

# Game On Arena Sports Facility Rules

**Team Fees:** A \$100.00 non-refundable deposit must be paid at the time of registration. Remaining fees must be paid in full before the start of the first game (in order to receive early payment discount). If a team elects not to pay in full prior to the first game, a minimum of \$100 must be paid as a deposit, \$100 paid prior to the second game and the balance paid prior to the third game.

\$610 Adult Team Fee

\$580 Youth Team Fee

**Rosters:** A U.S. Indoor Team Roster is due prior to the beginning of your first game. Players may be added to your roster up to the third game. The roster limit size is 18. Players must play in the proper age group or they are considered an "illegal" player. Teams playing an illegal player(s) will forfeit any games in which they played. **Game On Arena Sports Management** has final authority on all roster questions.

**I.D. Cards:** Everyone entering the player's box and participating in league play must have a US Indoor I.D. Card (coaches included). A maximum of two coaches are allowed in the player's box (both must have id's). You may not use another player's I.D. card. I.D. cards are \$18.00/youth and \$20.00/adult. I.D. cards are only valid for use at **Game On Arena Sports**. I.D. renewals are required yearly on October 1.

**Referees:** Each game played at **Game On Arena Sports** will consist of one referee for youth and two for adult and HS league games (one on the clock and one on the field). Referee fees are not included in your registration. Teams are required to pay the referee in full prior to the start of each game. Referee fees are as follows: **U8 – U14 (\$6.00 per team per game) U15 (\$8 per team per game) High School – Adult Leagues (\$12 per team per game). Referees must be paid for a game even if team forfeits. Teams that forfeit must pay the referee fees for both teams regardless and will not be allowed to play their next game until the referee fees from the forfeited game have been paid. Referee decisions are final.** Referee misconduct needs to be reported to **Game On Arena Sports Management**.

**Divisions:** A division consists of 4 to 10 teams of similar age, sex and competitive level. Divisions are formed by **Game On Arena Sports Management**. Special divisions may be created when necessary. Additionally, some seasons may include a playoff format to determine league champions.

**League Standings:** Standings are based on the following point system: **3 points for a win, 1 point for a tie, 0 points for a loss. Any tie in the standings will be broken by head to head competition, goal differential (total goals scored (up to 9) minus goals against), if still tied, goals scored, if still tied, goals against.** Forfeit games are scored at 3-0 (with the winning team receiving three points and three goals). Team(s) receiving an extra game in a session (which is occasionally necessary when there are an odd number of teams in a league), will not be awarded any points for the extra game.

**Forfeiture of a Game:** Teams that are not ready to take the field at game time could be made to forfeit. The minimum number of players needed to avoid a forfeit is as follows: **2 less than the maximum number of players.**

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**Practice Time:** When available, the indoor field may be rented for \$75.00/per hour for registered teams and \$85.00/per hour for non-registered teams.

**Equipment:** Players on each team must have shirts with the same body color and a permanently affixed number. Each player must be assigned his own number. Each team should have alternate shirts available in case of color conflicts. These too need to have a permanently affixed number. In the case of color conflicts, the Visiting team will change shirts. **Players are NOT allowed to wear outdoor shoes on the playing surface.** Turf shoes, flats or tennis shoes are required. Game On Arena Sports can provide "pennies" if necessary for color conflicts (or for the goalie). Please return the pennies to the scorekeeper once the game has concluded. Shin guards must be worn by all players at all times.

**Player and Coach Conduct: NO FIGHTING WILL BE ALLOWED. FIRST OFFENSE IS SUSPENSION FROM THE CURRENT LEAGUE. SECOND OFFENSE IS SUSPENSION FROM THE FACILITY. ANY PLAYERS LEAVING THE BENCH TO JOIN IN A FIGHT WILL RECEIVE THE SAME SUSPENSION.** Game On Arena Sports Management will have final authority on all disciplinary actions. No refunds of any kind will be given. Any player ejected from a game must leave the facility immediately.

**Slide Tackling/Sliding:** Slide tackling/Sliding is not permitted in any league at Game On Arena Sports. A foul and a warning will be assessed for the first offense. The second offense will result in a blue card. Excessive offenses will result in a red card. Goalies will not be penalized if slide tackling is committed in his/her own penalty area provided it is not done in a dangerous manner. Referees will determine the severity of a slide or slide tackle. Some slides may be unintentional (which would most likely not result in a card) while others could be severe enough to warrant an automatic game ejection (red card).

**Cautions & Ejections:** Any player receiving 3 two minute penalties in the same game will be given a red card and be ejected (a third card of any color will result in an automatic red). No player is allowed to leave the penalty box until their penalty time has elapsed. Any player leaving the penalty box will be ejected. After any player is ejected for any reason, the Referee will turn in the ID card and fill out a misconduct report at the front desk at the conclusion of the game. The ejected player will be notified by Game On Arena Sports regarding their playing status. Red cards (first offense) is a \$25.00 fine, a one game suspension, and a deduction of one point in the league standings. Multiple offenses (Red Cards) will result in further disciplinary action by Game On Arena Sports Management.

**Player Eligibility:** An individual may play on any indoor team regardless of his/her outdoor affiliation. Neither a release nor permission is required for an individual to play on any indoor team. Also, an individual may play on any number of indoor teams as long as he/she does not play on more than one team in the same division.

