

GENERAL RULES OF THE FACILITY

1. Individuals utilizing this facility do so at their own risk. The property owner(s), league operators, officers, owners, and staff of D1 and Redoubt Soccer Association assume no liability for any injuries or accidents which may occur. Please reference Liability / Injury Waiver and Release Forms and signage posted within the facility.
2. Conduct within the facility should be in the spirit of good sportsmanship as is on the field. Please No Alcohol or Illicit Drug use prior to playing.
3. Should you find or lose any items please report this immediately to the staff. (Redoubt and D1 do not assume responsibility for any items lost).
4. NO alcohol, smoking, glass containers, or gum allowed in the arena.
5. NO food, drinks, spitting, or abusive language allowed in the facility. Unless for competitors and kept in plastic containers.
6. All play must be conducted as set forth in the D1 and Redoubt INDOOR SOCCER RULES as modified by this facility. All rules not outlined will follow USSF Laws of the Game.
7. We reserve the right to refuse play and or service to anyone. Objectives: We wish to encourage friendly competition between businesses, schools, municipalities, police and fire departments, church groups, schools, fraternities, sororities and other organizations. Individuals or groups wishing to form special interest teams (including but not limited to physically and mentally challenged players) are encouraged to contact management for more information. It is our sincere hope that all players and spectators enjoy our facility. Our facility is here for your enjoyment, if there is anything we can do to improve it, please let us hear from you. Your comments and suggestions are encouraged and appreciated.

SHOULD YOU HAVE ANY QUESTIONS/ COMMENTS PLEASE FEEL FREE TO CONTACT US.

askredoubt@redoubtsoccer.com

Information contained herein is subject to change. D1, reserves the right to make changes without notification.

GUIDELINES AND POLICIES

***LIABILITY / INJURY WAIVER/PICTURE ID & RELEASE FORM:** No individual will be allowed to participate in any league games, practice session, tournament, clinic, open pick-up game, or other activities until a release form has been properly completed and signed.

*LEAGUE REGISTRATION & FEES: Teams will register through Blue Sombrero at www.redoubtsoccer.com. For this league teams will play u-8, u-10, u-12, u-14, and u-16 coed.

*EQUIPMENT: Indoor turfs or flat-soled soccer shoes are required (NO MOLDED OR SCREW-IN CLEATS). Teams MUST be dressed in matching colored jerseys (shirts). Teams are required to have alternate jerseys. Shin guards are required. Socks must cover shin guards at all times. Goalkeepers must have a different distinctive jersey.

*SPORTSMANSHIP: Individuals are expected to play under control and within the rules of the game, and to the best of their ability while avoiding causing injury to themselves and other persons using the facility.

*REFEREE STAFF: D1 and Redoubt management would like to reaffirm that referees appointed to officiate each game have complete authority, and that his/her decisions on points of fact connected with the game are final. Officials are independent subcontractors and are not employees of D1. Officiating will be monitored and assessed periodically to provide quality officiating. All Officials will be USSF certified Officials and will apply the USSF Laws of the Game modified for indoor play stated below. Constructive comments regarding officiating are welcomed and encouraged. Please submit any such comments in writing. Complaints regarding officials should be by email through your League contact and contain points of fact. Do not discuss officiating or the officials with the facility staff during or immediately after your game.

LEAGUE AND PLAYER INFORMATION

*MANAGER/PLAYER RESPONSIBILITY: It is the team's manager responsibility to be aware of the guidelines, policies, and rules of D1 and Redoubt, and to keep his/her team informed. It is the responsibility of each player and the player's team manager to be aware of the total status of their players' infractions. Failure to comply may result in further disciplinary measures, which may include suspension of the player/manager and forfeiture of games sanctioned player played in. (This includes use of illegal players - those not registered properly on the team roster.)

*PLAYER ROSTERS: Player rosters must be turned in prior to the First League Game. Changes will be permitted prior to the THIRD (3rd) GAME. All players must play in at least one of the first three games to be eligible for the season. Failure to comply will result in forfeiture of all games played with illegal player(s). Players may only be added later if approved by the DOC of Redoubt.

*INDIVIDUAL PLAYER DIVISIONAL PARTICIPATION: Players may only be on one roster in a given age group. Players may play in older age groups but not in younger age groups than their mandated USYSA age division.

*RED CARD POLICY: A player or coach sent off in (or after) a game by a referee (red carded) will automatically be suspended from the next game in the season. In addition, a player will be banned from playing on any other team until the suspension has been served.

