

# SportsPleX Policies

---

**SportsPleX** welcomes you to Dayton's Best Indoor Soccer. Our indoor soccer programs are designed for participants for all ages and skill levels. The sport of soccer is meant to be fun. Coaches, players, and spectators are expected to keep a reasonable and positive attitude in all circumstances. **PLEASE MAKE THE EXPERIENCE ENJOYABLE FOR ALL INVOLVED.** Please call our office during business hours if you have any questions or concerns (878-7270).

**TEAM AND INDIVIDUAL REGISTRATION:** All team and individual registrations must be submitted through the SportsPleX online registration system. Individual registrations include the release of liability and Ohio concussion law, which must be completed by each player and/or the legal guardian. The Coach/Team Contact must complete team registrations. An email will be sent to the registration email address provided in the registration form with instructions on completing the online team roster, which includes the Ohio concussion law and release of liability. All players/legal guardians will be responsible for completing these forms prior to taking the field. No participation is allowed prior to completion of the forms listed above. Any additions to the team roster after the first games must also follow this policy. A maximum of 18 players are allowed per team. Teams may, however, make necessary additions/deletions to team rosters up to the fourth game of the season. Playing non-registered players with your team will result in a forfeit. A player may be rostered on multiple teams within a division.

**PAYMENTS:** Registrations will be accepted with full payment or a **\$200 non-refundable deposit**. Full payment must be made before the second game. If SportsPleX has not received full payment by close of business on the "full payment due date", your Credit Card entered at time of registration will be charged the outstanding league fee plus an additional \$35.00 late fee charge. One check payable to **SportsPleX** is preferred. Returned checks are subject to a \$25.00 charge.

**REFEREE PAYMENT SYSTEM:** In addition to your team fees all teams are responsible for paying the referees before each game can begin. This does not apply to SportsPleX youth recreational leagues; i.e. Grasshoppers, Kickers, Wings, Passers, Strikers, HS Coed Rec, Adult Coed Rec, and Over 45 Men. The referee will not start a game until payment is received from both teams. To ensure the referee's payment, in the case of a forfeit or no show, the credit card on file required with every team registration will be charged the referee fee for both teams. Each team is required to pay the referee cash per game (\$8 Youth Divisions / \$10 HS & Adult Divisions). In the case of a forfeit or no show, the forfeiting team will be charged \$16/\$20. Cash payments only are accepted.

**SCHEDULES:** First game times will be posted on the website as quickly as possible. The full schedule will be posted the night of each league's first game.

**BENCH ASSIGNMENTS:** The first team named on the schedule is the home team. The second team named is the visiting team. (You must go to the assigned bench.) The referee's game card will have your team assigned to the home or away bench as shown on the schedule. A maximum of three (3) non-playing personnel is allowed in the bench area (Coaches/Trainers).

**COACHES ARE MANDATORY:** For U-8 through High School Divisions. An adult coach or other responsible adult (25 or older) must be on the team bench at all times. If there is none present, the referee will not start the game until there is. If none is available, the game will be considered a forfeit. Coaches are responsible for their player's behavior and for confirming the score after the game!

**PRE-GAME PROCEDURES:** When the previous game ends, enter the field and go to the assigned bench. Teams should warm-up quickly. However, in an effort to keep games on time, please be aware the referee may ask your team to start immediately.

**PROOF OF AGE:** The SportsPleX office may request proof of age (copy of driver's license / Birth Certificate). Games played by ineligible players will be forfeited by offending team; the age requirement is to be followed in all our leagues.

# SportsPleX Rules

---

**BALL SIZE:** SportsPleX provides soccer balls for games, warm-up, and practices. Please do not bring soccer balls into the complex!

Size 3: Grasshoppers & Kickers / Size 4: U-8 through U-12, Wings, Passers / Size 5: U-13 through Adult, Strikers, HS Coed, Adult Coed Rec

**NUMBER OF PLAYERS:**

Recreational Leagues played on the large field will play 7-a-side (Wings / Passers / Strikers / HS Coed Rec / Adult Coed Rec). U-8 through U-12: 7-a-side / U-13 through Adult leagues: 6-a-side.

CO-ED A / COED B: 6-a-side. A minimum of 2 females must be on the field.

COED SOCIAL OPEN / \*\*COED SOCIAL 25+ / \*\*COED SOCIAL 30+: 7-a-side. A minimum of 3 females must be on the field.

\*A female goalkeeper does not count toward the minimum in Coed Leagues

\*\* Coed teams may roster 2 younger female players COED SOCIAL 25+ (23-24) / COED SOCIAL 30+ (28-29) year old's.

**UNIFORMS:** Teams must wear identically colored shirts (preferably numbered). T-shirts are allowed. The goalkeeper must wear a jersey that does not conflict with his/her opponent's colors and is distinct from his/her own team colors. The home team (first listed on schedule) is responsible for supplying an alternate jersey in the event of a color conflict.