**Over 30 Eligibility:** Teams playing in an over 30 division may carry TWO players who are not 30 years of age. These players must be reasonably close to the age requirements (within 3 years). Game On Arena Sports will approve roster questions. If it is discovered that a team has an illegal player on the roster, they must forfeit each game played after the "illegal player" was added. **Over 35 division teams** may carry TWO players who are not 35 years of age, but must be at least 30. Same penalties will apply to "illegal players". **Multiple divisions within Over 30 age**

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**groups may allow for an additional player that is under 30. Final rosters are approved by Game On Arena Sports Management.**

**Adult Leagues:** All players who play in an adult league must be 18 years of age or older. Special consideration may be given to 17 year old players on a limited basis and under special circumstances. If any team plays an underage player without permission (from Robby Koch only) the player will be permanently ejected from the facility, the team manager may be permanently ejected from the facility, the team will be removed from the league and no refund will be given. **It's not worth it – DON'T DO IT!**

**Co-ed Teams:** All coed leagues play equal sex on the field not including the goalie (3 women and 3 men). Teams may start/play a game no more than two players short with a maximum of three men as field players at any one time.

**Awards:** A first place team will be recognized at the conclusion of the session. Any combination of trophies, medals, t-shirts, other merchandise, etc... will be awarded to the winners. Teams may carry up to 18 players on a roster. Only players that participate in games will be given an award. Injuries are the only exception.

**Playing Rules:** All kicks are direct.

**Pass back:** If a team intentionally kicks the ball back to the goalie, the goalie may not handle the ball. Ball may be kicked backward from place-kick.

**Touch Line:** There is no touch line at the Game On Arena Facility. Balls going out of play must be played at a reasonable distance from the wall. The referee may stop play if a player attempts to play from a wrong position.

**All games shall be played in accordance with the United States Indoor Soccer Association Rules for Indoor Play with the exception of any previously stated House Rules.**

**Game Length:** Each game will consist of two 20 minute halves, with a 1-minute halftime. The clock will stop with any whistle during the last 2 minutes of the game. Other stoppage may be permitted by referee's authority. Please enter and exit the field quickly. We make every attempt to stay on time throughout the day and evening.

**Substitutions:** Free substitutions are allowed, throughout the game. The player leaving the field must be a reasonable distance from the player bench before a new player enters (one coming on and one coming off at the same time) provided the ball is not in play near the player's area at the time. A team may be penalized for faulty substitutions. After a goal is scored, multiple substitutions are allowed as long as it is done in a timely manner.

**Six Foul Rule:** Any team receiving 6 fouls in one period will be penalized by the other team receiving a dribble up penalty shot (shoot out). The defending team will be required to stand inside the center circle and the offensive team will line up along the center line. Once the whistle blows the ball is live. **A FEMALE PLAYER MAY TAKE A SHOOTOUT SHOT IN COED, HOWEVER, IT WILL BE SCORED AS ONLY ONE GOAL. WE STRONGLY DISCOURAGE FEMALE PLAYERS FROM TAKING SHOOTOUT SHOTS FOR SAFETY REASONS.**

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**Injuries:** The clock will not be stopped on minor injuries. Coaches may assist players off the field at the referee's request. Bleeding is considered an injury. Any player bleeding must leave the field of play and can not return until the wound is covered. Bloody clothing is not permitted on the field of play.

**Scoring:** There is a limit on men's goals in Co-ed only. All male players on the same team can combine to score 7 total goals in a game. No one male player can score more than 3 goals (a 4th goal would result in a goalie distribution). All female goals count for two.\*

**All games shall be played in accordance with the United States Indoor Soccer Association Rules for Indoor Play with the exception of any previously stated House Rules.**

**Maximum number of players on the field by league (includes goalie):**

**U5 & U6 - 4 players (small sided field/ no goalie position)**

**U7- U11 - 8 players**

**U12-U15 - 7 players**

**High School - 6 players**

**Co-ed and Women's Teams- 7 players**

**Men's teams - 6 players**

**Men's Over 30 - 6 players**

\*Only applies to goals scored in the normal course of play.

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## **Small Sided Field Rules (U5-U7)**

**Time per Game:** Each game will consist of four 7-minute quarters, with a 1-minute halftime. The clock will run continuously.

**Size of Small Sided Goals:** 4' x 6' or 3' x 4'.

**Field of Play:** Teams will compete on a field that is approximately 50x85. Small sided goals that are 4x6 will be used.

**Goalie:** Teams are not allowed to play a goalie in this division. All four players must play the field. Coaches are encouraged to require players to "mark" opposing players.

**Scoring:** Teams are not allowed to score on the kick off. Coaches may need to assist in a re-start every time a goal is scored. Opposing teams must be on their side of the field during a re-start.

**Equipment:** Players on each team are required to have a shirt with a number. A size 3 ball will be used during play. Turf shoes or tennis shoes are required for play.

**Red Line:** Balls crossing over the red line are out of play. Players are required to play the ball in with their feet only. Opposing players must stand a reasonable distance from the player playing the ball back in.

**Fouls:** Coaches are required to maintain a safe environment for all players. If necessary, a member from the **Game On Arena Sports** staff will monitor the game. If a foul occurs (for example: pushing, tripping, intentional hand balls), a free kick will be awarded to the "fouled" player. Coaches are required to monitor their end of the field. Please remember to promote a safe environment. It is not about winning and losing at this age.

**Substitutions:** Substitutions can be made only when play has stopped. For example, balls crossing over the red line, a goal being scored, or stoppage for a foul or injury.

**Awards:** Players will be awarded a participation certificate/ribbon at the end of the season.