

BIG LEAGUE DREAMS

SPORTS PARK

INDOOR SOCCER

2024 RULE BOOK

BLD

S P O R T S P A R K S

Welcome

Big League Dreams would like to take this opportunity to welcome you and your team to the **Indoor Soccer Program**.

We will be running indoor soccer leagues throughout the year and invite you to participate in all the various seasons. Enjoy the friendly competition, the chance to meet new friends, and time to visit with old friends.

If there is anything that we at Big League Dreams can do to help you enjoy your Indoor Soccer Season, please feel free to let us know.

Season

The season will consist of nine games (1 classification and 8 league) plus playoffs. Schedules may be adjusted due to holidays and/or special events.

Fees

TEAM REGISTRATION:

Team fees are **\$100.00 per season**. Team fees must be paid in full by the third game. Teams failing to have their team fee paid in full by this time will be dropped for the season, and may not be eligible to participate at Big League Dreams Indoor Soccer in the future.

PLAYER REGISTRATION:

Player fees are **\$30.00 per player**. Player fees must be paid **before** your team's second scheduled game. After the night of your team's second game, the players' fees will automatically increase to \$40.00. All player fees are due **before** the start of the 4th game.

All players must be registered and on your team's roster prior to the Sports Office closing on the night of your team's third night of play. Your team's roster will be frozen after this time and extra players will not be permitted on the roster. After rosters are frozen, teams may only register enough players to meet the minimum requirements set forth by Big League Dreams. **If a coach is going to be present during the soccer season then he/she must be on the registration sheet as such.**

Roster Requirements

All teams must have a minimum of **9** players registered to their roster. The minimum number must be on the roster prior to the start of the fourth game, including the classification game.

Playoffs

League Playoffs will be held after the completion of our nine-week season. The playoff system will determine the league champions and the second-place team. The playoffs will work as follows:

4-5 teams in a division: top 3 will advance. 6-9 teams in a division: top 4 will advance. 10 or more teams in a division: top 6 will advance. The teams will be seeded according to league standings and games will be played until the final champion has been determined based on a single elimination format. If at the end of regulation time, the game is tied, then we will have **a single ten-minute golden goal** overtime period. If a winner has not been decided in the overtime period, then kicks from the penalty mark will decide the winner.

League Standings: Point System

Win = 3 Points

Tie = 1 Point

Loss = 0 Points

Tie Breaker:

- Goal Differential
- Head to Head
- Goals Against
- Goals For
- Coin Flip

Player Eligibility

Men and women participating at Big League Dreams must be at least 16 years of age and legally registered on a roster. Each player must sign a Liability/Injury Waiver & Release Form, before they will be allowed to play.

Coaches Responsibilities

If matches are canceled or delayed, coaches will be notified as soon as possible. If you do not receive a call, matches will be played as scheduled. Coaches only are allowed to discuss rule interpretations with the referee or League Coordinator. Coaches will be responsible for informing team members of payments, decisions involving rules, forfeits, coin toss, protests, etc. If there is no coach, each team must designate a captain.

League Playing Rules

These condensed rules are written with the assumption that the reader is familiar with FIFA laws and procedures. We will follow FIFA rules with the exception of the following conditions.

The Field of Play

Other than the half-way line, the only other markings shall be that of the goal creases, corner kicks, free kicks and kick-in/substitution lines. The goal crease is the only designated area in which the goalkeeper may handle the ball with his hands.

Number of Players

Each team will place **seven** players, including a designated goalkeeper, on the playing field. Teams cannot compete with less than **four** players, one being the goalkeeper. Coed shall not place more than four males and no less than two females at anytime. In case of any team going under the minimum number of players due to a blue or yellow card the game will be stopped and team may receive a forfeit.

Substitutions may be made freely and without waiting for a stoppage of play. However, neither a player entering the field nor a departing player may participate in play during the period of time when they are simultaneously on the field. Violation of this rule will result in a free kick to be taken by a player of the non-offending team from where the ball was located when play was stopped.

Substitutes may not enter the field of play until the player(s) leaving the field are within one-yard of their team bench door.

In the event of an injured player, the referee shall stop play only when (a) the injury is deemed critical, (b) by his location on the field, the injured player is likely to interfere with play, or, (c) the injured player's team has possession of the ball. Any player exhibiting blood must immediately leave the playing surface for treatment. Such player must show the official that the wound has been adequately treated.

