threatening action towards ANY individual.

Warm up: Exercises that warm up the muscles to prepare the body for vigorous activity

ADMINISTRATIVE POLICIES

PLAYER REGISTRATION

All players must sign a waiver of liability form. If a participant is under the age of 18, a parent or legal guardian must sign the waiver. Anyone entering the player bench or the field must have signed a waiver and is on the roster.

IDENTIFICATION

Acceptable documents for verification of age are one or more of the following:

- Driver's license
- Passport
- Original birth certificate with a raised seal
- School ID with birth date
- An Ontario Soccer Association player book.

Any player who is discovered to have lied about his/her age or identity to play in any league will be suspended for a minimum of one year. All fees paid by a suspended player are non-refundable.

Note: Teams are responsible for re-verification of age and/or identity of players and may be asked to show the acceptable forms of documents mentioned above.

PLAYER ELIGIBILITY

- A player must be at least sixteen years old to play in any adult league.
- If a player has been paid to play professional (indoor or outdoor) soccer within the last 6 months, or is currently playing professionally, he/she is only eligible to play at the highest level in each league available.
- The facility may restrict advanced players from playing in leagues two or more levels down.
- Persons with physical or mental impairments of a serious nature that may put themselves or others at risk of injury will be restricted from play. Pregnancy and heart problems are considered conditions that put people at risk.
- A youth player may play in an age group older than he/she is eligible for, but never in a younger age group.

TEAM REGISTRATION

The maximum number of players per roster is 18. Players may be added to the roster until registration deadline (please take a look at our website for all registration deadline information).

Everyone playing in a playoff or a championship game must have been registered before the registration deadline.

No one may play on two teams in the same division. No one may switch teams after having played for one team in the same session.

Note: Any player found to be registered/playing on more than one team in the same division will be suspended for a minimum of 3 months.

NEXT SESSION REGISTRATION

Teams currently playing in any league and in good standing will have the first priority to re-register by placing a deposit before a deadline set by the facility. The deposit is non-refundable.

TEAM CAPTAIN RESPONSIBILITIES

Team Representatives are encouraged to be an active playing participant on their teams. If the registered team rep is a non-player, the team must declare a playing co- team rep. It is the expectation of the League office that Team Representatives will embody the philosophy of the facility which is fun, safety and enjoyment of the game of soccer for all.

TEAM CAPTAINS ARE RESPONSIBLE FOR THE FOLLOWING:

- League fees are paid on time
- Player jersey numbers are recorded on the game sheet before kick off
- Red card fines
- Making sure all team players on the roster are registered with the league
- Making sure that only registered players are on the bench during game
- Spectator behaviour

PAYMENT

Every team must pay a non-refundable deposit before the established deadline in order to be registered and put on the game schedule. We require teams to pay off their registration fee by the third game of the season.

If a team's registration fees are not paid according to our deadline, the team may be prohibited from playing therefore taking a 5-0 forfeit loss or dropped from the league, without a refund.

REFUNDS

No refunds are given to suspended players. If a player who joined a team which registered as a "regular team" wants a refund, he/she must arrange to get the payment from the team's authorized Team Representative. If a team deliberately forfeits two games in a season or decides to drop out of a league, they may be replaced and no refund given. In addition, they may not be allowed to register a team again.

RETURNED CHEQUES

If any player's or team's cheque is returned, that player or team will be suspended from playing until payment is made.

A \$50 returned cheque charge is assessed in addition to the amount of the original cheque.

LEAGUES

SCHEDULE AND LEAGUE FORMATS

The schedule and formats for a league may vary from season to season, depending on the number of teams in a league. Please check with our league manager for the format of your league. Schedules are available on our website.

If your team has a scheduling request please make sure it is on your team registration form before the league schedule is made, we will try hard to accommodate you.

STANDINGS

Leagues are set up on a Best Record System. A team's record is the total number of points earned per game:

Result	Points
Win	3
Tie	1
Loss	0

PLAYOFF FINALS FORMAT PROPOSAL

- The top 4 teams at the completion of the regular season will compete in finals. (1 v 4 and 2 v 3). Both winners go through to championship final.
- Teams that don't finish in the top four, will play for seeding.
- Both winners go through to Grand Championship Final. Losers will play consolation games.
- If the score is tied after regulation time. The game will be decided by kicks from the penalty mark.(5 per team)
- If score remains tied the teams will alternate until one team has scored and the other has missed.
- Before any penalty kicks are taken the referee must ensure teams have an equal number of eligible players.