**EQUIPMENT: SHIN GUARDS ARE MANDATORY** for U-6 through U-18. This includes players under the age of 18 playing in Adult leagues. SportsPleX strongly recommends shin guards in all divisions. Shin guards must be commercially manufactured, age appropriate and not altered.

Properly padded casts are legal unless the referee judges the player is using the cast in a dangerous manner. Management, before taking the field, should check the cast. Player must also be released by a Doctor to play.

**NO JEWELRY** is to be worn in any Youth Division. SportsPleX strongly discourages wearing jewelry in ALL leagues. *The referee has the right to refuse entry into the game any player who, in the referee's opinion, is wearing dangerous or illegal equipment.*

**SHOES:** Molded shoes are recommended, however, turf, flats, or gym shoes are acceptable. No steel cleats are permitted.

**GAME DURATION:** Games shall consist of two 22-minute halves (44-minute games). There will be a two-minute half time.

**CLOCK:** The clock is continuous. The referee may; however, stop the clock if, in his opinion, there is a possible extended delay in the game. However, SportsPleX reserves the right to shorten the game due to an injury or any other circumstance.

**SCORING:** A goal is awarded when the soccer ball COMPLETELY breaks the plane of the dasher boards (goalposts) surrounding the goal. *ONE POINT* will be awarded for a goal scored directly by the attacking team from inside the opposition's defensive zone. *TWO POINTS* will be awarded for a goal scored directly by the attacking team from outside the opposition's defensive zone. This includes the ball deflecting off a defender or goalkeeper. However if the ball deflects off an attacking player within the defensive zone, only one point will be awarded. The white line is considered part of the defensive zone. If a defender plays the ball back from outside the defensive zone and a goal is scored directly, two points will be awarded.

**KICK-OFF:** At SportsPleX we allow the ball to be played forward or backwards.

**FREE KICKS:** All *free kicks are direct*. This includes the kick-off and kick-in. The defending team must be at least 10 feet from the ball until it is in play. A time penalty may be assessed for encroachment. The free kick must be taken within 5 seconds after the referee has deemed the ball ready to play. Failure to do so will result in opponent's free kick at the spot of the infraction. A player may not touch the ball twice before another player plays it. *Special rules for CO-ED SOCIAL OPEN / 25+ / 30+:* All free kicks in the offensive half of the field must be taken by a female team member.

**PENALTY KICK:** The referee shall award a penalty kick for fouls deemed severe, tactical, or blatant in nature, committed by the defending team within its own penalty area. Players are not allowed to stand 10 feet from the DOT nor in the penalty area, or interfere with the kickers approach to the ball.

**SUBSTITUTION:** Teams may substitute at any time. There are no guaranteed substitutions. It is always at the team's own risk. This includes when the ball is "live", at free kicks and kick-ins, goal kicks, corner kicks, for or against. If the kick is in your favor, please remember a 5-second replay rule applies from when the ball is deemed ready to play, even if you are substituting. Players must leave the field of play before being replaced. Being within the touchline by the team bench is permitted unless either player becomes involved in play while both are simultaneously on the field. The goalkeeper may be substituted at any time. However, he or she must wear a jersey that distinguishes him from other players on the field. An injured player must leave the field if the coach/trainer is requested onto the field by the referee. Goalkeeper must be replaced if coach/trainer is called on the field a 2nd time.

**NETTING:** The field is enclosed not only to increase safety, but also to keep the game continuously active. If the ball hits the netting on the side of the field, a kick-in shall be awarded. A kick-in must be placed no more than 3' from the wall. If the ball hits the netting behind the goals (between corner lines) a goal kick or corner kick shall be awarded. If the ball hits the netting above the field of play, a free kick against the offending team from the point on the field directly below the point of contact with the net. If the offense takes place within the penalty area, the free kick shall be taken from the DOT.

**THREE LINE VIOLATION:** If a player plays the ball over three lines in the air towards his opponent's goal line without it touching another player, the wall, or referee on the field of play between the lines, the referee shall award a free kick to the opposing team at the center of the first line that the ball crossed. EXCEPTION: A goalkeeper, while standing in his team's penalty area, may legally **throw** the ball over all three lines. This may result in a 1-point goal.

**SHIELDING:** A player may not use 2 hands against the wall to shield an opposing player from the ball. This will result in a free kick to the opposing team from the spot of the infraction.

**SLIDE TACKLING:** Slide tackling is only permitted in U-8 thru U-12 competitive leagues. *Slide tackling is NOT permitted in U-13 age group and older including all Adult Co-ed, Women's, and Men's Competitive leagues as well as ALL Recreational Leagues.* Exception: Goalkeepers are allowed to slide, as long as they are in the penalty area and are attempting to play the ball. Note: It is up to the referee's discretion as to whether it is a sliding kick or tackle.

**Heading:** All players who are registered on or participate with any U-11s or younger team are prohibited from deliberately striking a soccer ball with any portion of their head, (a.k.a. heading), during any game. If an U-11s or younger player engages in heading a soccer ball during games, the parent(s)/guardian(s) and the player accept the risk and/or peril of doing so. Infractions to this rule will result in a free kick to the opponent.