For any of the following offenses the referee may assess a blue/yellow card:

- Playing without a goal keeper or a specifically designated player wearing a goalkeeper's jersey.
- Unreasonably delaying the game.
- Having too many players in the field.
- In any of such instances, the game shall be restarted by a free kick to be taken by a player of the non-offending team from where the ball was located when play was stopped.

A protest or complaint about a penalty is not a matter "relating to interpretation of the rules" and a yellow card may be given to the captain or other player making such protest or complaint.

Player's Equipment

Each player shall wear a shirt of the same color, as each of his/her teammates, shorts, socks and indoor soccer footwear. If a player or team does not have shirts of the same color. Footwear can be either that specifically manufactured for indoor soccer specifically turf shoes or tennis shoes. CLEATS of any kind are NOT allowed. All players must wear shin guards when on the playing surface. A player who loses a shoe during the normal course of play may continue to participate until it is possible to leave the surface. Under no circumstances may a player leave the bench without shoes.

The goalkeeper shall wear colors that distinguish them from field players and from the official. The goalkeeper may wear protective headgear and gloves if approved by the official and league.

A player shall not wear anything that, in the opinion of the official and/or League Coordinator, is dangerous to themselves or other players. **NO JEWELRY** of any kind will be worn. Casts, splints, or body braces made of a hard substance, including leather, rubber, plastic, or fiberglass must be entirely covered by at least ½ inch high-density polyurethane, or similar substance that is satisfactory to the referee and/or League Coordinator. If a referee and/or League Coordinator finds that a player is wearing articles not permitted by the rules or which may constitute a danger to themselves or other players, the referee and/or League Coordinator shall order them to take them off. Any player failing to comply with referee and/or League Coordinator order shall be prohibited from play so long as the condition exists. Any player sent off for unsatisfactory/unsafe equipment must report to the referee and/or League Coordinator upon re-entry into the game.

Duration of the Game

The clock will start at the designated game time. If a team fails to field the minimum number of players (4) within 10 minutes into the game it will result in a forfeit. We will award the team that is ready to play one goal every 2 minutes until it is a 5-0 forfeit.

Games shall be played in two equal halves of 21 minutes each with a halftime interval of 1 minute. Only in the last minute of regulation time will the clock be stopped during all dead balls if the game is within 2 goals.

Only the referee and/or League Coordinator may call a "time out" for any unusual circumstances, injury, or any reason deemed appropriate.

Start of Play

Home team will have the kick off to start the game. Visiting team will have the kick off to start the second half. After the referee has given a signal, the game shall be started by a player taking a place-kick: every player on the opposing team shall remain outside of the center circle or 10 foot radius (where applicable). The kicker shall not play the ball a second time until another player of either team has touched it. A goal may be scored directly from the kick off.

After a goal is scored, the game shall be restarted by kickoff at center by the opposing team.

After a dead ball the offensive team has 5 seconds to put the ball in play.

At the half, teams shall change ends, and the visiting team will start the second half with the kickoff.

When restarting the game after a stoppage of play for any reason other than a rule violation, the official shall drop the ball at the place where it was when play was stopped, and the ball shall be in play when it touches the ground. When restarting the game after a stoppage of play occurring in the goal crease, the referee shall drop the ball at the free kick mark. Under no circumstances shall the ball be dropped in the goal crease area.

When the ball passes over the perimeter wall, a player on the opposing team shall restart play by kicking the ball from the spot assigned by the official. If, in the opinion of the referee, a player intentionally propels the ball over the perimeter wall, the referee may award a free kick to the opposing team from the free kick mark. A goal may be scored directly from such a kick.

When the whole of the ball passes over the end perimeter wall and between the corners, having last been played by a player of the attacking team, play shall be restarted with a goal kick taken by a player of the opposing team. The ball shall not be in play until it has left the goal crease. Goal kicks may not travel over the center line.

Ball in and Out of Play

The ball is in play at all times from the start of the game including:

- If it rebounds from a goalpost, or cross bar.
- If it rebounds off a referee when he/ she is in the field of play.

The ball is out of play:

- When it has crossed the perimeter wall.
- When the referee has stopped play.
- When the ball makes contact with any part of the building structure above the field of play.
- When the ball hits any netting surrounding the playing surface.

Method of Scoring

One point will be awarded for each goal scored. In Coed games, 2 points will be awarded for each goal scored by a female player.

Fouls/Misconducts

All fouls, dangerous plays and/or misconduct will result in a direct free kick to be taken at the place where the infraction occurred.

Blue, Yellow, and Red Cards

Time does not begin until the player(s) step off of the playing field. If a goal is scored before the player(s) steps off of the field the team will not be allowed to replace that player on the playing field until their full time is complete or another goal is scored.