TIE BREAKERS

- If two or more teams are tied, the head to head result (win/loss record of the game(s) between the tied teams) determines the winner
- If two or more teams are still tied the best plus/minus in all league games determines the winner.
- If two or more teams are still tied, the winner is the team with the most goals scored in all league games.
- If two or more teams are still tied, the winner is the team with the fewest goals scored against them in all league games.

FORFEITS

If your team is in danger of forfeiting due to lack of players, please contact the league manager as soon as possible. Forfeits are recorded as a 5-0 score. Forfeits occur because:

- a team is unable to field at least four ready players within 5 minutes of a game's scheduled start time.
- a team loses enough players in the course of a game that they are unable to field at least four eligible players.
- a player on the team has deliberately broken any rules regarding registration, eligibility, or a team causes a game to be terminated.
- teams are not paid up to the financial amount due by that game.

Teams are responsible for making sure that they are playing on the appropriate field at their scheduled time and are playing against their correct opponents. If a team plays at least 5 minutes of a game on the wrong field, they shall receive a 5-0 loss.

RULE: NO SHOWS

Teams will be allowed one no show per session, provided they give a minimum 12 hours notice prior to kick-off. Teams that default more than once, or fail to give 12 hours notice will be assessed a \$75 team fine. All proceeds from this fine will be credited directly to their opponents - to compensate for the loss of a game. All fines must be paid before a team's next kick-off.

GAME SHEETS

- **Both** teams must fill in the jersey numbers of their players on the game sheet located at the Soccerworld office **prior** to kickoff.
- **All players** entering the field of play must be on the game sheet before playing
- Everyone on the team's bench must be identified on the game sheet
- The game will not commence until **BOTH** teams have filled out their appropriate information on the game sheet, however the score clock will start at the scheduled game time.
- If teams are found to have used a player that is not on the game sheet, the delinquent teams will forfeit the game by a score of 5-0. If the team loses by a score greater than the forfeit score, the original score will stand.

DISCIPLINE

Referees and staff members have the right to remove a player, coach or spectator before, during or after a game. That person must leave the property immediately. Failure to leave the premises will result in the game to be terminated and the victory awarded to the opposing team.

RED CARDS

If a player is issued a red card, he/she is ejected for a minimum of the remainder of that game and the team's next league game. His/her team will play short for 5 minutes. The length of the red card suspension will be determined by the discipline committee during a process called ***Discipline by Review*** – ***No players or team delegates attend.***

**Suspensions shall carry on to any other teams the player plays with. Example. If a player receives a 3 game suspension, the suspension will be 3 weeks from all leagues at Soccerworld.

Red Card fines are \$50 – the team of the red carded player will be responsible for the fine being paid before the team's next game.

A red card fine must be paid in cash or credit. No cheques or coin will be accepted.

DISCIPLINE BY REVIEW

A committee meets once a week to review any discipline reports that occurred the previous week. The Committee discusses each report individually and uses the [Ontario Soccer Association Standard Penalties](#) for misconduct by a player guideline as a reference to determine the suspension.

Although teams don't attend this process, team captains can send us an email with their point of view of the incident, and this will be taken into consideration by the committee.

TERMINATED OR ABANDONED GAMES

- If the referee terminates a game, the score of the game and any disciplinary action will be decided by the discipline committee. If any player, coach, or spectator involved with a particular team gives the referee cause to terminate a game, the victory will be awarded to the opposing team.

PROTESTS

- A protest must be submitted in writing within **24** hours of the game being played and be accompanied by a **\$200** bond. It is nonrefundable if the decision goes against the protesting team. Protests may be made on eligibility and rule interpretation; never on a judgment call by officials. Only the Team Captain or designated game captain may file a protest.

SUSPENSIONS AND FINES

A player who receives a red card will be automatically suspended for the next game and the captain will be notified of the length of suspension after discipline by review (please refer to discipline by review above).

The team will receive a \$50 fine, which will be paid before kickoff of the next team game. No Cheques or coin will be accepted.