## **GOALKEEPER RESTRICTIONS**

**BACK PASS INTO DEFENSIVE ZONE:** The goalkeeper may not use his/her hands to control a ball that is played from beyond the 2-point line by any team member. This includes a series of passes by the defending players. He/she may only use hands if a member of the opposing team passes the ball into Defensive Zone or touches the ball in the Defensive Zone. A free kick will be awarded, at the DOT, if penalty is assessed. The white line is considered part of the defensive zone.

**HAND TO HAND:** A goalkeeper, having had control of the ball in his/her hands and having released it from his/her hands to be played by self or a teammate shall not handle the ball again until the opposition has touched or played the ball. A free kick is awarded at the DOT, above the penalty box. Bouncing the ball within the penalty area is allowed.

**5 SECOND DISTRIBUTION:** A goalkeeper, in possession of the ball in his/her hands within the penalty area, must release the ball within 5 seconds from his/her hands. A free kick is awarded at the DOT.

**ILLEGAL PROCEDURE:** A goalkeeper who receives the ball outside the penalty area shall not handle the ball inside the penalty area prior to the ball being touched by another player. This means the keeper cannot bring the ball from outside the box back into the box and pick it up. A free kick is awarded at the DOT.

**TIME PENALTIES:** Time penalties will be assessed for fouls deemed as severe, tactical, or blatant in nature.

All persons, including coaches, on the team are considered part of the game. Offending players will serve their own time penalties, unless it is the Goalkeeper in which another player designated by the coach will serve the penalty. *Referees may however require the Goalkeeper to serve the Time Penalty.* Time penalties can be given against offending team benches. The coach may choose any of his or her players on the field to serve the Bench Penalty. Coed Leagues - If a female receives a time penalty, she is part of the game and need not be replaced by another female during the duration of the penalty.

A player will be released from time penalties when penalty time has elapsed or the opposing team scores a goal. If there are an equal number of players from each team serving penalties and a goal is scored, no player is released and no penalty is voided. Time penalties will be carried into the second half. If a team scored against has a lesser number of players on the field when the goal is scored, the player with the least amount of time left to serve is released from the penalty box.

**BLUE CARD (2 minute time penalty):** A BLUE Card may be assessed at the discretion of the referee for:

Unsporting Behavior, Dissent, Persistent Infringement, Delaying the Restart, Failure to Respect the Required Distance on restarts, Illegal Substitution, Boarding, Encroachment, Jumping/Climbing over the wall, Foul Language, Spitting on the Field, or Tampering with the Clock/Scoreboard.

**RED CARD (EJECTIONS 5 minute time penalty):** A RED Card will be assessed by the Referee for:

Serious Foul Play, Violent Conduct, Spitting at any Person, Denying an Obvious Goal Scoring Opportunity, Abusive Language, Fighting, Receiving a Second Blue Card.

The ejected player **must** leave the field / bench area. The offending player will serve a minimum one game suspension. SportsPlex reserves the right to increase the length of suspension if the offense warrants such increase. The Coach of the suspended player is required to meet with management following the match to determine the length of the suspension and is expected to enforce the suspension. A red card will result in a full 5-minute time penalty against the offending team, regardless of the number of goals scored by the opposing team. The team will play shorthanded throughout the duration of the penalty. SportsPlex reserves the right to suspend indefinitely any player, coach, or spectator who strikes, threatens physically or verbally, any participant or spectator at the SportsPlex facility. The SportsPlex facility is for the enjoyment of recreational sport.

**FORFEITS:** Forfeited games will have a 4-0 result. However if the game has begun and the forfeiting team is losing, the score at the time of Forfeit stands. No team may forfeit a game and win the league.

**A game shall be a forfeit if:**

\*\*The clock starts at scheduled game time. If a team is unable to start after 2 minutes has expired; their opponent is awarded a goal. At 4 minutes another goal is awarded. If not prepared by 5 minutes, game is forfeited

\*\*Refusing to take the field to play.

\*\*A team does not have enough players (two less than allocated amount of players required for specific age group) to begin or continue a game.

\*\*A youth team (U-18 and under) does not have an adult coach or other responsible adult, 21 or older, present on their bench.

\*\*Using illegal players. If you suspect the opponent is using an illegal player, inform the referee which player you believe is illegal, before the game has started or at half time. The referee will inform the opposing coach. The player in question will produce valid identification immediately. If not, the game shall be played, the referee will inform the office, and the office will request valid identification. If not, the game will be forfeited.

**LEAGUE STANDINGS:**

League standings will be decided as follows:

2 points for a win / 1 point for a tie / 0 points for a loss - *Standings are updated each week and will be posted on the website.*

**If teams are tied on points, the advantage goes to the team who**

1. Won the head-to-head game.
2. Has conceded the least amount of goals (it is unnecessary to run up a score.)
3. Most goals scored

Rev 9/2016