Blue: the player must exit the playing field for two minutes and may re-enter the playing field if a goal is scored against their team. The team must play short for these two minutes.

Yellow: the player must exit the playing field for four minutes and has to serve the four minutes regardless. Another teammate may come in if there is a goal scored against their team.

Red: the player must exit the playing field and Big League Dreams Sports Park immediately. The team must play short for five minutes regardless of any goals scored against them. Five minute penalty time does not start until ejected player leaves fieldhouse.

Card Variations:

(2) Blue cards = Yellow card (serve full penalty for the final card)

(1) Yellow card + (1) Blue card = Red card (serve full penalty for the final card)

(3) Blue cards = Red Card

Teams have the right to protest non-roster players within the first half of the game. If the team is protesting a player who did not play the first half, the team must protest immediately upon the player stepping on the field. It is required that EVERYONE bring an ID with them each week. If not, your team may be subject to forfeit. See rules for more detail.

REMOVALS AND EJECTIONS

Players being removed from the game by the referee or the coordinator are to sit out for the remainder of the game. If deemed necessary by the coordinator or the referee, the player may not be able to play for the remainder of the night.

Players being ejected from the field by the referee or coordinator are to gather their belongings and leave the facility immediately. Being ejected from a game results in a one week suspension. If deemed necessary, an ejection from the game can result in a longer suspension pending the coordinator and sports director's decision.

Players receiving a **RED CARD** in a game will be subject to a minimum of 1 week/game suspension from all games played and as a spectator at BLD. No exceptions. Longer suspensions may be determined by severity of **RED CARD** and BLD staff.

- *If at any time a team and/or its player is found to have falsified identification information for card offenses and/or during roster checks, the player and/or coach may receive additional suspensions, depending on the outcome of its investigation. Falsifying information will not be tolerated and is not acceptable.*

Player/Team Guidelines

Teams are required to wear **MATCHING** shirts. Although we don't require numbers, everyone **MUST** wear the same color shirts. If your shirt does not match, you may not be allowed to play.

BLD highly *recommends that teams bring a second color shirt*. Home teams are subject to switching shirts if both teams have similar colors. **BLD IS NOT at liberty to provide bibs/pennies.**

Abusive play and/or unnecessary fouls will not be tolerated. Please make sure to always check your attitude at the gate. **FOUL LANGUAGE** is not tolerated and should **NEVER** be directed to other players or BLD staff. Including the referee. This can result in an immediate 6 month suspension.

Coach is responsible for team and its players. Excessive fouls, cards will not be tolerated. It is their responsibility to monitor players at all times.

BLD DOES NOT provide balls for warming up. Game balls are provided for game use only.

NO sliding, NO slide tackling.

- If a player attempts to keep from falling using a hand, knee and/or wall, referee will enforce ruling.
- If a defensive player slides and/or slide tackles while attempting to "block" a ball within the penalty area, referee will enforce ruling and a penalty kick will be awarded to offensive team. No exceptions.
- In the opinion of the referee, if a goalie attempts to block the ball by sliding and his momentum takes any part of the body outside the "crease", play will be stopped and the opposing team will be awarded a direct kick.

SPITTING is not tolerated on the field or in the players boxes. For your convenience, a trash can is provided in player boxes. Please use it if you feel the urge to do it.

Goalkeeper Guidelines

Goalkeepers are restricted from playing the ball hand to hand. In other words, once having had control of the ball in his hands and having released it to be played; the goalkeeper shall not handle the ball again until it has been touched by an opponent.

The goalkeeper may not play the ball with his hands if a player deliberately kicks the ball back to his own goalkeeper. Deflections are permitted, provided it was unintentional.

The goalkeeper with possession of the ball in the crease area must distribute the ball outside the crease within five seconds (control with his/her hand(s)).

The goalkeeper may not, under any circumstances, bring the ball into the goal area from outside the goal area, and pick it up with his/her hands.

The goalkeeper may not propel the ball in the air over the half-way line during: goal kicks, throws, or dropkicks. In order for the goalkeeper to propel the ball over the half-way line, they must place the ball on the ground and into play (at least one rotation), even if they are in the goal crease area.

The goalkeeper may also propel the ball over the half-way line at **any time** or **any place** on the field if the ball is played back to them or if they are clearing the ball from the opposing team.