AWARDS

ADULT LEAGUES

- Each league winner receives a league cup and a gift certificate which can be applied towards the next season. The team that wins the playoffs will receive a gift certificate and each player on the team will receive a prize.
- Playoff finalists are rewarded with a gift certificate towards their registration fee for the next season.
- Third place playoff teams will win a free hour rental at Soccerworld Polson Pier.

YOUTH LEAGUES

Each team which wins their league will receive a league cup. Playoff finalists and winners will receive a trophy for each team member.

SOCCERWORLD LAWS OF THE GAME

LAW 1 - THE FIELD OF PLAY

The field is an open concept field and the surface is a synthetic artificial grass.

DIMENSIONS - The fields are 190 feet long and 90 feet wide. This is an open concept field with boundary lines, which line the area of play.

MARKING - The field shall be clearly marked with white lines, not exceeding 6 inches in width. All lines shall be of the same width. A halfway line of the field of play shall be indicated with a suitable mark, and a circle with a 10-foot radius shall be marked around it.

THE GOAL AREA - At each end of the field of play two lines shall be drawn at right angles to the goal line, 2 feet from the inside edge of each goal opening. These shall extend in the field of play for a distance of 5 feet and shall be joined by a parallel with the Goal line. Each of the spaces enclosed by these lines and goal line shall be called the a goal area.

THE PENALTY AREA - At each end of the field of play, two lines shall be drawn at right angles to the goal line, 10 feet from the inside edge of each goal opening. These shall extend into the field of play for a distance of 25 feet and shall be joined by a line drawn parallel with the goal line. Each of the spaces enclosed by these lines and the goal line shall be called a penalty area.

CORNER ARC – The field will have a similar mark on the ground directly at the corner point.

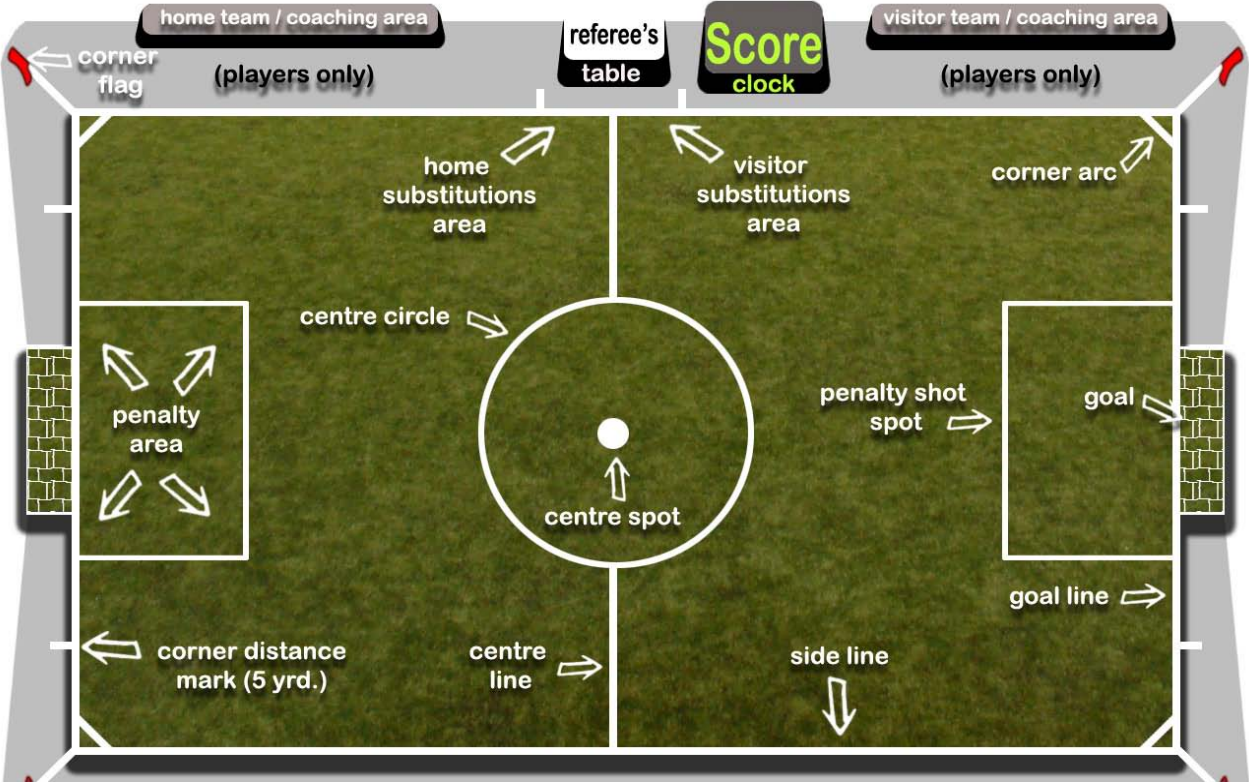
CORNER DISTANCE MARK – The field will have a mark 5 yards away from the corner arc, to indicate the distance that the defending player must award the kicker.