· A player or coach red carded for the offense of "foul and abusive language" will be suspended as outlined above. If the player red card occurs during the game, the team will play one man short for the remainder of the game. · A player red carded for the offense of "persistent infraction of the rules after receiving a 2nd caution (yellow card) will be suspended as outlined above. · A player or coach red carded for the offense of "violent conduct" (including, but not limited to: spitting, threatening, continued rough play, etc.) will be suspended as outlined above and, in addition, will be suspended for one additional game and subject to further disciplinary action as decided by Redoubt board and/or facility management.

· Any player receiving a red card must have their eligibility reviewed by D1 and Redoubt Staff before returning to play.

· A player or coach red carded for "assaulting an official"* will be suspended from any further activities at Redoubt or D1 . Local Authorities will be notified and charges will be filed. * An "Assault on an Official" shall be defined as an attempt to commit a battery upon an official; and an act which is close to accomplishment shall be sufficient to constitute an assault upon an official. · Any player or coach who accumulates three cautions (yellow cards) during league matches per session will be suspended as outlined above. · Should a coach of a team be unable to control a player's actions after a red card is issued, the coach will also be suspended as outlined above. · "Bench Clearing" -If any player or coaching staff enters the field to break up or participate in a fight will be a Red Card offense. The situation will be reviewed by the disciplinary committee consisting of at least 1 person from D1, Redoubt Referee Assignor, and the Redoubt DOC.

· Team Probation – If a team is placed on probation by the disciplinary committee and any other infraction occurs the league holds the right to dismiss the team from the league withno refund · If for any reason an official at D1 asks that a person leave the arena, the person must leave.

*YELLOW CARD POLICY: A player receiving a yellow card must sit out for 2 minutes. The team must play short a player for those 2 minutes. (Giving the other team a "power play" advantage) If the team is scored upon, then they may add a player and play full strength. However, the player receiving the yellow card must remain out for the full 2 minutes.

*FIGHTING: "ZERO TOLERANCE POLICY" Anyone fighting will be ejected and reported to the discipline committee. Anyone threatening or stalking another player, coach, staff, official or spectator will also be ejected.

***LEAGUE STANDINGS POINT SYSTEM:** Win = 6 points Tie = 1 points Loss = 0 points
Shutout = 1 point Goals = 1 point per goal up to a max of 3 points League games that end in a tie score after regulation play shall remain a tie game. Playoff games ending in a tie will go directly to Penalty Kicks. (See PENALTY KICKS)

***LEAGUE DIVISIONS TIES:** Any league divisions ending in a tie at the end of the league season shall be governed by the following tie breaking system order: (1st) Winner of head to head competition during season. (2nd) Goals against during the season. (3rd) Goals For up to 3 a game (4th) Coin Flip

PLEASE REVISED DATES

***GAME DAYS:** For this league Game days are Saturdays beginning on December 7th at 9AM. They will go each Saturday with league play starting on December 14th lasting 7 weeks taking a week off on the December 28th and concluding league play on February 1st with a single round robin on Saturday, February 8th.

PLEASE REVISED DATES

***GAME SCHEDULE & MAKE-UP GAMES:** Forfeiture of games will result in a penalty of probation and then dismissal upon the second forfeited game. Because of the cost of facility rental there will be no make up games unless there is a league wide cancellation or cancellation of games because of the league(i.e. shortage of officials etc.,facility closure etc.) A team may forfeit a game by letting the league know 24 hours in advance of the scheduled match.

***TERMINATION OF PARTICIPATION:** The facility management reserves the right to terminate an individual's and team's participation at the facility for violation of the facility policies.

***PROTEST:** Intention to file a protest must be noted in writing immediately following the game. A formal written protest with a \$20.00 fee (refundable if upheld), must be submitted to D1 or Redoubt within 48 hours after the end of the game. ONLY A VIOLATION OF PLAYER ELIGIBILITY MAY BE PROTESTED. VIDEO TAPE WILL NOT BE VIEWED AS EVIDENCE IN A PROTEST.

***IT SHOULD BE NOTED THAT IF A PROTEST IS SUBMITTED ALL PARTICIPATING PLAYERS ON BOTH PROTESTANTS AND DEFENDANTS TEAMS WILL BE REVIEWED FOR ELIGIBILITY.**

***FIRST AID:** The facility has a limited first-aid kit. It shall be the responsibility of each team to maintain their own first-aid kit for treatment of their players.

RULES OF THE GAME (A condensed version will be posted at the arena)

***THE FIELD OF PLAY**

1. Dimensions: Field measures 180' x 80'

***THE BALL**

1.. Size 4 balls will be used for all youth games Under 12.