Ejection Penalties/Red Cards

A player shall be sent off the field of play if:

He/ She is guilty of violent conduct or serious foul play

He/She receives 3 blue cards

He/She receives a second yellow card

He/She receives a red card based on blue/yellow card variation

A minimum 2-week suspension will result from any of the following:

- a) 3 Red Cards accumulated during a season
- b) 6 Yellow cards accumulated during a season
- c) 18 Blue cards accumulated during a season

Free Kicks

Five feet is automatic on a free kick; and the referee's whistle may control the play.

When the offensive team is attempting to put the ball in play with a quick free kick, the defensive player(s) may not attempt to touch the ball if they have not given the proper distance of 5 feet. This may result in a blue card.

Coaches and Players

Players not registered on the opposing team's roster will be considered illegal players, and will cause the team on which he/she is playing for to forfeit the match if protested. The opposing team's coach/captain must protest illegal players to the League Coordinator. An illegal player protest must be made to the coordinator/scorekeeper/referee before the end of the first half of the game by the coach of the team protesting. All players from both teams must show proof of an I.D. to be thoroughly checked upon any protest. If players fail to bring their I.D. to show proof of their identification, it will result in a forfeit for said team. Once the second half has commenced, no protest will be allowed (unless the player is a new substitute). If protesting a substitute, it must be done within 1 minute of his/her entering the game.

All teams must be ready to play at game time, or immediately following the end of the previous match, whichever is first. Please help keep all the games on schedule by cooperating with the coordinator. Penalties may be imposed for not adhering to the above rules at the director's discretion.

House Rules :

Fouls

With the foul count being 6 fouls = a penalty kick, only coaches are informed of how many fouls that their team has accumulated. We will only give out information to the coach of each team, for their team, when they ask and if needed we will inform them.

Game Time

Each game time will be started immediately as scheduled. Teams are given two minutes in between games to warm up and stretch. The time clock will start immediately following those two minutes regardless if both teams are prepared or not.

Fighting

No fighting of any kind will be tolerated at Big League Dreams. Players instigating/causing an altercation will be removed from the field IMMEDIATELY and (depending on the circumstance) will be asked to leave the facility. Suspensions are automatic to any engaging party immediately and is minimum 6 months of suspension where they are not allowed on the BLD premises for the entirety of their suspension.

If there are multiple incidents with a team throughout the season regarding altercations or any instigating the team will be dropped from the season and leave each player with a 6 month suspension. If it gets to the point where that is not enough, the team will be banned from BLD.

Language

Verbal language towards any player/employee is an automatic red card that could lead to a suspension. Coaches are responsible to take control of their team and players at all times.

Jerseys

As stated in the Player/Team Guidelines on page 6, teams are required to wear **MATCHING** shirts. Although we don't require numbers, everyone **MUST** wear the same color shirts. If your shirt does not match, you may not be allowed to play. Bibs/Pennies will not be given out unless absolutely necessary.

Pick-up Players

Any team needing an extra player to help start the game is allowed if the other team is in agreement with it. Once the rest of the team has arrived, the pick -up player must sub out immediately. If a team roster-checks another that has pick up players (unless agreed upon) it will result in an immediate forfeit.

It is the coach's or captain's responsibilities to inform players of all rules and regulations of the league. Good sportsmanship is expected from all players at all times. Coaches/Captains will be responsible for the conduct of their players.

A player or coach receiving a red card in a league or tournament game will result in removal or ejection from the game. A removal is only for the remainder of the game. An ejection results in the individual being suspended from all further league and/or tournament play for a minimum of one week. Longer suspensions may result depending on the severity of the infraction. An ejection or removal will be the decision of the soccer coordinator. Players and coaches ejected from a game must leave the pavilion and immediate vicinity. Obscene gestures, verbal confrontations, and /or objectionable demonstrations toward an official, spectator or player are grounds for suspension depending on the severity of the situation. Longer suspensions may result depending on the severity of the infraction. This decision will be made by BLD directors/coordinators after further investigation.

A player who lays a hand on, shoves, strikes or threatens a Big League Dreams official or employee, before, during or after a match will be suspended from the park immediately for a **minimum of one year**.

A player caught shoving or striking another player or spectator will be suspended immediately from further play and remain suspended for a **minimum of 6 months** , depending on the result of the investigation by the Directors.

Should any players and/or coaches, leave the bench to participate or break up an altercation, the game will be immediately terminated, resulting in an immediate forfeit.

The players bench area may only have players in uniform and up to (2) coaches. Immediately after a team's game has ended, they must leave the benches for the next team to prepare for their game.

Weekly schedule and standings are updated and posted on the website. www.bigleaguedreams.com.