SUBSTITUTION AREA – On the field side where the teams benches are located,

THE GOALS – The goals shall be placed on the center of each goal line. The inside width of the goal opening shall be 12 feet 6 inches. The inside height of the goal opening shall be 6 feet 6 inches. The goal posts and cross bars shall have the same

width. Nets shall be attached to the outer edges of the goal or goal posts, cross bars and ground behind the goals.

DIAGRAM OF FIELD



LAW 2 - THE BALL

- The ball shall be spherical; the outer casing shall be leather or other suitable materials. No materials shall be used in its construction, which might prove dangerous to the players.
- Regulation size 5 soccer balls will be used for age groups of Under-13 and above.
- Regulation size 4 balls will be used for age groups of Under-12 and below.
- On-coming players should refrain from kicking soccer balls along the outside of the touch line.

LAW 3 - THE PLAYERS

Each team plays with a maximum of five field players and a designated goalkeeper on the field. A team can play with a minimum of three players and a goalkeeper.

Co-ed Leagues: Each team plays with a maximum of five field players and a designated goalkeeper on the field. Co-ed teams must have a minimum of two female players on the field at all times. The minimum number of players on the field is four, one of which must be a female. In case of a penalty kick shootout 2 out of the 5 kickers **MUST BE FEMALE**. Before any penalty kicks are taken the referee must ensure teams have an equal number of eligible players.

Youth Leagues: 7-a-side soccer for age groups of Under-11 and below.

Goalkeeper: A team must have a designated goalkeeper on the field at all times. The goalkeeper must **wear a jersey colour that distinguishes him/her from all other field players** and from the referee. A team may never have more than one goalkeeper on the field at one time. The goalkeeper may play the ball with his hands, if the ball is not intentionally passed to him by a teammate's foot pass. The goalkeeper may distribute the ball by rolling, throwing, punting, or drop kicking. He /she may drop the ball to their own feet and kick or dribble the ball.

SUBSTITUTIONS

- During the game unlimited substitutions of players may be made, provided that the player substituted exits the field through the substitution area (marked 5 feet from the center line with the touchline in front of his/her team's bench) before the replacement steps onto the field.
- Neither the substitute entering the field nor the player leaving may play the ball while the other is on the field.
- Players may only enter the field through the substitutes area. They may not substitute by leaving the field on the spectator's side or out the back of the goal side.
- Violations of the above substitution rules will result in a two minute penalty.
- A goalkeeper may only be substituted during a stoppage of play.
- If a goalkeeper receives a two minute penalty, which he/she is told by the referee to serve, then the goalkeeper must be substituted.

INJURIES

- The referee shall send any player off the field that is bleeding or requires treatment for injury. If a player has been ordered off the field because of blood, the player must obtain the referee's approval before he/she may re-enter the field.

Play shall stop when the referee decides that

1. An injury is serious
2. The injured player's location is likely to interfere with play, or
3. The injured player's team has control of the ball

When play is stopped for an injury, the injured player must leave the field, except for the goalkeeper. The second time play is stopped because of an injury to the same goalkeeper, he/she must leave the field. An injured player may re-enter the field after play is restarted and after the refs signal. If play is stopped for an injury, anyone entering the field to assist the injured player must wait for the referee's signal.