***NUMBER OF PLAYERS**

1. Six players, one of whom shall be a goalkeeper.
2. Minimum of FOUR players needed to start and continue a game.
3. Team roster is limited to 13 players.
4. Coed teams must have 1 female on the field at all times. (Female goalkeeper counts)
5. Coed team will play a player short if a female player is not on the field.
6. Over 30 league the male players have to be 30 or over in age, female players can be 16 or above in age.
7. If minimum # of players is not met at game start time, the game clock will start and a forfeit will be declared upon the 10 minute mark. Any remaining time may be used for a pick up game without referees.

***PLAYER EQUIPMENT**

1. Players must dress in matching jerseys or in the same color pennies.
2. Shin guards are mandatory and must be totally covered by socks.
3. Only flat soled or turf shoes designed for indoor artificial surfaces may be used (no studded/screw-in shoes).
4. Goalkeepers must wear colors which distinguish them from all other players and referees.
5. NO MOLDED CLEATS.

***DURATION OF GAME**

1. A game shall be played in two equal halves of 18 minutes each with 2 minutes for warm up .
2. A half time interval shall be 2 minutes.
3. The clock shall only be stopped for serious injuries.

4. During playoffs only, a tie will be decided by penalty kicks. See Penalty Kicks.
5. When a penalty is called, the clock will be stopped until kick is taken in which play will resume. The referee will direct the kicker to place ball and resume play in under 30 seconds.
6. Duration of Playoff games may be shortened. Refer to schedule.

***START OF PLAY**

1. Kick-off will be given to the home team. Visitors will have kick off at the start of the second half.
2. A kick off will start the game and restart the game after a goal has been scored.
3. Teams will change direction at half time and alternate kick off.
4. A goal can be scored directly from a kickoff.
5. The ball does not have to go forward from a kickoff. 6. Player has 5 seconds to put ball back into play.

***GOALKEEPERS**

1. USSF LAWS of the Game apply when passing back to the goalkeeper.
2. Goalkeeper may slide tackle only if the ball is inside the penalty box.
3. Goalkeeper may not punt or drop-kick the ball.
4. Goalkeeper may not throw the ball over the midfield line in the air. The ball must touch a player or the ground before crossing midfield line.

***SUBSTITUTIONS**

1. Free unlimited substitutions during play:
2. Substituting players must enter/ exit within 3 yards of the midfield line by "tagging" in and out.
3. Any player may change places with the goalkeeper, provided that the referee is informed before the change is made, and provided also that the change is made during a stoppage of the game.
4. Substitute players are to remain in the player bench area.

5. Substitution infraction will result in the substitute receiving a yellow card. A player receiving a yellow card must Sit Out for 2 minutes, and the team must play a man down. The opposing team will be given a "power play" advantage.

***OUT OF BOUNDS**

1. The ball is out of play when the entire ball crosses the sideline/ end line.
2. A throw-in (by kick in), corner kick, or goal kick will be awarded when the ball goes out of bounds.
3. A throw-in (by kick in) may not go directly in to the goal.
4. The ball is out of play if it hits any part of the ceiling. The correct restart will be indirect free kick for the other team from the penalty area line or center line closest to where the ball contacted the ceiling.
5. Player has 5 seconds to put ball back into play.

***FOULS**

1. USSF Laws of the Game apply to all infractions, including but not limited to: kicking, pushing, tripping, hand balls, etc...
2. No Sliding - Sliding will be defined as anything other than the feet touching the ground.
3. Goalkeepers may slide inside the penalty box.
4. Six foul rule: After one team accumulates 6 infractions in a half, the other team receives a penalty shot. The infraction count is reset at the half.

***FREE KICKS**

1. The following apply to all restarts: · All free kicks are direct · Ball is in play when it moves from foot contact from the initial player · Opposing players shall be 5 yards (15 feet) from the ball · Player taking a kick cannot play it again until someone else touches the ball · If an opponent refuses to move back 5 yards (15 ft) on referee's request, he may be given a yellow card for unsporting behavior · If a player taking the kick delays for longer than five (5) seconds after having been signaled to do so by the referee, the opposing team will be awarded the kick.

***PENALTY KICKS (SHOOT OUT)**

1. If necessary, time shall be extended at the end of each period to allow the taking of a penalty kick.

2. The ball shall be placed at approx 10 yards from the goal line or 5 yards from the top of the goalkeeper's area.

3. Only the goalkeeper is allowed in the penalty area.

4. In the event of a tie (during playoffs only), penalty kicks will be taken (no overtime). Winner will be decided by the best team out of 4 kicks. If still tied after both teams have taken 4 kicks, then additional players will take the kicks in a sudden death kick off. Any player on the official roster may take a penalty in penalty tie breakers.

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