



## Coed Indoor Soccer League

### General Rules:

- Each team will field 5 field players. Teams can field 6 players on the field prior to the start of the game.
- Field size will be approximately 90' x 74'. Goal size will be 4' x 6'.
- All game rules, unless specified in this document, will be in accordance with FIFA, international governing body of soccer.
- **NO GUEST PLAYERS ALLOWED!** Substitute players must be registered with the league they are playing in and approved by the opposing team captain. If a team does not have at least 4 of their original roster, that team will forfeit the game.

### Player Requirements:

- Team will fill out roster, and pay all according fees set forth by BMS. The Team will be registered with BMS, and all players must sign league waiver. Roster size to be limited to 10 players.
- Each team is required to have at least 2 females on their roster.
- Minimum age requirement is 13 years of age and requires a guardian's signature.
- Teams must have at least 4 field players to begin. One female must be playing on the field/court at all times OR the team will be given the option to play down a player. Late arrivals will be allowed to sub-in when ready. If a team does not have the required number of players to start, the team has 5 minutes to get to the minimum number of players or they will forfeit the game. As soon as they meet the minimum number of players the game will begin.
- Substitutes are unlimited and "on the fly".
- Players must wear matching colored kits. Shin guards are required.
- FIFA Authorized footwear is required. NO CLEATS will be allowed.

### Play Rules:

- Games will be 30 minutes in run time. Each team will play 2 games each Sunday. There will be a 10 minute break between games. Games will have 1 official. Clock will run nonstop. In case of injury or any other reason deemed necessary by the official, the game clock may be paused at the discretion of the official.
- Tough play is encouraged. Play on the ground is discouraged and will result in an indirect free kick.
- All fouls, corner kicks, goal kicks, and kick offs are an indirect free kick. Indirect free kicks resulting from a foul will take place from the place of the foul, unless the foul occurs in the goal area. Fouls which occur in the goal area will result in a penalty kick.
- Never argue with an official. If you disagree, have your captain approach the official or speak with them during a break or after the match. Arguing with the official will result in a yellow card.
- Yellow cards and Red cards will be issued for all deserving offenses, in accordance with FIFA regulation. A second yellow card in the same game warrants a red, which requires the player to be sent off, and the offending player's team is to play down one player for the duration of the game. Two Yellow cards receive a suspension of the following game.

- A Red card results in the offending player's team to play down one player for the duration of the game and an automatic suspension of following game. Two red cards by any one player will result in automatic suspension for the duration of the season.
- Any physical altercation (fight) between two players will result in automatic suspension for the duration of the season.
- A card accumulation policy will also be implemented (See attached documentation).
- Any ball that goes over the Touch Lines will be played in with a kick in. Any ball that travels over the End Lines will result in a Goal kick or a Corner Kick. Free Kicks will be given a minimum of 2 yards by opposing. All free kicks are to be indirect in nature including kick off, corner kicks, and goal kicks. There is no offside and players can score from anywhere on the field of play.
- Goal Area
  - There will be a goal area approximately 5' x 12' in dimensions around the goal.
  - Defending players may not "camp" out in this area. They may, however, enter the area to retrieve a non-moving ball.
  - Scoring from within the goal area is prohibited. Entry into the area is allowed solely to retrieve a non-moving ball.
  - Any foul committed in the goal area by a defending player will result in a penalty kick for the offensive team from the goal box on the team's defensive half. This includes fouls for defensive players "camping" in the box. All remaining players will stand on the sideline while the kick is being taken. Once the ball is kicked, the result will be a goal for the kicking team or a dead ball. If the kick deflects off the goal post into play, the ball will still be deemed dead and given to the opposite team for a goal kick. If a goal kick is required, play will begin on the official's whistle.
- The official has the final say on any and all "on field" calls, goals, discipline, and ejections. Each team will provide a captain, who may converse with the official, but all referee decisions are final. BMS has adopted the Referee Abuse policy from USSF.
- Each player is expected to hold themselves in the highest accords with FIFA's Fair play and Sportsmanship rules. Foul language, inappropriate gestures, violence, intentional dangerous play, and any other activities that violate the rule or spirit of the game, or the rules of Black Mountain Soccer and/or the rules of its facilities will be subject to discipline, removal, suspension, and/or expulsion from the league.
- There will be a member of the board present at all times during league play if any team captain has anything that they feel should be brought to the board or BMS officials.
- **THERE IS NO SLIDE TACKLING IN THIS LEAGUE.**

#### League System:

- Games will be played on Sunday afternoons and will be played at Sheridan Junior High.
- All Wins will be worth 3 points, Ties will be worth 1, and Losses will be worth 0.
- Standings are determined by the teams that have most accumulated points at end of season.
- Ties will be broken in the following order: Goal Differential, Goals For, Goals Against, head-to-head.
- There will be playoffs at the end of each season. It will be a single elimination knockout playoffs system (based on the number of teams in the league). Number of teams participating in the playoffs will be announced prior to the start of the regular season.
- Playoff structure will be announced two weeks prior to the 1<sup>st</sup> playoff game.
- The championship game will be 30 minutes in length. If overtime is necessary, FIFA Futsal overtime procedures will be followed. 6 minutes will be placed on the clock. 5 Players from each team will start on the field. Every two minutes, a player from each team will be removed from the court. Overtime is golden goal. If after the end of the overtime period, the score is still tied, the game will be determined with penalty kicks.

## Black Mountain Soccer

### Rule article: Card accumulation

Intro: The goal of the Card accumulation system is to protect Black Mountain Soccer and the community, as well as to bring the highest quality of play. The following article will explain this system. As of January 1, 2020, all participants of Black Mountain Soccer leagues will be required to abide by these rules.

Part one: Yellow cards: As of January 1, 2020, yellow cards will carry over one game. If a player accumulates 2 yellow cards over the span of two games, they will be suspended for the next game of league play. The moment a second yellow card is awarded, the player will also be given a red card and required to leave the field of play.

A player's card count re-sets:

- A following game without a yellow card.
- After serving out an accumulation suspension.

Part two: Red cards: If a player is awarded a red card, they will be required to leave the field of play and may not return. They then must serve a one game suspension. After the suspension is served, the player may return to the next game.

Part three: Card Tracking: Player Card tracking will be tracked by the Black Mountain Soccer field manager. Officials will be responsible for informing the field manager with card incidents so that it may be recorded. The field manager will then be responsible for passing on information to the next officiating crew pertaining to outstanding yellows and suspensions. Players may not approach field manager or officiating crews in attempts to appeal a card or suspension.

Part four: Card Appeals: Black Mountain Soccer will not appeal Cards and Suspensions. We feel it is the duty of each player to hold themselves to a higher standard while participating in a Black Mountain Soccer league or tournament.

Outro: It is not the viewpoint of Black Mountain Soccer to limit the level of competitive play or physicality. The use of the accumulation system is to promote players to competitively play safe and smart, but most importantly to have fun!