MANDATORY EQUIPMENT



uniformed numbered jerseys,
players on the same team
shall not have same number



Turf or Indoor Shoes



A pair of shin guards
covered by socks

PROHIBITED ATTIRE & EQUIPMENT



NO cleats
(metal or rubber)



NO sleeveless jerseys



NO caps, hats,
bandanas or do-rags



NO casual or dress shorts



NO Jewellery



NO eyewear
not designed for contact sports
(goggles are acceptable)

LAW 4 - PLAYER EQUIPMENT

UNIFORMS AND EQUIPMENT

- Players must be dressed in matching or similar jerseys (preferably with permanent numbers for proper identification).
- Goalkeepers must wear colors distinguishing them from all other players and referees.
- Players may not switch shirts and wear a different number than that on your team roster form. The home team changes in cases of colour conflict. ***It is recommended that teams bring alternate tops.***
- It is mandatory that players wear shin guards of an appropriate size. Shin guards must be worn on both legs and must be totally covered by socks.

FOOTWEAR, JEWELRY, HEADWEAR, AND ATTIRE



- No cleats (metal or rubber) allowed
- Players must wear flat-soled shoes or turf shoes.
- No Jewelry or watches are allowed.
- No headwear, caps, bandanas, or metal hair clips can be worn
- No sleeveless jerseys, casual dress pants, or dress shorts
- No eyewear with any type of hard material deemed, by the referee, a potential danger to the player or other. Sports goggles are acceptable. However, eyewear must be tied at back of head

BRACES AND CASTS

Knee braces and casts are allowed to be worn at our soccer facility provided that they are properly padded by a force absorbing material that covers all rigid exterior sides and edges. ***THE REFEREE WILL MAKE THE FINAL DECISION AS TO THE ACCEPTABILITY OF ANY CAST OR KNEE BRACE***

EQUIPMENT VIOLATIONS

The referee or facility staff member can order to remove any unauthorized or dangerous equipment. A two minute penalty shall be issued to the player who fails to comply with the adjustment ordered. The player is prohibited from play so long as he/she is not in compliance with the order.

LAW 5 - THE REFEREE

REFEREE POWERS

The referee's power to assess penalties and maintain control of the game includes violations committed during play, during stoppages and at conclusion of game.

The referee has the power to:

Warn/Penalize/Eject – From the time the referee enters the building he has the power to penalize any player, coach, or spectator for fouls or misconduct as stated in these rules and to give warnings or time penalties, including red cards, regardless of whether the ball is in play or not.

Declare an Advantage – The referee allows play to continue when the team against which an offense has been committed could benefit from such an advantage.

Stop, Suspend, or Terminate the Game – The referee has the discretionary power to stop the game for any violation and to suspend or terminate the game because of the elements, interference by spectators, extreme misconduct, or other situation which the referee deems unsafe or unacceptable. In the case of a terminated game, the outcome of the game and any necessary disciplinary action will be determined by the facility manager.

Prohibit Entry onto the Field – The referee ensures that no unauthorized persons enter the field.

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.

Signal Restarts – The referee signals the restart of the game after all stoppages.

REFEREE'S REPORT

The referee will file a report with the league, giving all pertinent information about any red cards and special incidents.

LAW 6 - DURATION OF GAME

GAME LENGTH, TIME OUTS, EXTENSION OF REGULATION TIME

- Adult games will consist of two halves of twenty one minutes. Youth games will consist of two halves of twenty four minutes.
- Time Outs are not allowed.

The only instance when regulation time will be extended is when an infraction is committed in the last 2 minutes of the game. In this case, the referee will stop the clock and the game will be played until the penalty is served, provided that no other infractions take place.

Only the referee may stop the clock for an injury or any unusual circumstance.

STARTING THE CLOCK

Balls must be off the field immediately after the referee calls for them and game sheets must be presented at the scorer's table. If the game sheets are not at the scorer's table, the clock will start and game sheets done under a running clock.

The clock will begin running at game time. A team must have at least four players ready to play for the game to begin. If a team is unable to field at least four players five minutes after game time, the game will be forfeited and this team will receive a 5-0 loss. The winning team may accept the forfeit and leave. Or if, after the forfeit has been given, more players for the losing team arrive or are recruited, the winning team may:

Accept the 5-0 forfeit and play a scrimmage game, or play a counting game with the time remaining, thus the final score will be recorded on the standings.

****Please note referees can't officiate unsanctioned games***

THE KICKOFF

The player kicking the ball may not touch the ball a second time until it is touched by another player. Players may not cross the mid line until the ball is kicked. The ball may be kicked in any direction.

A goal may not be scored directly from a kick off. (See Restarts Law 9)

Prior to the second half, the teams change ends.

LAW 7 – THE BALL IN AND OUT OF PLAY

BALL IN PLAY

The ball is still in play

- 1) When it rebounds from a goalpost, crossbar or corner flag and remains in the field,
- 2) When it rebounds off a referee on the field

BALL OUT OF PLAY

The ball is out of play when the whole ball crosses the field boundary line or touches the dome ceiling

LAW 8 - SCORING

SCORING GOALS

- A goal is scored when the whole ball crosses the whole of the goal line, between the goalposts and under the crossbar, provided that no violation of the rules has been committed by the team scoring the goal.
- A goal cannot be scored once the horn has begun to sound; the whole ball must cross the whole line before the start of the horn.
- A goal can't be scored directly from a kickoff or any restart.

LAW 9 - RESTARTS

A restart is the procedure for resuming play after a stoppage. Restarts are kickoffs; free kicks (including kick-ins and corner kicks). **All restarts are “indirect”; that is, a goal can only be scored after a second player has touched the ball.**

On all restarts the ball must be stationary and the ball must be placed where the foul was committed or where it went out of bounds.

A whistle is not required except on the following.

- A) A kickoff.
- B) A penalty kick.

The referee might ask a team to wait for his/her whistle if the official feels it is necessary.

LAW 10 - FOULS AND MISCONDUCT

FOULS

Fouls include:

- tripping, kicking, holding, pushing, charging violently, charging away from the ball, jumping at, handling the ball, obstruction, and dangerous play.
- The restart after a foul is called will be a free kick at the point of the infraction.

SLIDE TACKLES

There will be No SlideTackles. Any slide tackle will result in a two-minute time penalty. A slide tackle is defined as a player leaving their feet while making an attempt to slide into the ball, which is in the possession of an opposing player. A Player may slide in the open field to keep the ball in play provided that their action is not considered dangerous by the referee.

VIOLATIONS INVOLVING THE GOALKEEPER:

- The goalkeeper may only possess the ball within the penalty area for a maximum of 6 seconds (hands). A keeper can move anywhere in the box. If the goalkeeper exceeds that time, the opposing team is given a free kick at the top of the penalty area. The defending team must provide 5 yards minimum distance for the kick.
- The goalkeeper may not play the ball with his/her hands if the ball is intentionally kicked to him/her by a teammate's foot pass. A violation results in a two minute penalty to the offending player.
- An intentional handball by the goalkeeper outside the penalty area may result in a two minute penalty or ejection.

A goalkeeper may not commit a slide tackle anywhere on the field.

Note: To clear up any confusion about goalkeeper handballs around the penalty area we offer the following explanation. The key point is the location of the ball. If the ball is inside the area at the moment of contact, it is not a handball, even if any other part of the goalkeeper's body is outside the area.

TIME PENALTIES

If in the referee's opinion a foul is serious, a two minute penalty or an ejection (red card – 5 minute penalty) may be given. A player can be given a red card without first receiving a warning.

After a time penalty is given, play is restarted at the point of the infraction with a free kick by the opposing team.

SHORT HANDED PLAY

- When a player receives a time penalty, the time begins with the referee's whistle to restart play, and his/her team plays short until the time expires. When time penalties are given to players on each team at the same time – simultaneous penalties – both teams will play shorthanded. **If the penalized team is scored on, while serving a penalty, the penalty continues until the time expires.**
- 5 minute red card penalties will also run until time expires, if the penalized team is scored on, while serving a penalty, the penalty continues until the time expires. **Once the penalty expires, the player waits for the referee to signal the player or teammate back on the field. If player enters the field without getting the signal from the referee an additional 2 minute penalty may be awarded.**
- If there is a misconduct from the bench the offending team will be penalized by reducing the on field players by a player. The number of players can be brought down to 3 players where at this point the referee may consider to abandon the game.

- There is no limit to the number of players serving penalties at the same time.
- The referee has the right to terminate the game in the interest of player safety

Two Minute Penalties:

Encroachment

For all free kick starts:

The defender must provide a minimum of 5 yards for the taking of a free kick. If a defensive player makes any movement toward the ball to block the free kick and crosses into the 5 yard minimum space, he/she is guilty of encroachment and will be assessed a two minute penalty.

If the player taking the free kick asks the referee to enforce the 5 yard distance, he/she must wait for a referee's signal to restart. If the defensive player makes any movement toward the ball to block the free kick and crosses into the 5 yard space, he/she is guilty of encroachment and may be assessed a two minute penalty.

- 1) If the referee asks a defensive player to move 5 yards from the ball, and the player does not immediately comply, a two minute delaying the restart penalty shall be assessed.

On a kickoff, the defending team must be on their side of the halfway line and outside the centre circle.

Dissent

Dissent is words or actions directed by a player at a referee in objection of any call. Dissent will result in at least a two minute penalty.

Unsporting Behaviour

The referee issues a two minute penalty for the following unsporting like offenses:

- Inappropriate celebration after goal is scored
- Illegal re-entry of a player onto the field
- Obscene language
- Equipment violation
- Delaying the restart of the game
- Delay in leaving the field after a penalty has been awarded

MISCONDUCT

Red Cards

If a player receives a red card, that person is ejected from the premises for at least the remainder of the game and the team's next game. His/her team is penalized for five minutes.

The penalty does not expire if the player's team is scored upon.

Behaviour which warrants a mandatory red card includes:

- Spitting
- A tackle from behind which endangers the safety of an opponent
- Striking or attempting to strike an opponent
- Any form of fighting or violent conduct
- Intentionally elbowing a player
- Leaving the bench to join an altercation on the field
- Abusive language or behaviour towards referee or staff
- A foul that prevents an obvious goal scoring opportunity.
- Fighting is a mandatory red card, and any player given a red card for fighting shall be guilty of violent conduct. The discipline committee will review the red card and player may be expelled from all leagues.
- Any player, coach, or spectator who touches, bumps, physically contacts or verbally abuses a game official or facility staff is guilty of violent conduct and ejected from the premises.

Suspensions for Fighting or Abuse of Officials or Staff

Any player, coach, or spectator given a red card for fighting is guilty of violent conduct and ejected from the Soccerworld premises for not less than one year and up to permanently.

Any player, coach, or spectator who spits, touches, bumps, physically contacts or verbally abuses a game official or facility staff member shall be guilty of violent conduct and ejected from the Soccerworld premises for not less than one year and up to permanently.

**** Please note: All of the above also carry fines greater than the normal \$50.00 for a red card. Depending on severity fines can range from \$200.00 to over \$1000.00, as well as the team being kicked out of the league.***

LAW 12 - FREE KICK

- The ball must be stationary when a free kick is taken
- A goal can't be scored directly from a free kick (See Restarts)

LAW 13 - PENALTY KICK

- A penalty kick is awarded for any deliberate infringement of the rules by the defending team within the penalty area, which is penalized by a direct free kick.
- Penalty kick must be taken from the penalty mark
- When the kick is being taken, all players (except for the kicker and the opposing goalkeeper) shall be within the field of play but behind the kicker and behind the line designated by the referee.
- The opposing goalkeeper must stand on his/her own goal line, until the ball is kicked. The player taking the kick must kick the ball forward in order for it to be in play. If the ball is not put into play properly, the kick must be retaken.

LAW 14 - KICK-IN

- When the whole of the ball passes over the touch-line, either on the ground or in the air an indirect free kick shall be awarded the team opposing that of the player who last touched or played the ball.
- The free kick shall be taken from the point that the ball went out of play.
- Opposing players shall not approach within five yards of the ball until it is in play
- The kicker shall not play the ball a second time until it has been touched or played by another player.
- A goal can't be scored directly from a kick-in. (See section on Restarts)

LAW 15 - GOAL KICK

- Goal-kicks may be taken anywhere inside the goal keeper's area.
- Goals cannot be scored directly from a goal kick (See section on Restarts)

LAW 16 - CORNER-KICK

- Ball is placed within the corner arc. If ball is misplaced, the corner kick is taken over.
- The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule entails an indirect free kick to the opposing team from the point of infringement.
- Players on the opposing team must be at least 5 yards away from point of the corner kick.
- A goal cannot be scored directly from a corner kick (See section on Restarts)
- Players must not touch or move the corner flag at anytime or may receive a 2 minute penalty.

*THESE RULES WERE DEVELOPED TO ENCOURAGE
FAIR PLAY. IF YOU HAVE ANY QUESTIONS PLEASE
SEE THE FACILITY MANAGER.*

AND NOW, LADIES AND GENTLEMEN,

LET'S PLAY SOCCER!